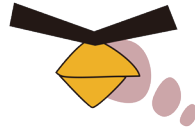## ACTIVITY ONE

Mazes

This exercise will have you helping Red Bird from Angry Birds get those green pigs that stole his eggs.

Link for the Activity
Type this into the web browser to find the game:

http://studio.code.org/s/course2/stage/3/puzzle/1

ACTIVITY TWO

Loops

This exercise will once again have you helping Red Bird but this time it will teach you how to use loops in code to repeat actions.

Link for the Activity
http://studio.code.org/s/course2/stage/6/puzzle/1

ACTIVITY THREE

Debugging

This exercise will have you helping a bee get nectar for his home. This activity will teach you how to find mistakes in a code and solve them.

Link for the Activity
http://studio.code.org/s/course2/stage/10/puzzle/1

ACTIVITY FOUR

Conditionals

In this exercise you will help the bee again. This will teach you about conditionals which are "if-then" statements, (*if* this happens, *then* something else happens).

Link for the Activity
http://studio.code.org/s/course2/stage/13/puzzle/1

ACTIVITY FIVE

Events

In this activity you will create your own Flappy Bird game. You can share this game with your friends or family!

Link for the Activity
http://studio.code.org/s/course2/stage/16/puzzle/1

ACTIVITY SIX

Play Lab

Practice everything you learned by creating your own game! When you are done, you can share the link with your friends and family!

Link to the Activity
http://studio.code.org/s/playlab/stage/1/puzzle/1

VOCABULARY

Algorithm: A list of steps to finish a task. A set of instructions that can be performed with or without a computer.

Decompose: Break a problem down into smaller pieces.

Loop: The action of doing something over and over again.

Pattern Matching: Finding similarities between things.

Bug: An error in a program that prevents the program from running as expected.

Debugging: Finding and fixing problems in your algorithm or program.
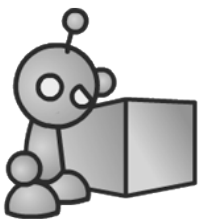
Conditionals: Statements that only run under certain conditions or situations.

Event: An action that causes something to happen.

code.org glossary:

https://code.org/curriculum/docs/k-5/glossary

MORE CODING FUN

Lightbot

Lightbot is a free mobile app puzzle game. Learn to code while having fun! Find Lightbot at the Apple App Store or Google Play Store.

CODING for BEGINNERS

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