

CODING IN THE CANDY COUNTRY

Get an introduction to basic coding concepts as you set up instructions for your teammate to navigate Candy Country.

MATERIALS:

- Masking or painter's tape
- Assorted candy pieces
- 3 obstacle cards (Gumdrop Gap, Lollipop Labyrinth, Marshmallow Mountain)
- 1 green card to mark the start
- 1 red object card to mark the finish
- 20 forward arrow cards
- 10 turn left cards
- 10 turn right cards

METHOD:

1. Create a 6x6 grid on the floor using masking or painter's tape. Each square should be large enough for someone to stand in.
2. Pair up with a teammate. One teammate will be the coder, the other teammate will be the Candy Country player.
3. Candy Country player instructions:
 - a. Do not help the coder as they create your Candy Country algorithm.
4. Coder instructions:
 - a. Place three pieces of candy randomly on the grid.
 - b. Place the three obstacle cards randomly on the grid.
 - c. Place the green and red cards on one of the edge squares to create a start and finish.
 - d. Create an algorithm (or set of instructions) to get your teammate from the starting point to the ending point while collecting each piece of candy and avoiding the obstacles.
 - e. Use the forward arrow, left turn and right turn cards to build an algorithm. Note that the forward arrow cards should always be used as a forward command to your teammate; use other cards to communicate left, right or backward commands.
 - f. Invite your teammate to the start and read your algorithm aloud as your teammate follows your exact commands.
5. Did the Candy Country player hit an obstacle? Time to debug the code! Work together to fix any mistakes in the algorithm and start again.
6. Repeat the activity, changing roles.

TAKE IT BACK TO CLASS:

- Coders like to group instructions that they use over and over. Can you think of ways to use fewer instruction cards in your algorithm? What additional instruction cards would be helpful?

SOURCE:

<https://teachyourkidscode.com/egg-carton-unplugged-coding-activity/>

NOTES
