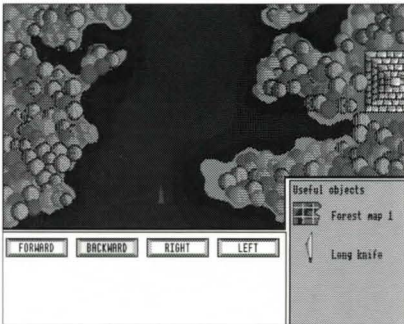
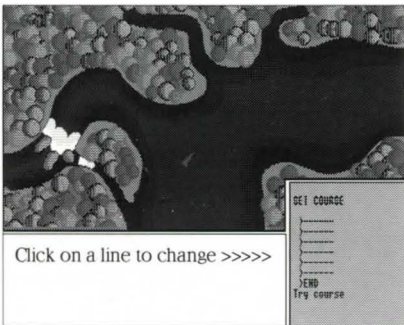


# Navigating the River



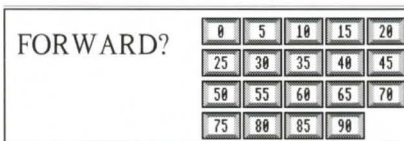
## LOWER and UPPER RIVER.

To travel along the lower or upper part of the river use the mouse to give your boat one instruction at a time.

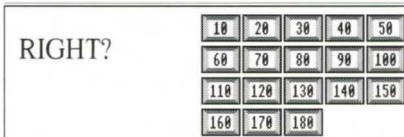


## MIDDLE RIVER

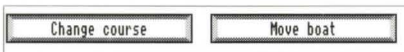
To travel up the middle part of the river, you need to set a course for your boat by making a list of instructions for the computer on your boat to follow.



Your list of instructions should include how far **FORWARD** or **BACKWARD** you want the boat to move and any **TURN**s you want it to make.

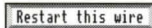
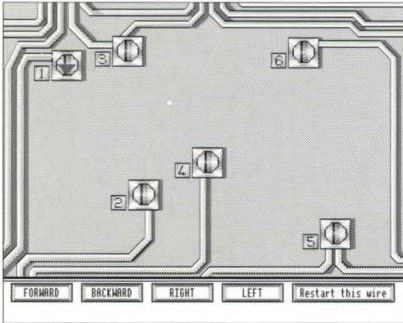


You must be careful to build up this list of instructions in the correct order. You can test your instructions by clicking on **TRY COURSE** to see where it will take you.



When you are happy with your program click on **MOVE BOAT**.

# Wire Connections



You must mend the wires in the door control box so you can get into Professor Roberts' secret workshop.

The red triangle (turtle) will re-draw the wires between the terminals.

Use the mouse to tell the turtle what to do.

When you select **FORWARD** or **BACKWARD** you will have to choose how far you want the turtle to travel.

When you choose **LEFT** or **RIGHT** you should then select how many degrees you want the turtle to turn.

If you find you have gone wrong, you can choose to **RESTART** your wire.