

The background is a collage of various educational and coding toys. On the left, there are white interlocking blocks with icons like a minus sign, a person, and a hedgehog. In the top center, there are colorful cards with cartoon characters. To the right, a tablet shows a blue screen with a cloud icon and the text 'MAY 10 00:45:0'. Further right, a screen displays a beach scene with a red crab and a yellow surfboard. At the bottom, there are more interlocking blocks with various icons, a hand holding a block with a hedgehog icon, a grid of cards with different scenes, and a red and yellow string with a green clip.

Learning to Code

through gameplay and exploration

12-week Rotation for K-2

January 19th 2016

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 & 2

Green group = station 3 & 4

Through collaborative gameplay, students will learn the basic logic and sequencing concepts of coding.

This process will also develop their skills in computational thinking and problem solving.

Station 1 & 2

Puzzlets | Students will work in pairs as the “Navigator” (Puzzlets on Play Tray, *left*) & “Driver” *Cork the Volcano* app, *right*). In order to get through each Mario-like level, students must place Puzzlets tiles on the Play Tray in one of many correct sequences and grab the golden puzzle piece. They must also correctly time their taps to execute each move at the right moment. This will teach teamwork, troubleshooting, and computational thinking.

Supply List

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4 Tablets/Macs

4 Puzzlets

More info: digitaldreamlabs.com



Station 3

Robot Turtles | Students will play in a group of four. They have to use: up, down, right, and left cards to find their way through the maze.

Supply List

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1 Robot Turtles

More info: robotturtles.com



Station 4

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.

Supply List

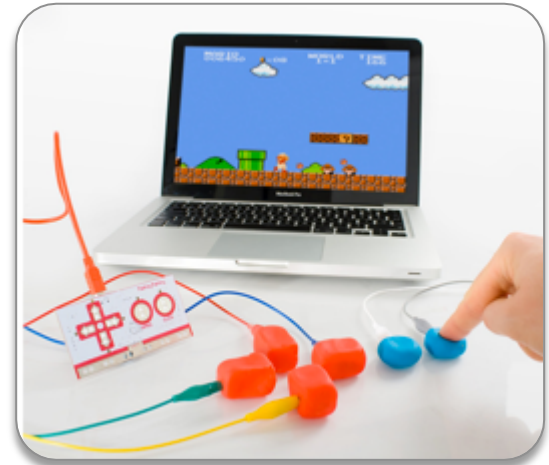
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2 MakeyMakey
2 Computers

Examples

[Play the piano](#)

[Get through the maze](#)



More info: makeymakey.com

Station 5 & 6

ScratchJr | Students will work in pairs, “Artist” & “Programmer,” to create a play. They will be given a “problem” or specific criteria to focus on in their play.

Supply List

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4 Tablets



More info: scratch.mit.edu