Gingerbread CODING





created by Brooke Brown

GINGERBREAD CODING

This simple holiday introduction to block-style coding is perfect for Kindergarten through second graders as they learn the basics of programming. After completing activities such as these on paper, they can apply similar block coding strategies to coding websites and apps for kids such as code.org and Kodable, and eventually to more advanced languages of coding. This activity also works as an excellent challenge for students during the yearly "Hour of Code" during December. To allow students to be most successful, please MODEL and clearly discuss directions for this activity before they complete it with partners.

INSTRUCTIONS:

1) Partner students. Each pair of students will need one Gingerbread Coding Mat (page 3), one set of Map Pieces (Colored on pages 4-5 OR Black and White on pages 6-7), and 2-4 copies of "Crack the Code!" (page 8). You may also choose to put copies of page 8 inside clear page protectors so that students can write and wipe codes with dry erase markers multiple times. Page 9 is optional and is provided for you to project or display coding symbols.
2) Have pairs of students cut out all the map pieces and color if desired.
3) Student 1 arranges the map pieces on the Gingerbread Coding Map, starting with the gingerbread man or woman and ending with the Gingerbread House, with path pieces (colored squares) in between to connect them. Then he or she places 2 Treats and 1 Enemy along the path.
4) Student 2 then "codes" the path of the gingerbread man or woman on page 8, using the provided symbols to draw the directions that he or she must travel. When the gingerbread man or woman comes to a treat, they will draw the symbol to "eat the treat," and when they reach an enemy, they draw the symbol to "jump over the enemy."
5) Student 1 checks the code and coaches Student 2 as needed.
6) Map pieces are cleared and students trade places, with Student 2 creating the map and Student 1 writing the code.

CONTENTS

Page 3: DIGITAL VERSIONS (Google Slides & Seesaw)
Page 4: Gingerbread Coding Map
Pages 5-6: Map Pieces (COLORED)
Pages 7-8: Map Pieces (BLACK AND WHITE)
Page 9: Crack the Code! Recording Sheet
Page 10: Crack the Code! Chart to project or display
Page 11: Credits

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DIGITAL GINGERBREAD CODING

CLICK HERE FOR GOOGLE SLIDES VERSION

CLICK HERE FOR SEESAW VERSION





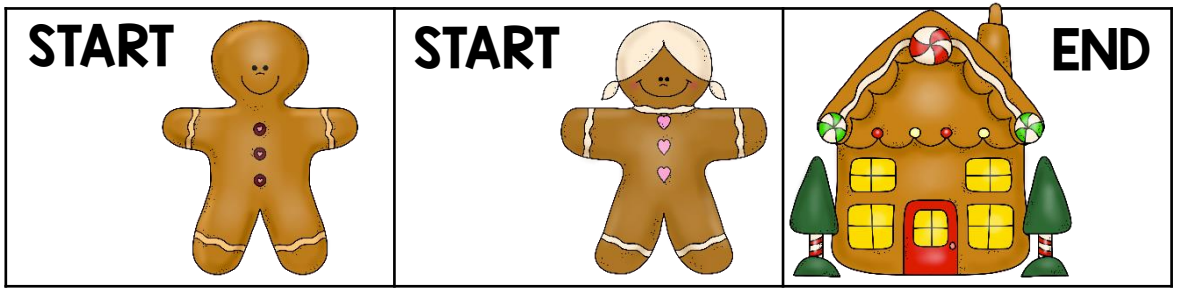
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GINGERBREAD CODING MAP

