

One of the fundamental aspects of coding is **SEQUENCING**. When you are on a schedule at home or school, you might do things in a sequence too. (First you wake up, then you brush your teeth, then you get dressed, etc.)

Think about how performing tasks in a certain order helps you complete them easily.

Think Like A Coder!

- With two people, choose one person to be the **CODER** and one to be the **ROBOT**.
- Arrange a simple obstacle course in your house.
- Now, using just verbal commands of **FORWARD**, **BACK**, **TURN LEFT**, and **TURN RIGHT**, the **CODER** should think about how to direct the **ROBOT** to get through the course.
- Using 3 steps at a time, the **CODER** should say the commands to the **ROBOT**.
- The **ROBOT** performs the commands to see if the sequence is correct.
- Repeat 3-step sequences until the obstacle course is successfully completed.

Coding Critters™

BUY NOW

Alphabet Coders

- Practice your ABCs and vocabulary while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground. Place three objects nearby: one in front, one to the left, and one to the right of the Critter. A good example of objects might be a small ball, a toy car, and an action figure.
- Have your child build a code sequence to get their Critter to one of the objects based on its beginning letter. (For example, code Ranger to get to the object that begins with the letter "C.")



Counting Coders

- Practice your counting and numbers while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground, and put groups of objects in front, to the left, and to the right of the Critter. Use small items like coins, pom-poms, or beads in groups up to 10.
- Now, call out a number and have your child build a code sequence to get their Critter to the group of objects that matches the number (e.g., code Ranger to get to the group of 4 things!).
- Try this with other numbers from 1-10.
- Make up a story using the different objects!



Colorful Coders

- Reinforce color identification while building valuable sequencing and logic skills!
- Place your Coding Critter on the ground, and put three objects in front, to the left, and to the right of the Critter. Use objects that are clearly different.
- Call out a color, and have your child build a coding sequence to get their Critter to the matching-color object (“Code Critter to get to the object that is YELLOW”).



Count Along with your Coding Critter!

- Your Coding Critter can be programmed up to 30 steps! Count along with your Coding Critter and see how far it will go with different numbers of steps.
- Find an open area with about 15 feet of space.
- Code your Critter to go forward 5 times.
- Walk along with your critter and count out the steps. How far did it go? With a ruler or tape measure, measure out the distance to show how far it went.
- Now, try even more steps (10, 20, and even 30!).

Coding Pals

- Place RANGER (or other CRITTER) on the ground.
- Enter in any 5-step sequence (forward, turn right, forward, turn left, forward) and press the GO button.
- Have your child observe how the critter moves and what steps it followed.
- Now, have your child pretend THEY are the coding critter and move the exact same steps. Did they follow the correct pattern?
- Try this with bigger and smaller coding sequences.



Code Racers

(Requires a CODING CRITTER and 1-2 dice cubes)

- Place the Critter on the table or ground. Set a start and finish line about 5 feet apart.
- Place the Critter on the STARTING line and roll the dice cube. Program Critter number of forward steps (match dice) and press GO.
- Repeat until the Critter reaches the FINISH line. Try to do this in the fewest number of dice rolls possible.
- Now, use 2 dice cubes and use the sum of the two numbers as the number of steps to program (for example, if the dice cubes land on 2 and 4, then code your critter 6 steps forward).



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