

## Sequencing Puzzle: The Lifecycle of a frog

Programmers 'sequence' instructions: putting them in the right order. Sequences are often placed in to 'loops', doing the same sequences over and over. Sequences and loops occur in nature too. Lifecycles, for example, are sequences of events happening in a loop.

Cut out and place these pictures from the lifecycle of a frog in to the loop overleaf. Start with the frogspawn and make sure you put them in the right sequence.

If you were programming a cartoon about frogs you'd need to code the same looping sequence.



