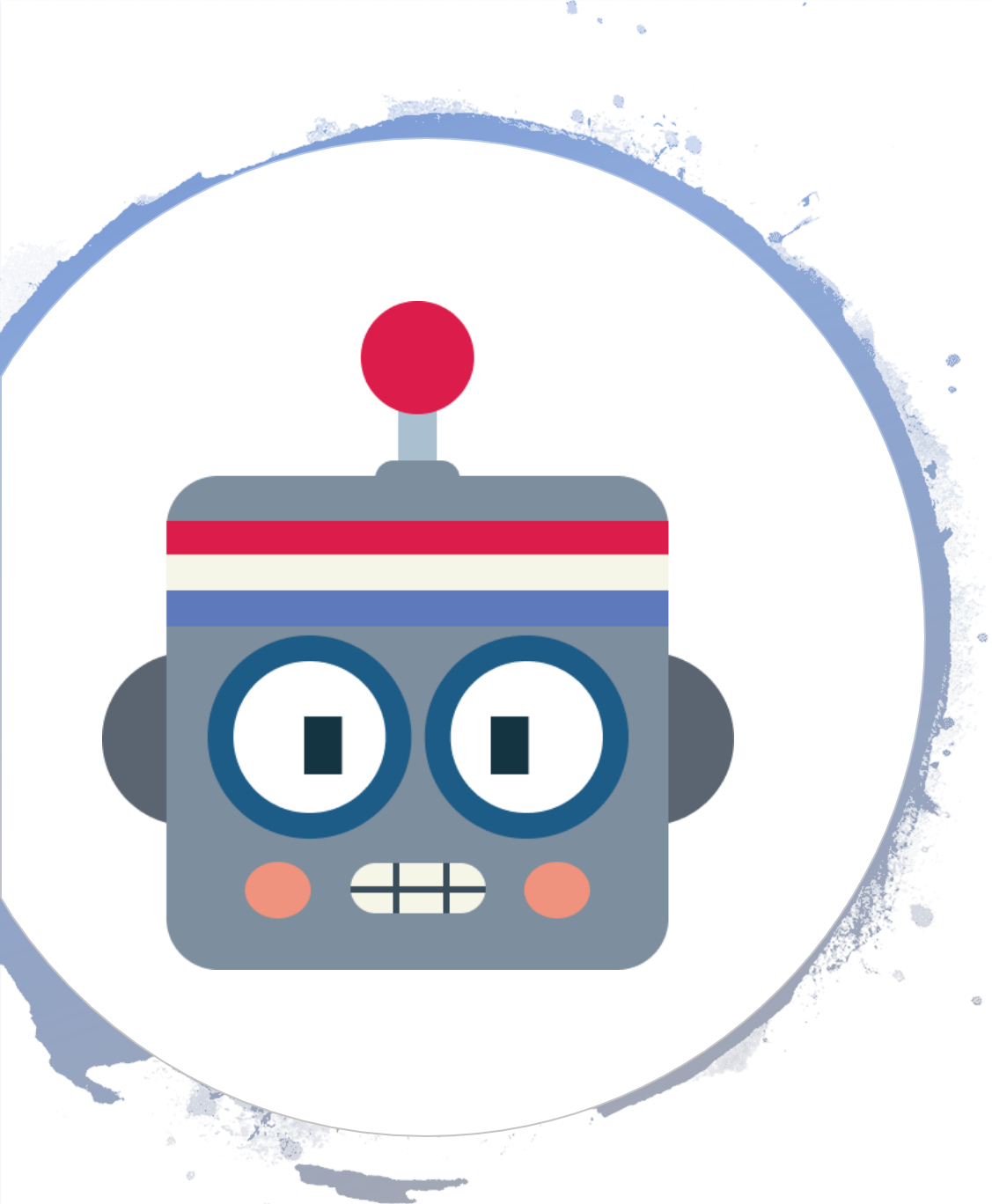


Coding – Unplugged
cathy.fowler@sd72.bc.ca

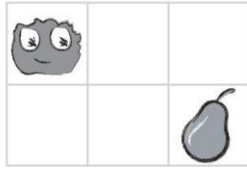


Resources

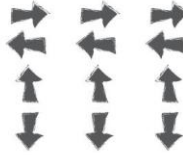
- [CS Fundamentals Unplugged](#)
- [CS Unplugged](#)
- [Canada Learning Code](#)
- [Teach Your Kids Code - Unplugged](#)
- [Introducing Computational Thinking into the Classroom: Student Learning Modules](#)
- [Pirate Coding Map - TpT](#)
- [Coding and Algorithm Activity Cards Bundle](#)

5

Happy Map 5

C O
D I

What should the Furby do to get to the supplies?



