

# Learning to Code

Through game play and  
exploration a 12 week  
rotation for K-2

# Organization

## Week 1 - 4

Blue group = station 1 & 2

Orange group = station 3 & 4

Green group = station 5 & 6

## Week 5-8

Blue group = station 3 & 4

Orange group = station 5 & 6

Green group = station 1 & 2

## Week 9-12

Blue group = station 5 & 6

Orange group = station 1 &

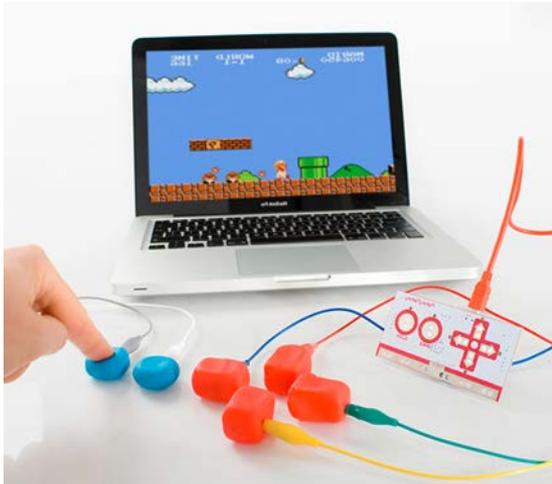
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Green group = station 3 & 4

Through collaborative game play students will learn the basics logic and sequencing concepts of coding. This process will also develop their skills in computational thinking and problem solving.

# Station 1

MakeyMakey: Using the provided conductive objects students will learn about simple circuitry by trying to build their own “keyboard” with the materials and makeymakey kit. Students will work in pairs.



Sites to test

1. Play the piano

(<http://makeymakey.com/piano/>)

2. Get through the maze

(<https://scratch.mit.edu/projects/10128431/>)

Supply list

2 makeymakey

2 computers



# Station 2

## Robot Turtles Board Game

Students will play in a group of 4 they have to use up, down, right and left cards to find their way through the maze.



# Station 3 & 4

Students will work in pairs (an “artist” a “programmer”) to create a play with scratch junior. They will be given a “problem” or specific criteria to make in their play.

## Supply List

1.4 Ipads



# Station 5 & 6

Students will work in pairs with Puzzlets & Cork the Volcano as the “navigator” (board) and “driver”(ipad). In order to get through each level students will have to place puzzle piece on the cloud board in the correct sequence in order to get through a mario like level. They must also correctly time their taps to execute each move at the right time. This will teach teamwork, troubleshooting and computational thinking.

## Supply List

4 Ipads

4 Puzzlet boards

