Three Little Pigs Coding Story

First create a grid of squares using masking or painter's tape on the floor or on a tabletop. A grid can also be drawn on a large plastic tablecloth, making it easy to use, transport, and store.

We are going to retell the story or read the book (The Three Little Pigs) or you can invent your own tale. We will need 3 pigs, a wolf, and pictures to represent the places the wolf/pigs travels to in the story.

1. **Set up the grid.** The teacher or children place the character at the starting point on the grid and put the settings or obstacles on the grid in the order they occur.

2. **Establish the commands.** As a group, the children determine the commands for moving the character along the grid. Directional arrows (which can point up, down, left, or right when placed on the grid) are visual symbols to represent the commands. Children can easily make and use lots of arrows on mini cards or sticky notes.

3. **Choose a programmer and a gamer.** The programmer—or programmers—gives the coding commands. The gamer is the child—or children—who follows the coding commands and moves the figure on the grid.

4. **Code the story!** The programmer is now responsible for giving commands—"Go up 1," "Go forward 2," "Go down 3,"—to the gamer so that the gamer can move the character along the grid, from start to finish. (The first few times a group codes, an adult might model the roles for the children.) As a new command is followed, the coder places a symbol card in each square the gaming piece travels through, representing the direction of the move on the grid. Code all the moves until the ending point is reached.

   Coding Terms

   Code- set of instructions for a computer

   Coding-The process of creating step by step instructions a computer understands and needs in order for its programs to work.

The Three Little Pigs

Once upon a time there were three little pigs and the time came for them to leave home and seek their fortunes.

Before they left, their mother told them "Whatever you do, do it the best that you can because that's the way to get along in the world. The first little pig built his house out of straw because it was the easiest thing to do.

The second little pig built his house out of sticks. This was a little bit stronger than a straw house.

The third little pig built his house out of bricks.

One night the big bad wolf, who dearly loved to eat fat little piggies, came along and saw the first little pig in his house of straw. He said "Let me in, Let me in, little pig or I'll huff and I'll puff and I'll blow your house in!"

"Not by the hair of my chinny chin chin", said the little pig.

But of course the wolf did blow the house in and ate the first little pig. The wolf then came to the house of sticks.

"Let me in ,Let me in little pig or I'll huff and I'll puff and I'll blow your house in" "Not by the hair of my

chinny chin chin", said the little pig. But the wolf blew that house in too, and ate the second little pig.

The wolf then came to the house of bricks. "Let me in , let me in" cried the wolf "Or I'll huff and I'll puff till I blow your house in"

"Not by the hair of my chinny chin chin," said the pig.

Well, the wolf huffed and puffed but he could not blow down that brick house.

But the wolf was a sly old wolf and he climbed up on the roof to look for a way into the brick house.

The little pig saw the wolf climb up on the roof and lit a roaring fire in the fireplace and placed on it a large kettle of water.

When the wolf finally found the hole in the chimney he crawled down and KERSPLASH right into that kettle of water and that was the end of his troubles with the big bad wolf.