

Follow My Code

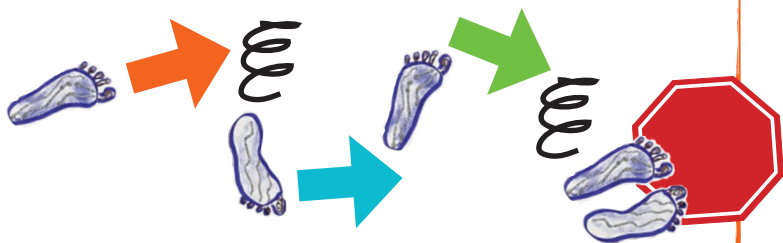
Math Matters



RESPOND to the questions, “What is coding?” and “How can students learn coding?” While coding skills are needed to program computers, one of the best ways to learn coding is to unplug from any device, get up, and move! Coding is a series of instructions that can be drawn, written, or entered as type or other symbols that communicate what sequence to follow. Work with a partner. Each of you will draw a code for the other person to follow.



CREATE a sketch that will show your partner how to move to follow your code. Use hand-drawn symbols of footprints, arrows, spirals, and stop signs. Don't repeat the example. Design your own code that will guide your partner's movements.



PRESENT your sketch to your partner as you receive their drawing. Practice decoding the symbols and moving your body in the sequential way that is shown. Then show your partner the movements and discuss if each of you decoded the symbols as the coder intended. If the sketched codes didn't work as well as you had hoped, debug the code by revising some of the symbols or sequential patterns.



CONNECT your experience to ways people have used visual systems to provide instructions and share sequential thoughts that guide action in many areas, from hieroglyphics, to treasure hunt maps, and spy codes that were created (and broken) during world wars. How has computer programming evolved? Did you know that hand-drawn codes can teach logical and sequential thinking skills that produce consistent results? What activities do you enjoy that follow sequential steps? How is coding like cooking a recipe or following sequential steps that tell drivers when and where to turn while traveling?

DISCUSS YOUR ANSWERS
WITH YOUR PARTNER.



Education

THINKING SHEET

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