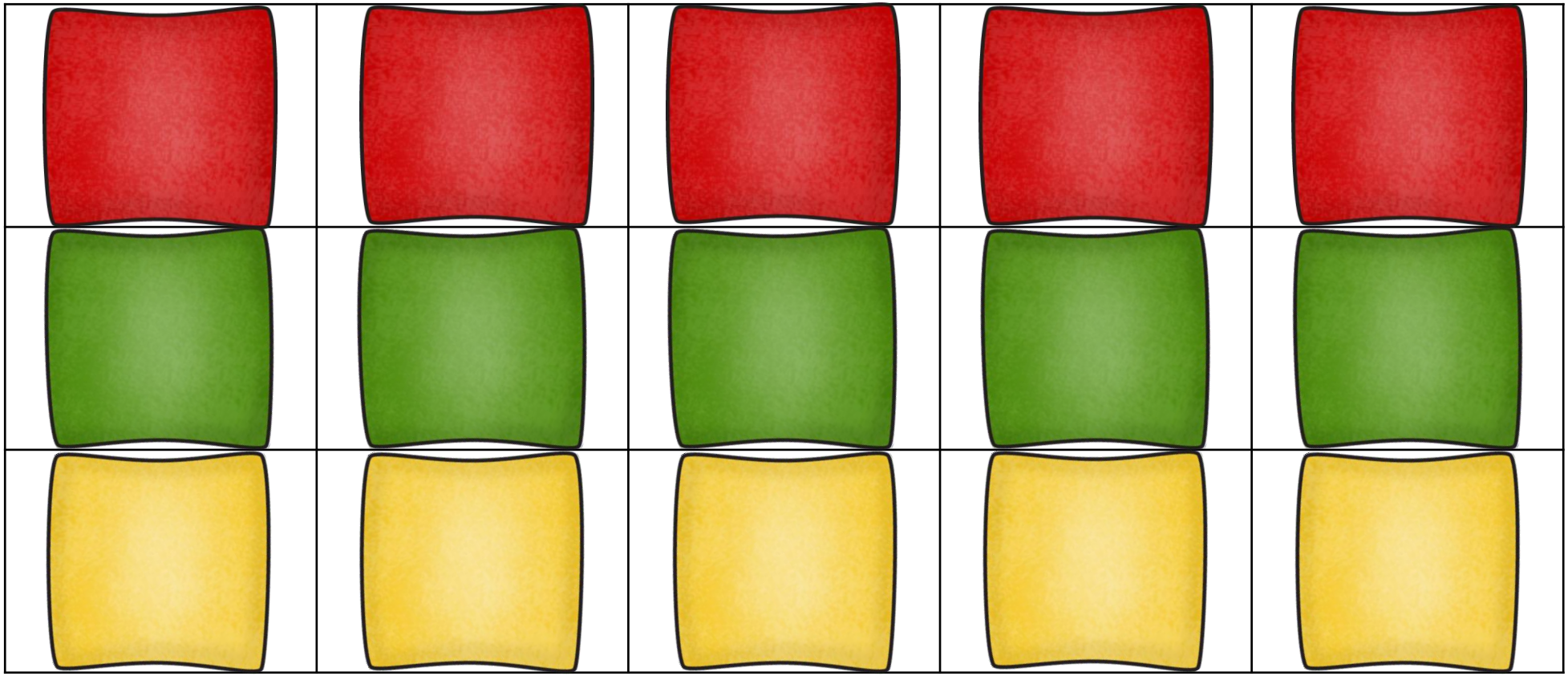
Build a path from the Gingerbread Man or Woman to the Gingerbread House. Add 2 treats and 1 enemy to the path!

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Cut out the map pieces below.
Place them on your Gingerbread Coding Map and build a path from your Gingerbread Man or Woman to the Gingerbread House.



PATH PIECES



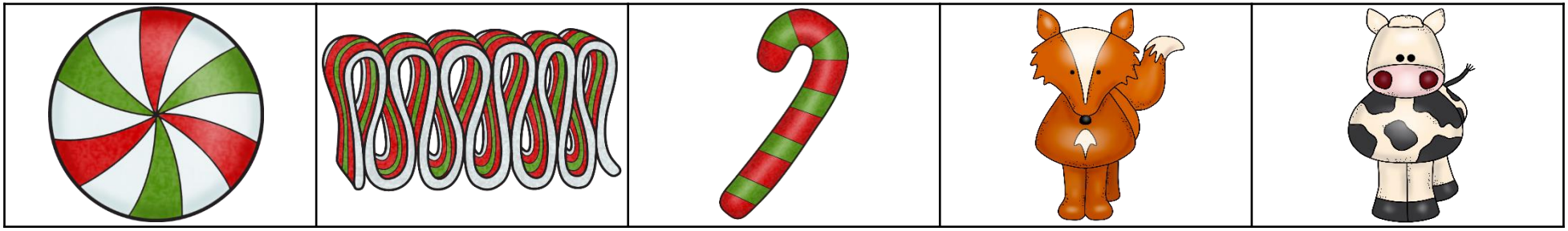
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Place 2 Treats and 1 Enemy along the path on the Gingerbread Coding Map.



TREAT TREAT TREAT ENEMY ENEMY

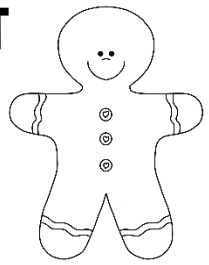
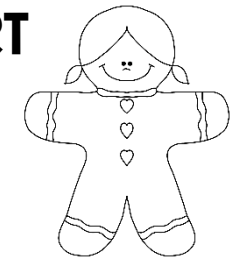
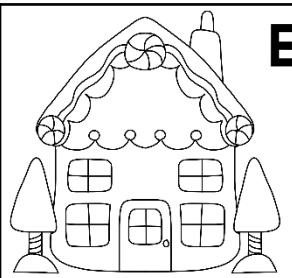
Place 2 Treats and 1 Enemy along the path on the Gingerbread Coding Mat.



TREAT TREAT TREAT ENEMY ENEMY

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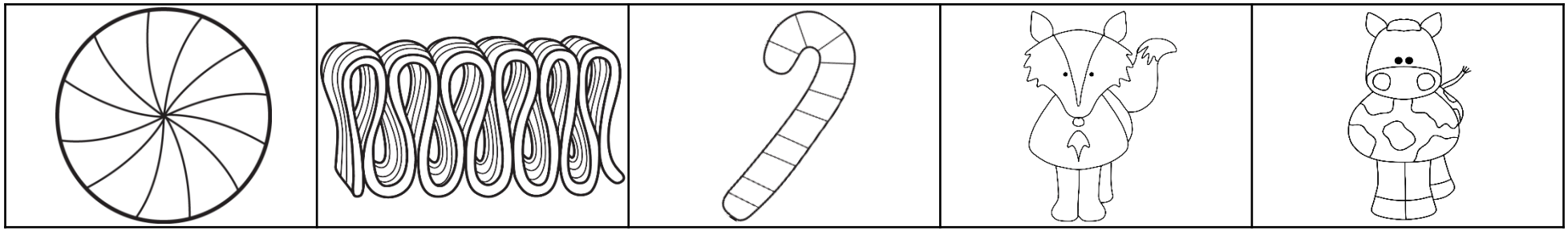
Cut out the map pieces below.
Place them on your Gingerbread Coding Map and build a path from your Gingerbread Man or Woman to the Gingerbread House.

