

Program Kit

At WisCode Literati, we believe that teaching our communities how to code is essential for the future! Learning to code allows individuals to interact and compete in a highly digital society by teaching computational thinking, critical decision-making, experimentation, troubleshooting, and cause and effect.

We offer various kits and resources to help librarians and educators offer coding and problem-solving programs to their communities. WisCode Literati was started by a group of librarians interested in problem solving, technology, and learning.

Program a Friend

In this program students will be writing “code” to command the actions of another student. Begin the program with a group demonstration and then break them out into groups of two or more.

Why?

This kit deals with the underlying concepts of coding. It teaches the importance of sequence and detailed information.

Who?

This program can be done with any age but is geared toward students, middle school age students. This could be done with a small group of 2 to 4 or a large group. After the beginning group demonstration, the group can be broken down into smaller groups of 2 or more.

What?

Various supplies. See description below.

How?

Before beginning with the small groups, doing a large group sequence activity to demonstrate is important. Have the group of students tell you how to do something. A fun option is make a peanut butter (or some non-allergy food) and jelly sandwich. Have the bread, PB, Jelly, knife, etc. at hand. Tell the students that they need to tell you how to make the sandwich. Do exactly as

Dream Big. Learn Code.

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they tell you. If they say put peanut butter on bread, use your hands if they did not tell you to pick up the knife first (it could get messy!). This demonstration is funny for the kids, but also is extremely useful in showing them how important it is to be detailed and how important the right sequence is. Once the group demonstration is done, break the group into pairs or smaller groups. Have some basic activities either written on the board or have them draw an activity from a hat. If the person doing the action does not know the activity, even better as they will more likely do exactly what the other person is describing.

An easy thing to do is create pathways on the floor with paper and have the students navigate the pathway based on commands (include obstacles like chairs or pillows). Blindfolding the “robot” will help to rely solely on the commands of their “programmer.”

Here are some other basic activities that can be done either with no additional supplies or common craft supplies if there is not enough room to create pathways. Blindfolding the robot is best for these as well.

1. Spread blocks around on a table. Blindfolded, have the robot pick up the green ones and put them in a bucket.
2. Find and select a specific book from a shelf.
3. Turn on or off the lights in a room.

Examples of simple commands that should be used:

Move one step to the left.
Lift your right arm above your head.
Bend over.

Extras

Contributor

This kit was created by Melody Clark