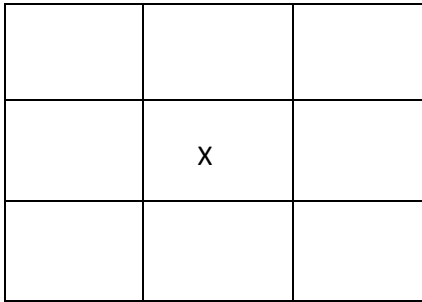


Beginner Coding Game

Materials: Large Arrow Cards, painter's tape



To get started we marked off a grid of 9 squares with painter's tape on the floor.

Once we had our grid established, we marked an "X" in one of the squares to represent our final destination. We discussed what path would you need to walk in order to reach the X. We laid out the arrows in the pattern or sequence to reach our destination.

Together we counted the squares and moved through the squares.

Once the children understand the concept of counting the squares and moving through the grid, select one child to be the "computer" and one child to be the "programmer".

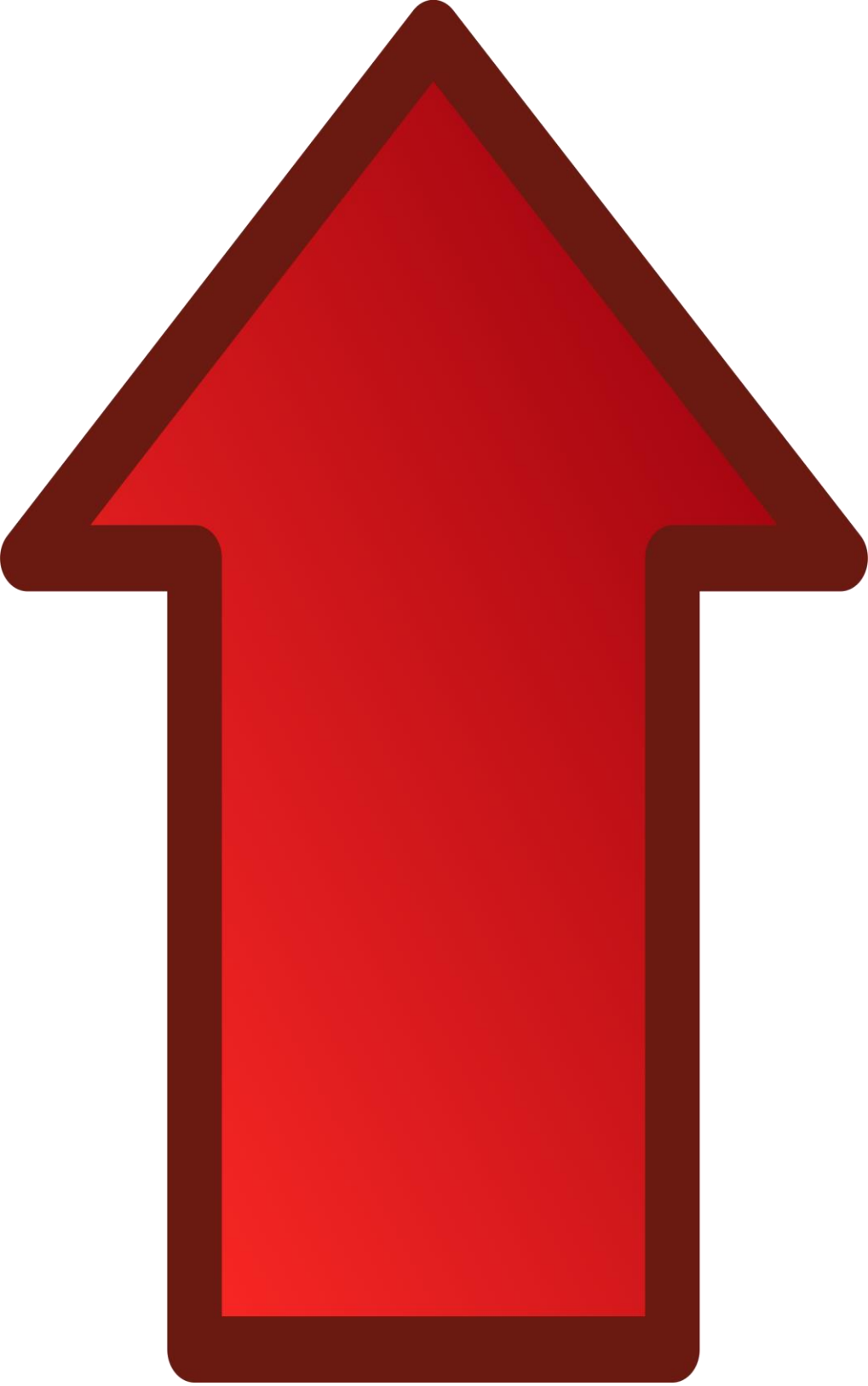
Have the programmer use the arrow cards and verbally tell the "computer" which way to move. Try changing the location of "X" and take turns being the programmer.





Function

Right





Forward

Left

