Programming is the process of creating a set of instructions or language that tell a computer how to perform a task. Coding the process of assigning a name to something for the purposes of classification or identification.

Materials:

Symbol and Command Grid

Display Board

Console Board

Makers, colored pencils

or Construction paper, scissors and tape

or Assorted buttons, stickers, foam pieces, etc. that can be used as symbols for commands

Objective: Your team will be creating your own code or language. With that code you will create a program that moves the student through their neighborhood from school to home. Your coding and programming skills will be put to the test when another team tries to complete the task using your "instructions".

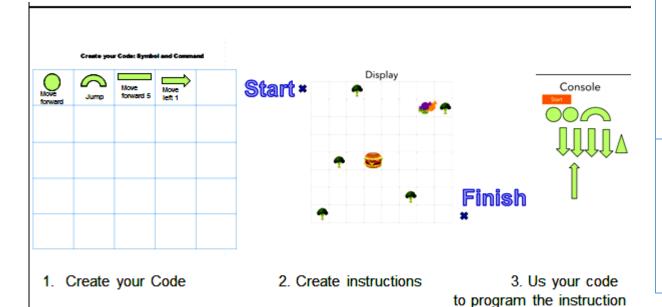
Each symbol will represent a command. Your key or code needs to be created first. This is similar to hieroglyphics, where pictures represent words. For example, a small red star could mean move forward 2 spaces, a medium red star could mean turn left and a pink heart could mean move backwards 1 space.

Once you've created your code, you will then need to place a START (the school), FINSH (home), obstacles and rewards within your display.

Using your code, create a program in the console that will direct your student from school to home. Be sure to avoid obstacles.

To test your coding and programming skills, switch your completed code and program with another group to confirm the success of your program.

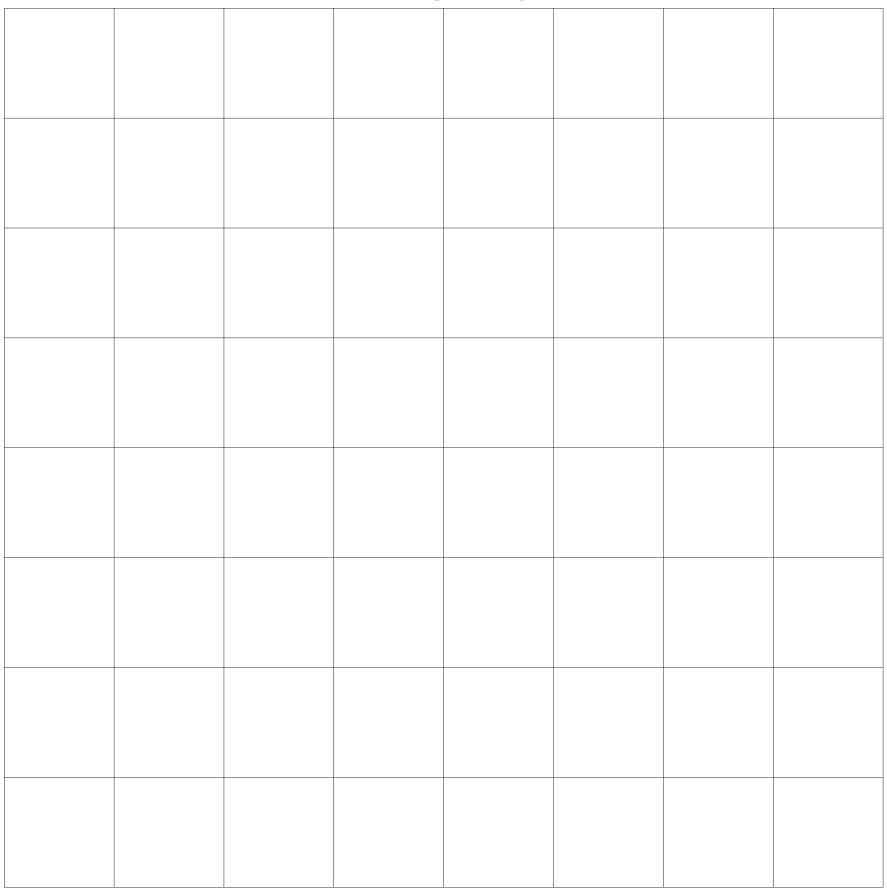
EXAMPLE:



4. Test your work, switch with another team to see if your program works the same for them.

Create your Code: Symbol and Command

Game Display



Program

Start