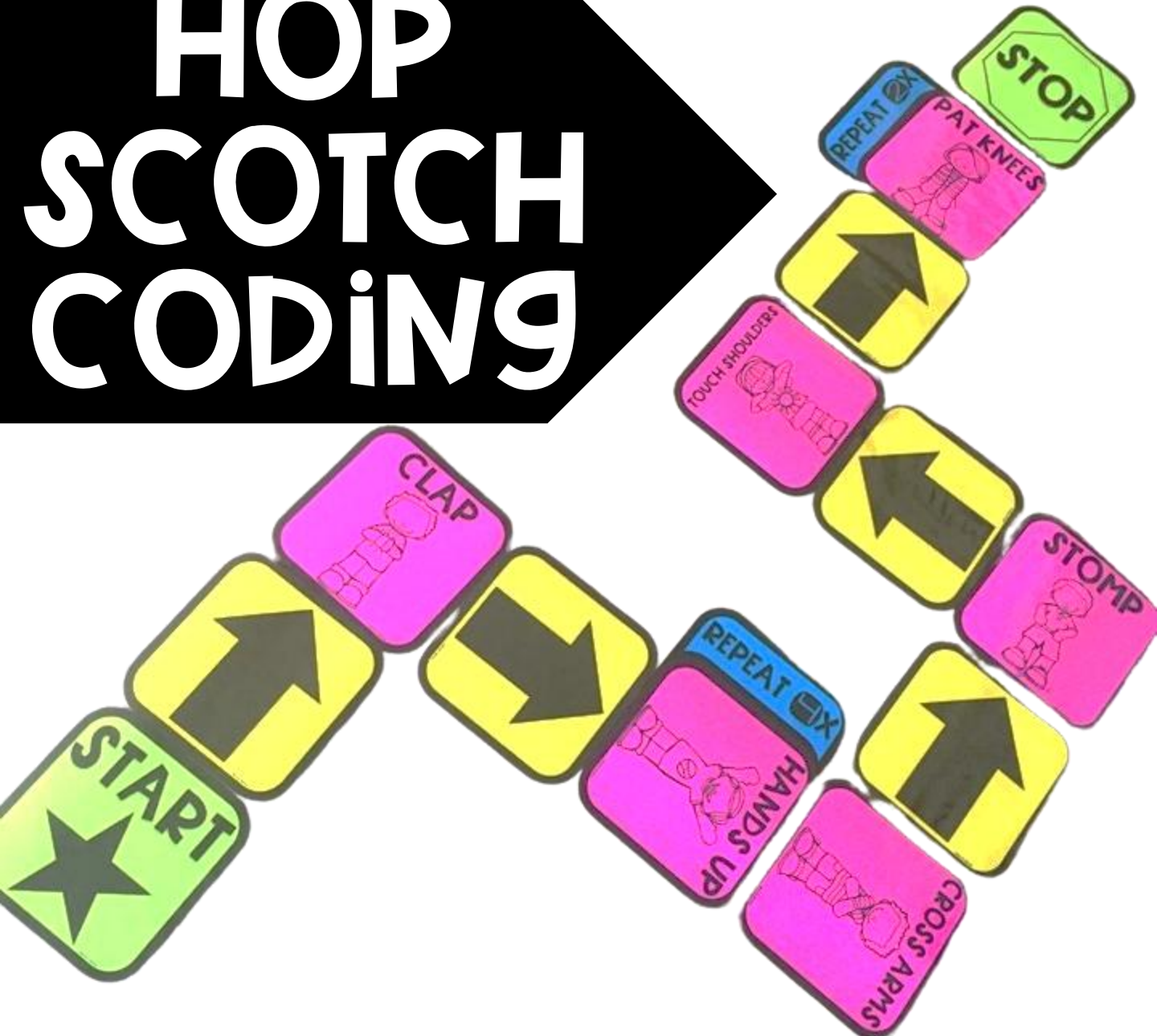


# HOP SCOTCH CODING



CREATED BY BROOKE BROWN

# FLOW CONTROL STRUCTURES

## SEQUENCE



the order of  
commands

## CONDITION



if, then  
commands

## LOOP



commands  
that are  
repeated

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# INTERACTIVE INTRODUCTION TO UNPLUGGED CODING

# WHAT IS CODING?

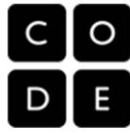
**coding** is the way we tell computers to do all the helpful things that they do for us. coding is what makes it possible for us to create **computer software, apps, and websites.**

## CODING APPS & WEBSITES

KODABLE

BOX ISLAND

CODE.ORG



SCRATCH JR.

