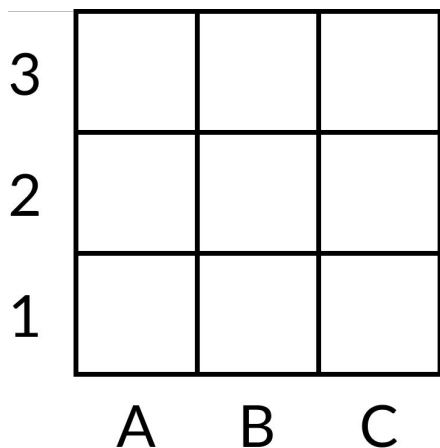# Slithering Snake

A square is a **winning square** if there is a path for the snake that **starts in that square** and **covers every square** in the grid.

A square a **losing square** if it's **impossible** to find a path for the snake that **starts in that square** and **covers every square** in the grid.

We want to try to figure out which squares are **winning squares** and which are **losing squares!**

On this grid, you can **try out drawing different paths for the snake:**

On this grid, **put an O in every winning square** and **put an X in every losing square.**
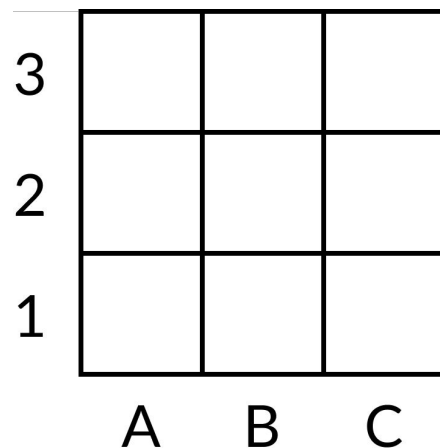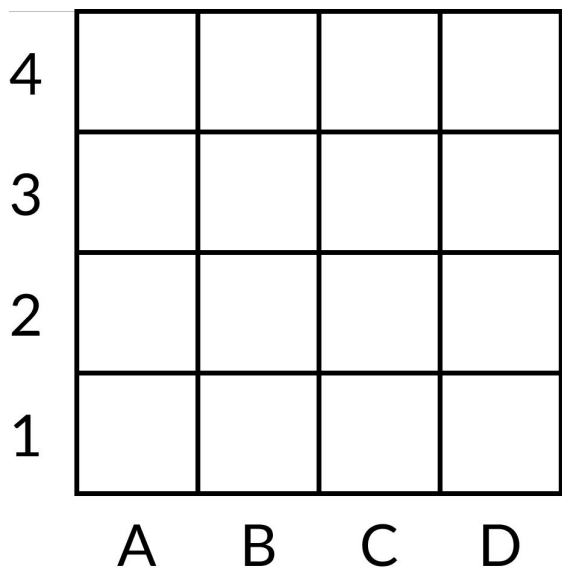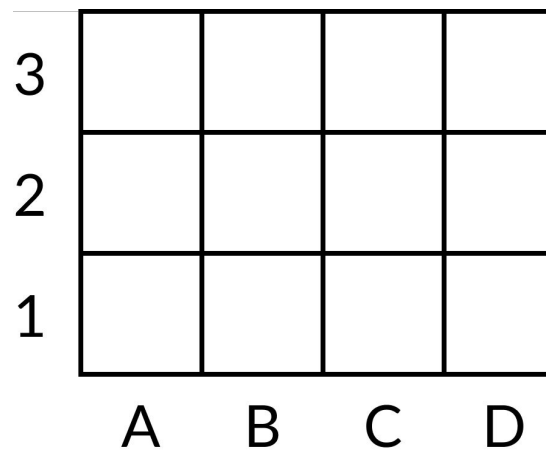
Slithering Snake

