

Coding

Coding is all about creating a sequence of clear and straightforward instructions. Coding is used in all computers, but you can use code without a computer. You are going to follow this set of instructions. You will also need a dice, a counter and some coloured pencils or crayons.

1. Put your counter on the start square.
2. Roll a dice.
3. Move your counter forward that number of spaces.
4. Roll a dice.
5. If it lands on an even number, then colour the square in red. If it lands on an odd number, then colour it in blue.
6. Roll a dice.
7. If it lands on an even number, then turn left. If it lands on an odd number, then turn right.
8. Roll a dice.
9. Move your counter forward that number of spaces.
10. Roll a dice.
11. If it lands on an even number, then colour the square in yellow. If it lands on an odd number, then colour it in green.
12. Roll a dice.
13. If it lands on an even number, then turn right. If it lands on an odd number, then turn left.

Start									

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1. Put your counter on the start square.
2. Roll a dice.
3. Move your counter forward that number of spaces.
4. Roll a dice.
5. If it lands on an even number, then colour the square in red. If it lands on an odd number, then colour it in blue.
6. Roll a dice.
7. If it lands on an even number, then turn left. If it lands on an odd number, then turn right.

Start									

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Coding is all about creating a sequence of clear and straightforward instructions. Coding is used in all computers, but you can use code without a computer. You are going to create a set of instructions to guide someone through this maze. Use language such as 'if you come to a dead end, then turn right'. Every step needs to be clearly explained, including where to start.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

									Finish
Start									