Primary Lesson Examples

- Let's Dance – code a class of robots
- Happy Maps – CS Fundamentals lesson
- Binary Alphabet Bracelets
- Coding and Algorithm Activity Cards
- Pirate/Alien Coding Game
- Ciphers

- Topics
 - Algorithms
 - Loops
 - Functions (If-Then)
 - Iterations
 - Commands
 - Binary Numbers

CODE

YOUR

NAME



Intermediate Lesson Examples

- Binary Puzzles / Bracelets / Numbers
- Ciphers
- Graph Paper Coding
- Obstacles courses
- Human robot
- Code a clapping/tapping song
- Battleship










- Topics
 - Algorithms
 - Loops
 - Functions (If-Then)
 - Iterations
 - Commands
 - Binary Numbers

The Obstacle Course

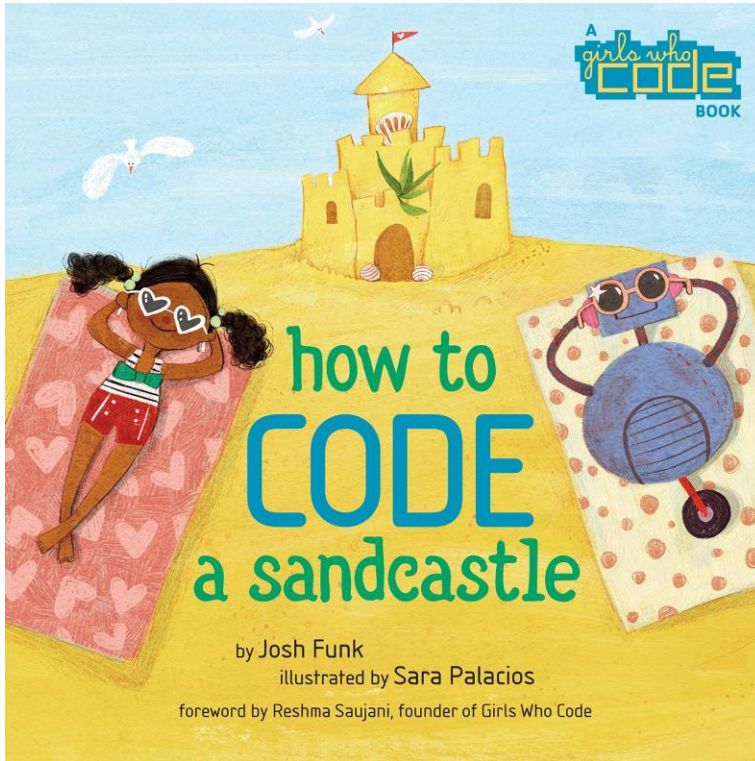
- ↑ Go straight
- ↻ Turn right
- ↶ Turn left



Code the cup song

| LEARN HOW TO PLAY CUPS | | VULTURE |
|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|  |  |  |
| 1 Clap hands twice. | 2 Hit the table three times. | 3 Clap hands once. |
|  |  |  |
| 4 Pick up cup and set it down again on table. | 5 Clap hands once. | 6 Pick up cup and tap it on hand, then table. |
|  |  |  |
| 7 Switch hands and grab the bottom of the cup. | 8 Hit the table with your free hand. | 9 Set the cup down on the table. Repeat. |

Coding Unplugged – what's in the box?



- Cups and index cards
- Beads and pipe cleaners
- littlecodr card set – Lesson and Activities
- Coding & Algorithm Activity Cards
- B.L.M. folder
- Pirate and Space Map coding games
- Human Robot (cup stacking) packages
- Books
 - How to CODE a Sandcastle
 - Hello Ruby
 - Kids Get Coding
 - CS Fundamentals Binder: Lessons A-F
 - CS Unplugged
 - Introducing Computational Thinking into the Classroom: Student Learning Modules

Additional Resources - Games

- Robot Turtles
- Code Masters
- Qwirkle
- Algoracing
- Robot Wars
- Potato Pirates

