Learning to Code
through gameplay and exploration
12-week Rotation for K-2
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**

| 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

1 Robot Turtles

More info: robbotturtles.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

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

4 Tablets

More info: scratch.mit.edu