On these grids, you can **try out drawing different paths for the snake:**

On these grids, **put an O in every winning square** and **put an X in every losing square.**
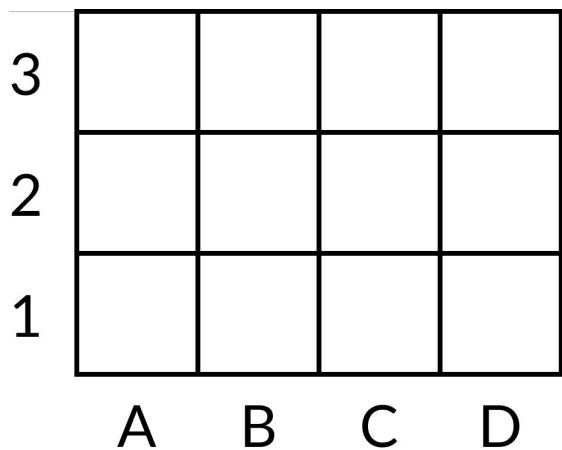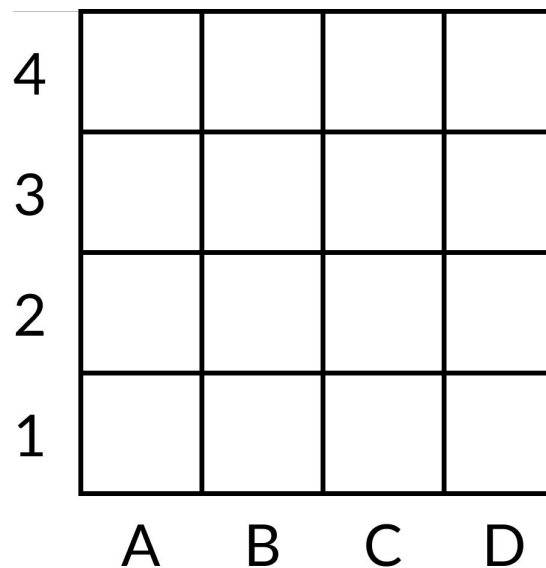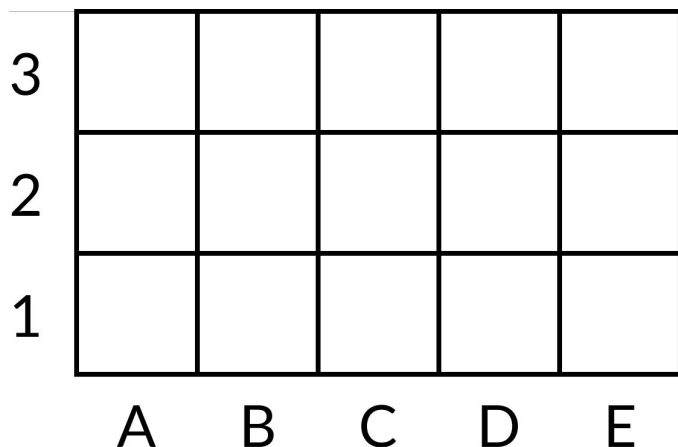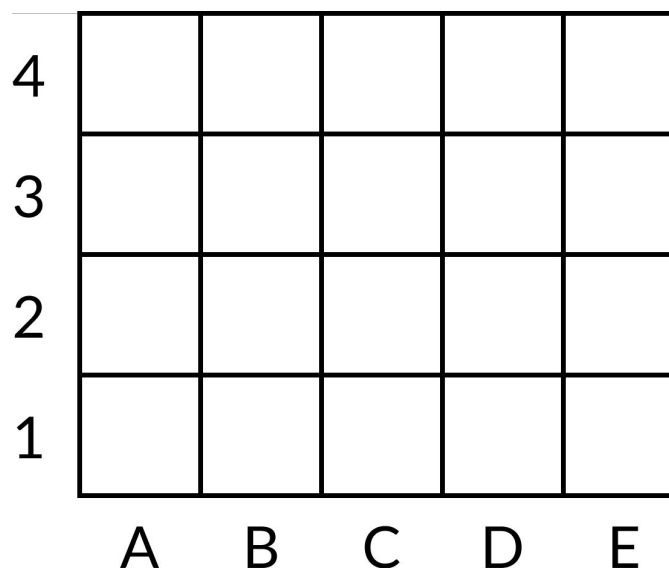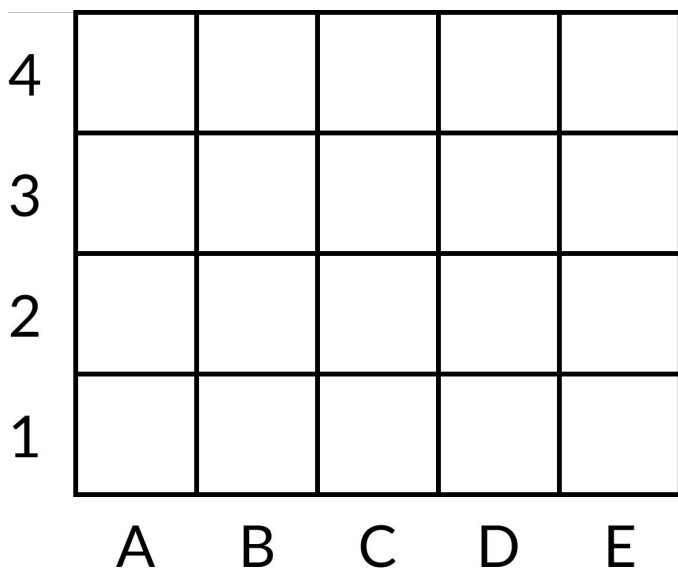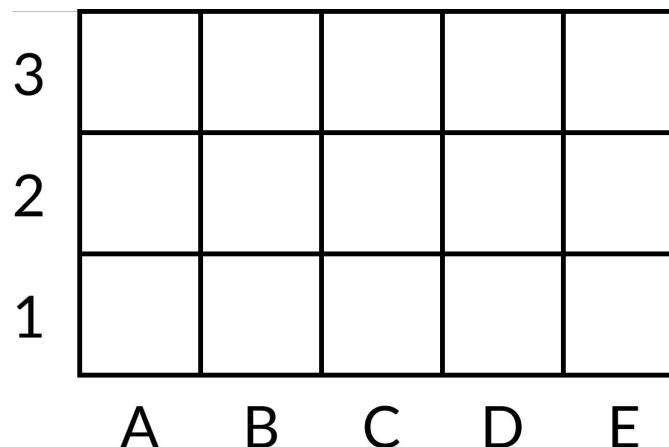
Slithering Snake

On these grids, you can **try out drawing different paths for the snake:**

On these grids, **put an O in every winning square** and **put an X in every losing square.**

Slithering Snake

On this grid, you can **try out drawing different paths for the snake:**

5
4
3
2
1

A B C D E

On this grid, **put an O in every winning square** and **put an X in every losing square.**

5
4
3
2
1

A B C D E