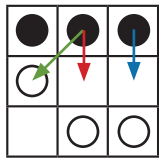
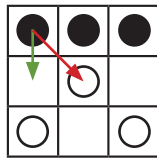


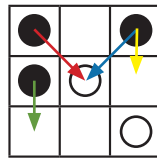
Handout: The 24 Robot Moves



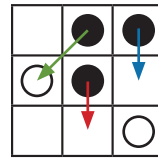
turn 2



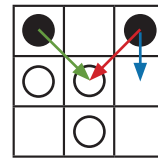
turn 2



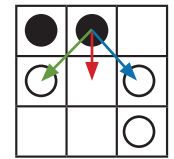
turn 4



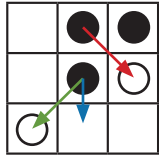
turn 4



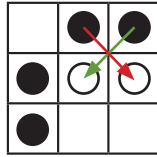
turn 4



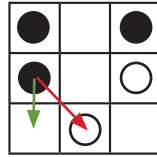
turn 4



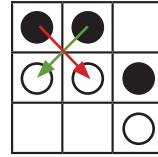
turn 4



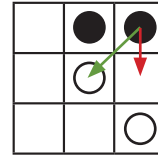
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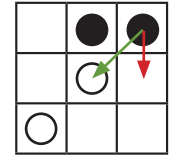
turn 4



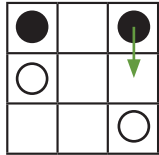
turn 4



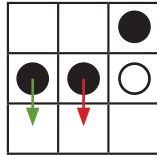
turn 4



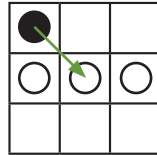
turn 4



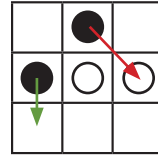
turn 4



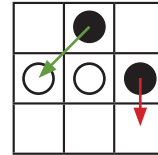
turn 6



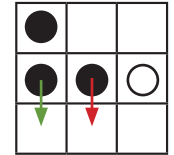
turn 6



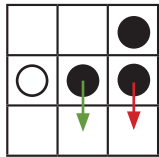
turn 6



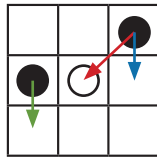
turn 6



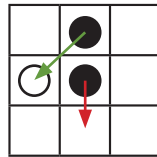
turn 6



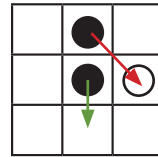
turn 6



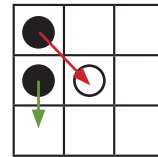
turn 6



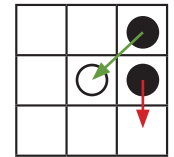
turn 6



turn 6



turn 6



turn 6

Black circles represent moves the robot can make.

White circles are the moves the human can make.

Each colored arrow represents one possible move the robot can make. In these diagrams, there are four different types of arrows. Each one corresponds to one colored mark in the turn container and illustrates one possible move the robot can make. Turn numbers (2, 4, and 6) show the potential moves the robot may make in that turn.