BEEBOT

SWIFT  
PLAYGROUNDS



©Docker Brown



computers  
follow a list of  
instructions  
that a coder, or  
**programmer**,  
has written.

©Docker Brown

# INTERACTIVE INTRODUCTION TO UNPLUGGED CODING

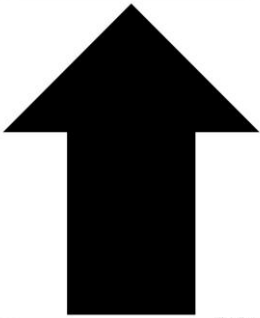
1 copy  
per  
student group

**START**



1 copy per student group

**STOP**



Choose 6 different  
movement  
cards per  
student group

**PAT HEAD**



Choose 6 different  
movement  
cards per  
student group

**KICK**



1 copy per student group

**TOMP**



Choose 6 different  
movement  
cards per  
student group

**HANDS UP**



1 copy per student group

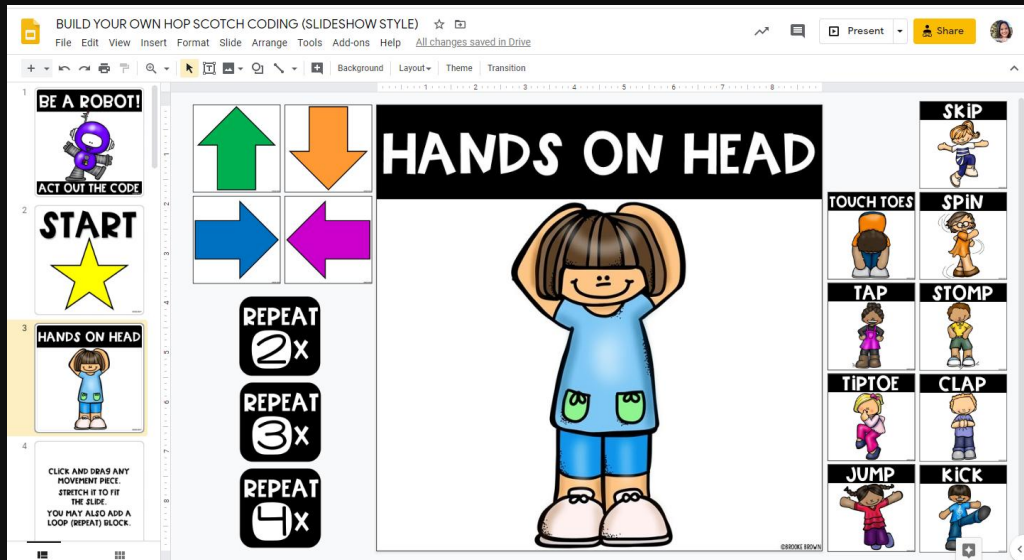
**REPEAT 2X**



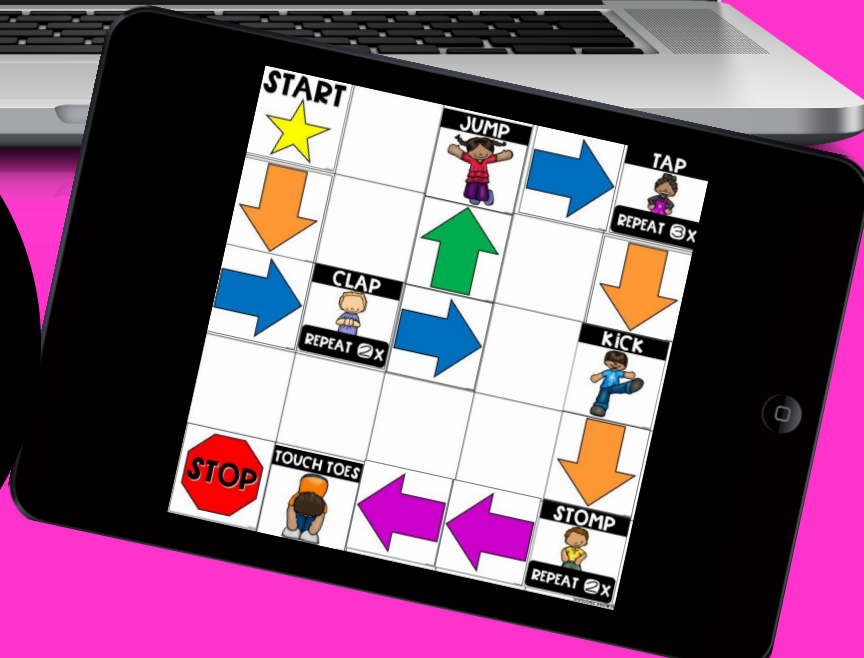
Choose 6 different  
movement  
cards per  
student group

