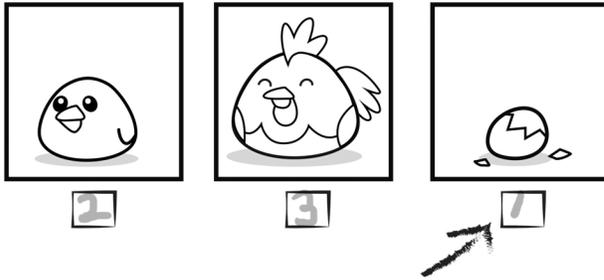


# STORY SEQUENCING



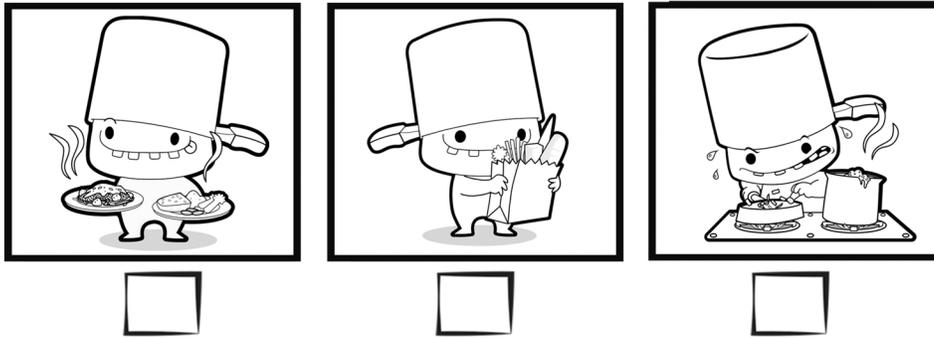
Number these pictures in the correct order for these sequences to make sense!

EXAMPLE

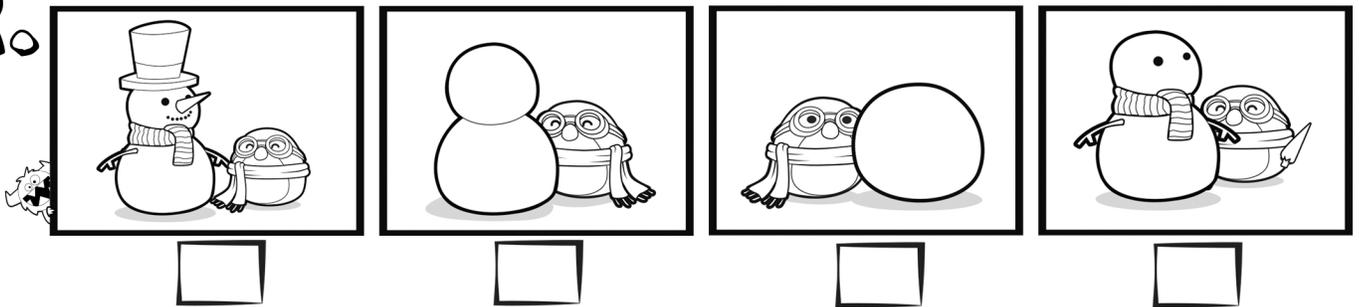


Number these boxes in the correct order.

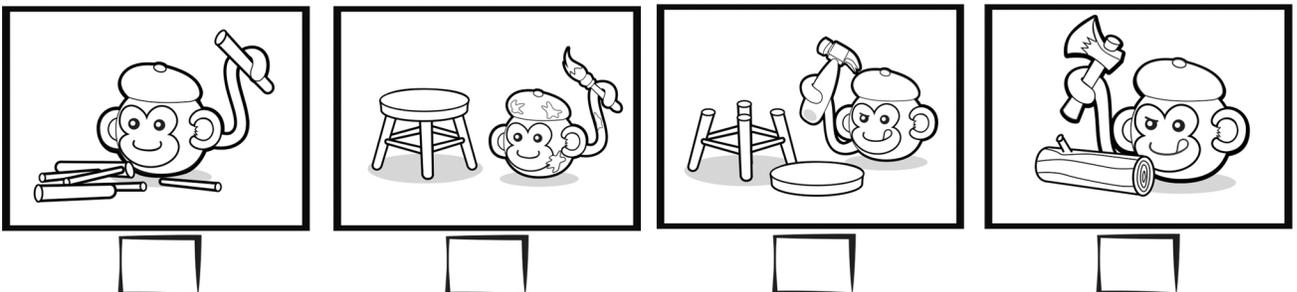
1.



2.



3.

