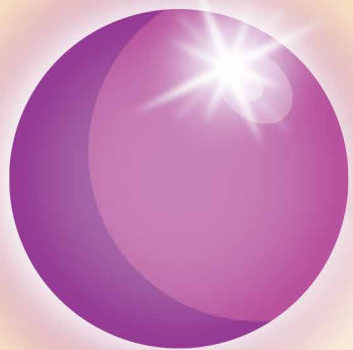# Coding Critters™

MagiCoders

SPELL BOOK

LR Learning Resources®

Skye the unicorn knows cool spells—her magic's really neat!
When she's not chasing her crystal ball, she's eating tasty treats!

When it's Skye's turn to guard your room,
she marches, trots, and prances!
Then, when her patrol is done,
she does some magic dances!

Follow That Ball:

CODE ⬇️⬆️⬇️⬆️

to make Skye follow her ball!

Unicorn Treat:

CODE ⬅️➡️⬅️➡️

to feed Skye a treat!

Guard Unicorn:

CODE ⬇️⬇️⬇️⬆️

to make Skye patrol your room!

Dance Party:

CODE ⬇️⬇️⬆️⬆️

to make Skye dance!

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Skye's horn shines like a rainbow that arcs above the ceiling. Cast one of her magic spells, and you'll see how she's feeling!

With music, fun, and laughter, Skye spins round and round! Once she's finished spinning, she flies above the ground!

Rainbow Horn:

CODE ⬆️⬆️⬆️⬆️

to make Skye's horn light up colors!

Mood Horn:

CODE ⬇️⬇️⬇️⬇️

then wave your hand in front of Skye.

- 🟢 = Grumpy
- 🔴 = Angry
- 🟡 = Surprised
- 🔵 = Tired
- 🟠 = Excited
- ⚪ = Silly

Magical Merry-Go-Round:

CODE ➡️➡️➡️➡️

to make Skye spin around!

Sky Soaring:

CODE ⬆️⬆️⬆️➡️

to make Skye fly!

When it's someone's birthday, Skye sings loud and clear. She knows other magic tunes—they're wonderful to hear!

When Skye gets sleepy, don't you know, she feels a little shy. But after sleeping sweetly, she can't wait to play and fly!

Rainbow Birthday Song:

CODE ⬆️ ⬇️ ➡️ ⬅️

to make Skye sing!

Illuminotes:

CODE ⬅️ ⬅️ ⬅️ ⬅️

and wave your hand in front of Skye to play Illuminotes!

Shy Unicorn:

CODE ⬅️ ⬅️ ⬇️ ⬇️

to make Skye shy!

Nap Time:

CODE ➡️ ⬅️ ➡️ ⬅️

to make Skye take a nap!

Outside Skye's cloud castle, where she lives with her friend Gumdrop, there's a big map of places where adventure awaits. Let's see where she's flying after breakfast!

CODE:

Can you code Skye to move from her castle to her map?

SPELL:

*Cast **Unicorn Treat,** then **Sky Soaring** to feed Skye breakfast before she takes off!*

Skye's first stop is Sweet Treat Island, where Cora the Cupcake is trapped in a sprinkle swirl!

"This looks like a job for your magic, Skye," said Gumdrop.

"It sure is," said Skye.
"I know how to help!"

CODE:

Can you code Skye to stop the sprinkle swirl?

SPELL:

Cast **Rainbow Horn** to mimic the sprinkles' many colors!

On Birthday Island, Skye arrives to find another problem: missing party invitations!

"I'll bet we could deliver these in no time, Skye!" said Gumdrop.

"I think you're right!" said Skye.

"Special delivery, here I come!"

YOU'RE INVITED!

SPECIAL DELIVERY

YOU'RE INVITED!

CODE:

YOU'RE INVITED!

Can you code Skye to follow the path and deliver the invitation?

SPELL:

Cast **Rainbow Birthday Song** and **Dance Party** to celebrate!

Skye and Gumdrop arrive on Shooting Star Island, their last adventure of the day.

"I wish we could make our own shooting star!" said Gumdrop.

"Great idea!" said Skye.

"Look! I think those stars over there would work!"

CODE:

Can you code Skye to pick up the fallen stars?

SPELL:

Stack the stars on the catapult, launch them at the rainbow target, then cast **Sky Soaring** to send Skye home!