**CROSS ARMS**

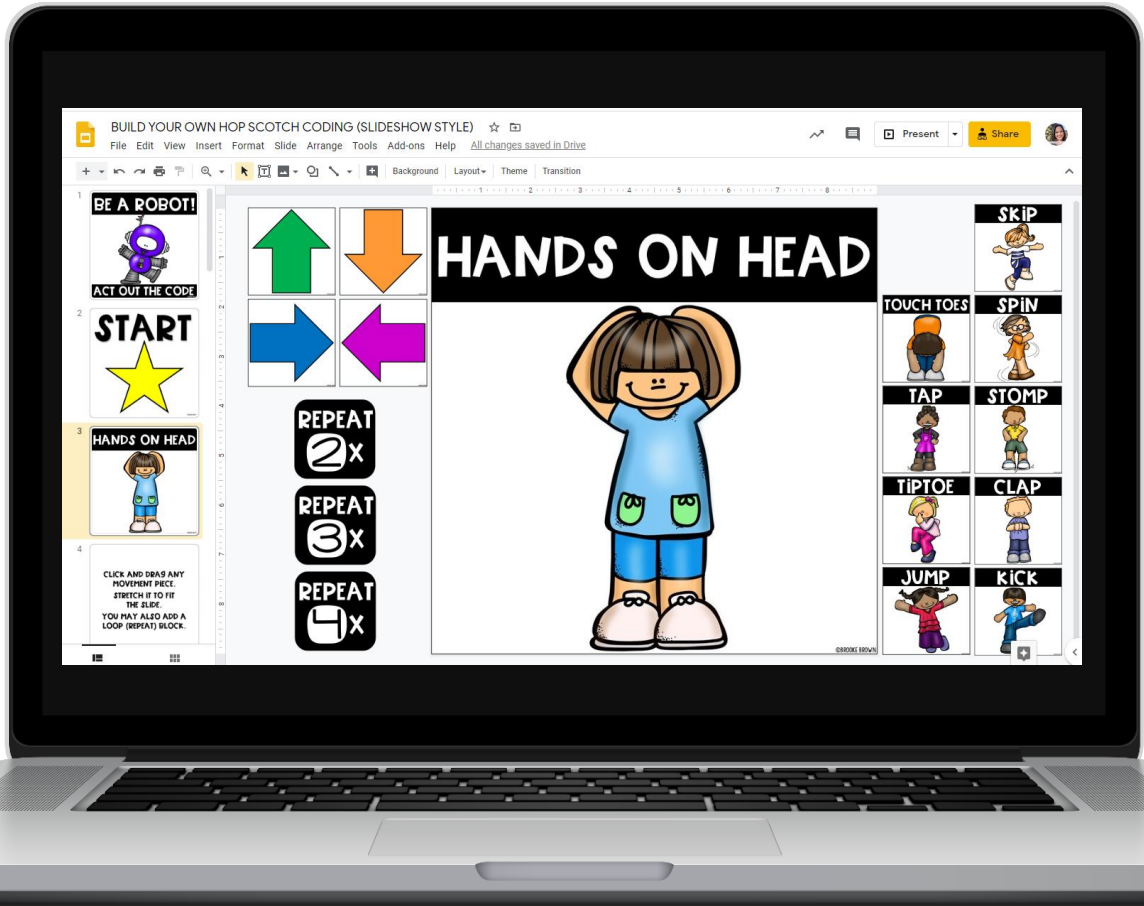




GOOGLE  
SLIDES  
HOP SCOTCH  
CODING



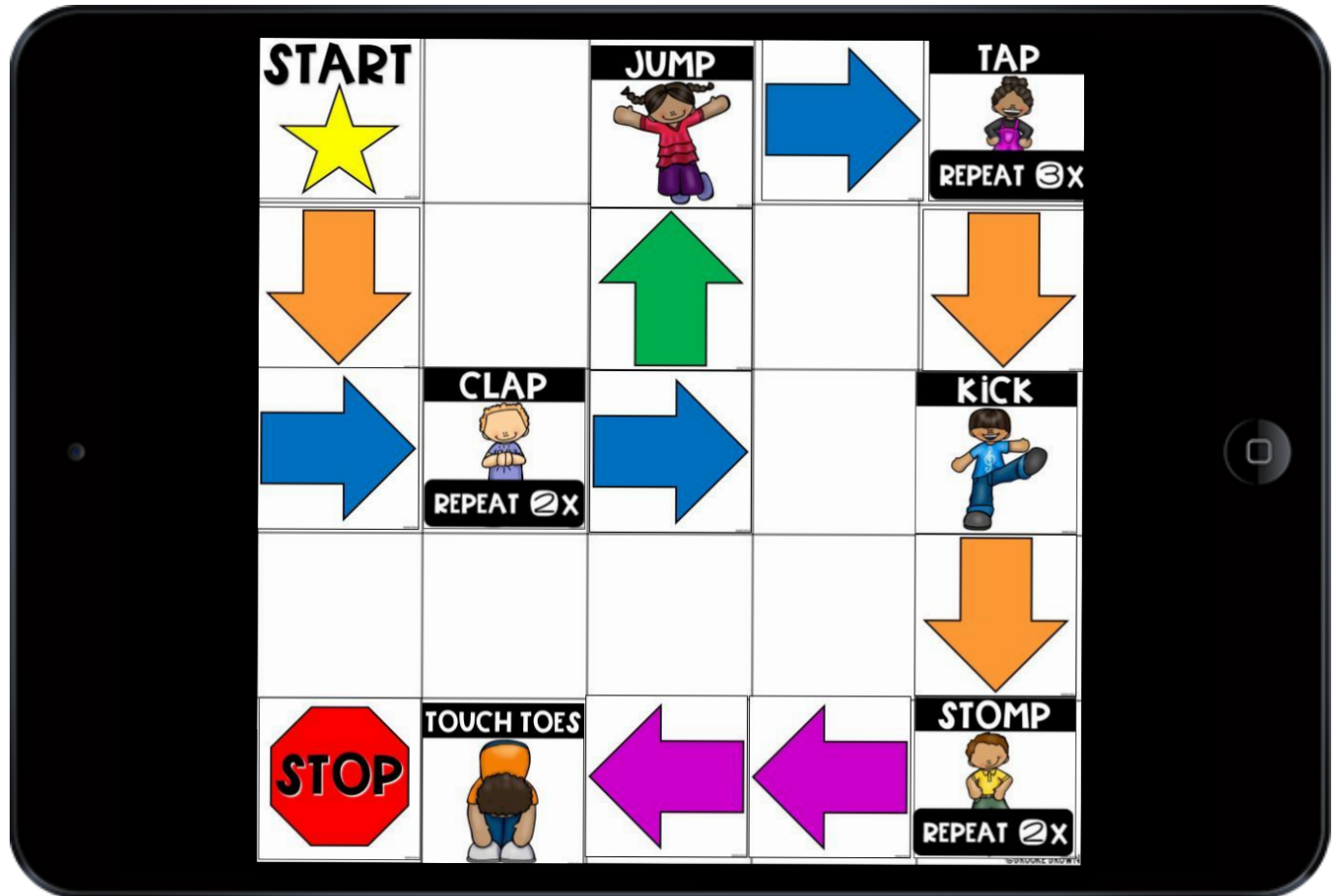
# PAPERLESS HOP SCOTCH CODING



# SLIDESHOW FORMAT



# PAPERLESS HOP SCOTCH CODING



## BOARD FORMAT