START 	START 	 END

PATH PIECES

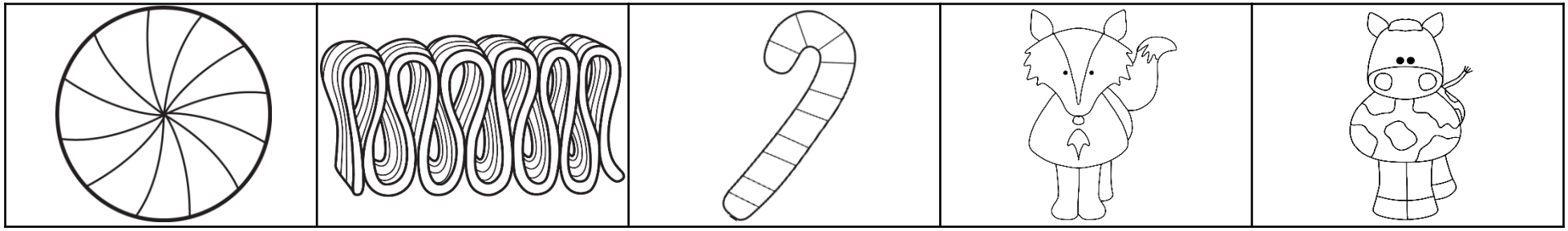
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Place 2 Treats and 1 Enemy along the path on the Gingerbread Coding Map.



TREAT TREAT TREAT ENEMY ENEMY

Place 2 Treats and 1 Enemy along the path on the Gingerbread Coding Mat.

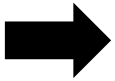
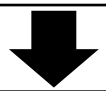


TREAT TREAT TREAT ENEMY ENEMY

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CRACK THE CODE!

Draw and write the block code that will lead your Gingerbread Man or Gingerbread Woman to his or her Gingerbread House.

Code	Meaning
	Move Right
	Move Left
	Move Up
	Move Down
	Eat a Treat
	Jump over an Enemy

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

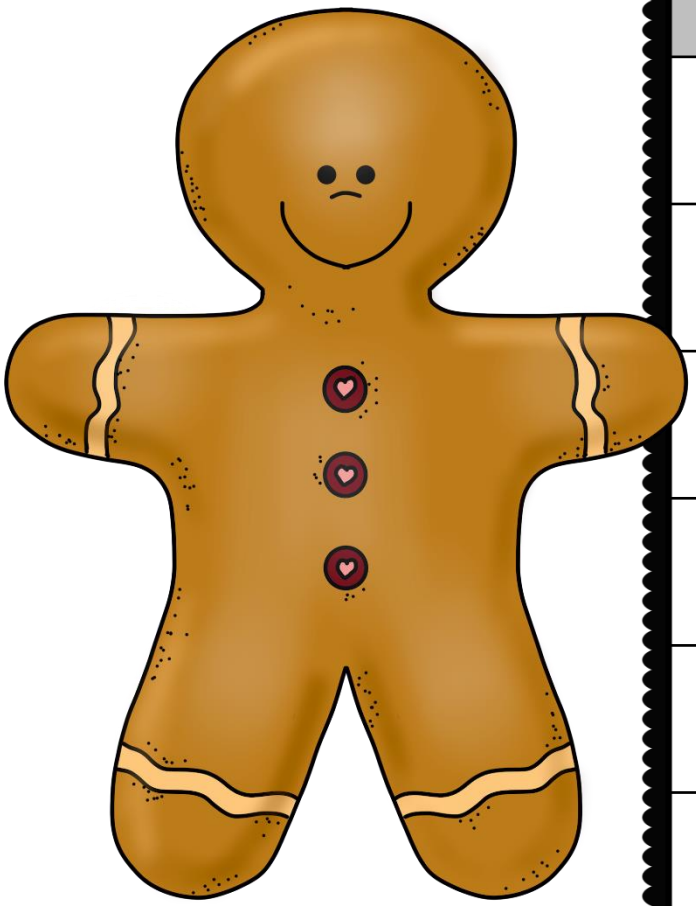
_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____ _____ _____ _____ _____

TEACHER TIP: Place this sheet in a clear page protector for students to write and wipe multiple codes.

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CRACK THE CODE!



Code	Meaning
➡	Move Right
⬅	Move Left
⬆	Move Up
⬇	Move Down
☺	Eat a Treat
☹	Jump over an Enemy

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Credits

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