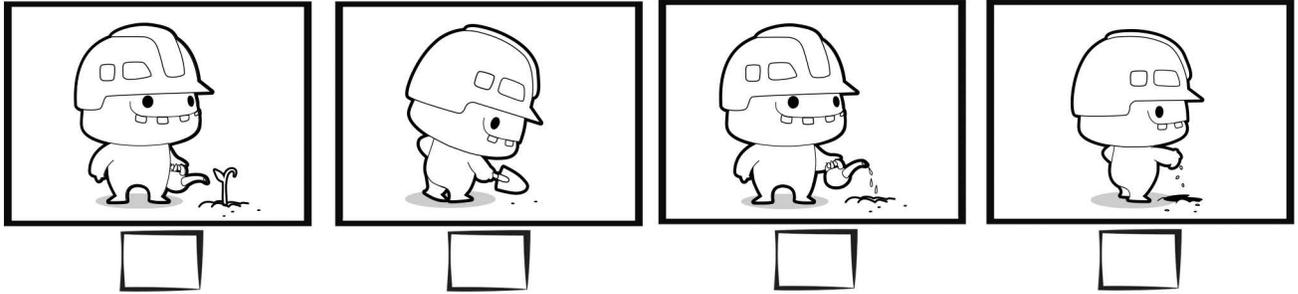


# STORY SEQUENCING



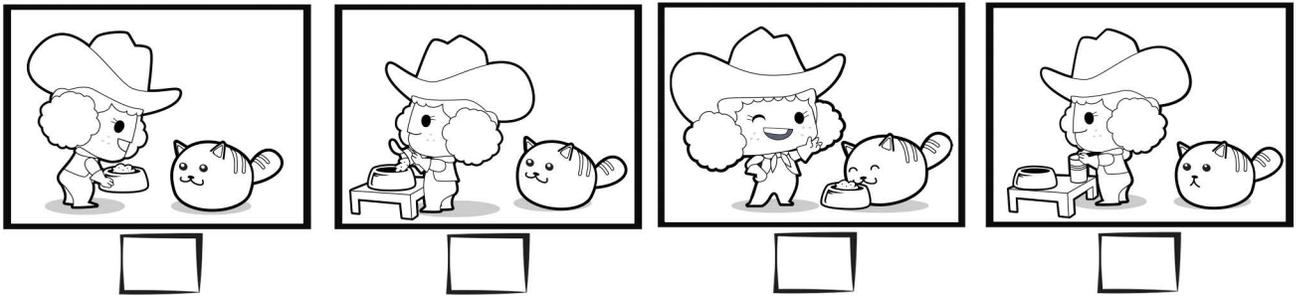
4.

Number these pictures in the correct order for these sequences to make sense!



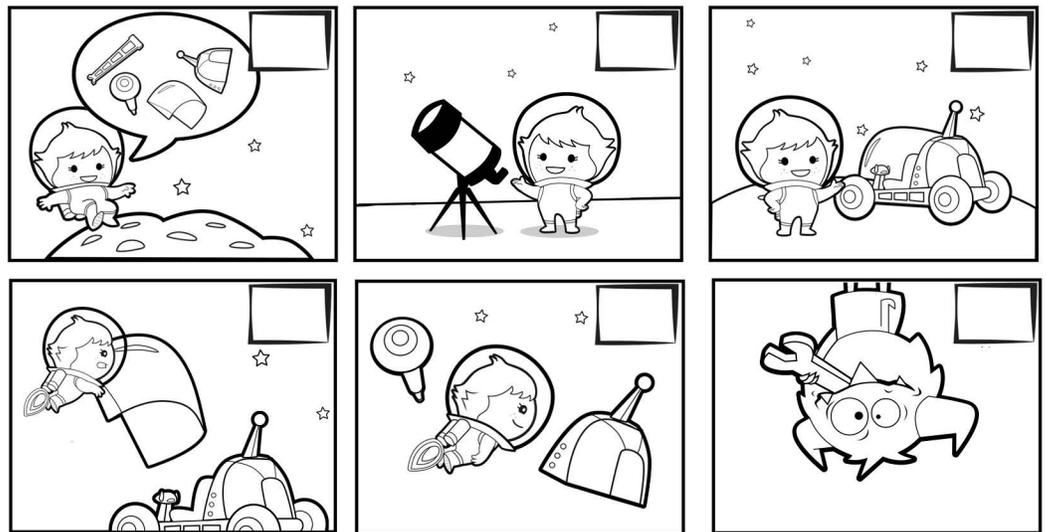
5.

Number these pictures in the correct order for these sequences to make sense!



6.

Two of these images contain a bug, or an error. Number the boxes in the correct order and write an X in the two boxes that do not belong.



## DID YOU KNOW?

A *Bug* is a mistake or error in a program. *Debug* means to find and fix a bug.

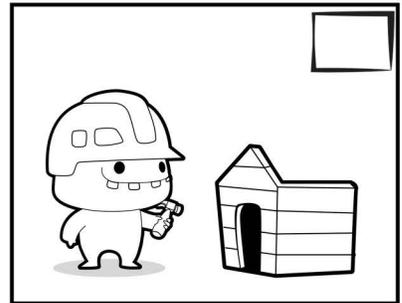
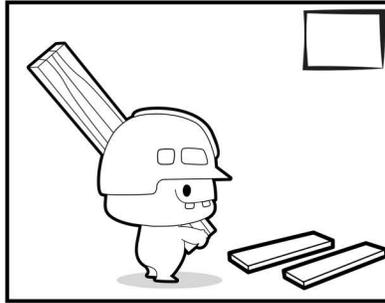
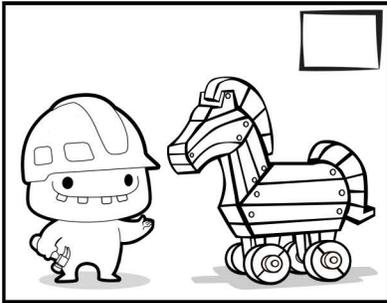
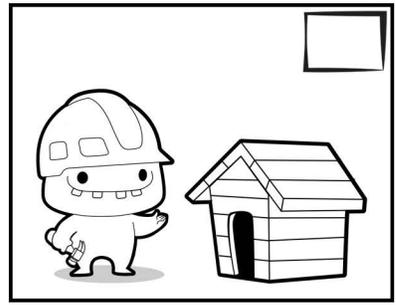
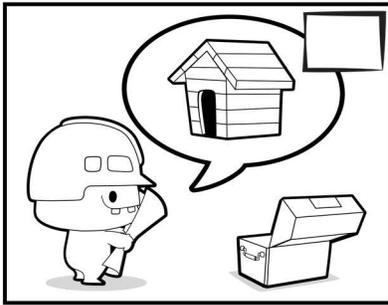


# STORY SEQUENCING



7.

Number the boxes in the correct order and write an X in the box if it doesn't belong.



8.

Number the boxes in the correct order and write an X in the box if it doesn't belong.

