

THANKSGIVING

CODING

CRACK THE CODE!



code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
🍽️	Grab a Food Dish
🌾	Jump over a Hay Bale

THANKSGIVING CODING MAP

Build a path from the kid to grandma's house. Add 3 Food dishes, 2 hay bales, and 2 enemies to the path!



CRACK THE CODE!
Draw and write the block code that will lead your kid to grandma's.

code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
🍽️	Grab a Food Dish
🌾	Jump over a Hay Bale
👹	Run Around an Enemy

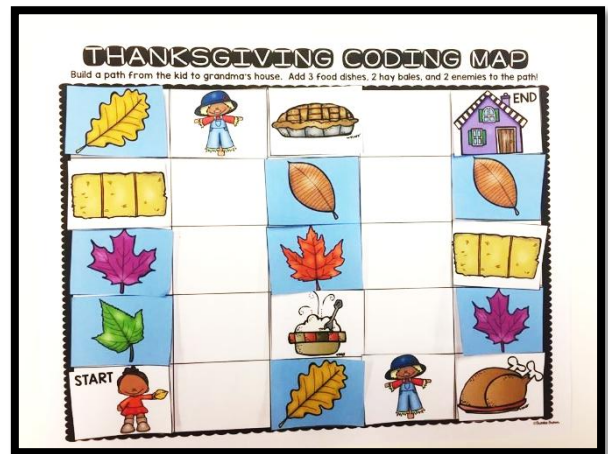
Identify to write and wipe multiple codes.

K-3RD
GRADE

CREATED BY BROOKE BROWN

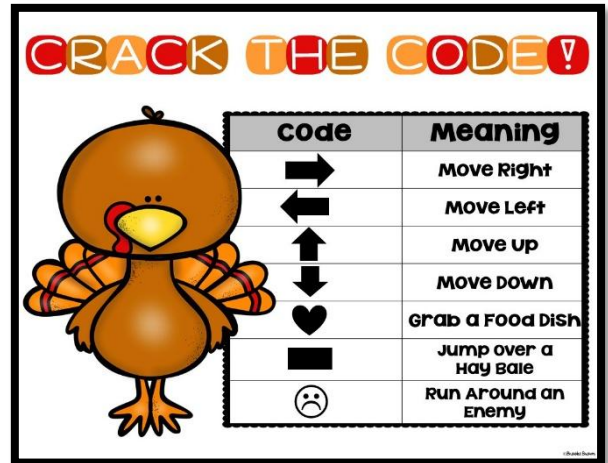
1

CREATE A MAP



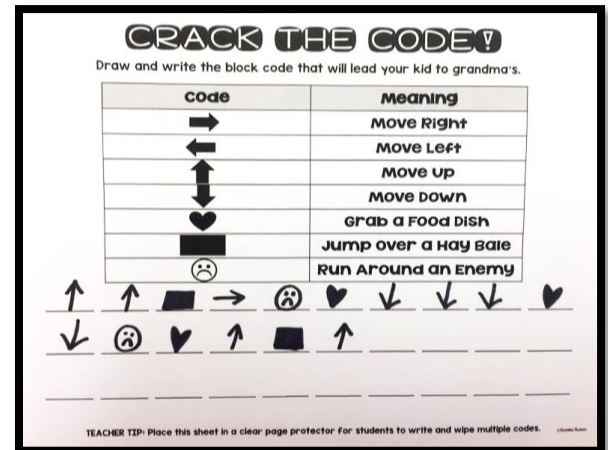
2

FIGURE OUT THE CODE



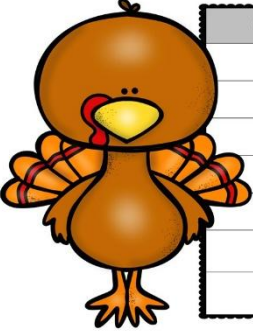
3

WRITE THE CODE



PRINTABLE + DIGITAL

CRACK THE CODE!



code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move Down
♥	Grab a Food Dish
■	Jump over a Hay Bale
☹	Run Around an Enemy

THANKSGIVING CODING MAP

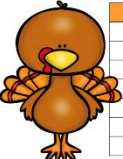
Build a path from the kid to grandma's house. Add 3 food dishes, 2 hay bales, and 2 enemies to the path!

code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move down
♥	Grab a Food Dish
■	Jump over a Hay Bale
☹	Run Around an Enemy

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

CRACK THE CODE!

Click and drag the block code that will lead your kid to grandma's house.



code	Meaning
→	Move Right
←	Move Left
↑	Move up
↓	Move Down
♥	Grab a Food Dish
■	Jump over a Hay Bale
☹	Run Around an Enemy

Cut out the map pieces below.
Place them on your Thanksgiving Coding Map and build a path from your kid to grandma's house.

START START END

PATH PIECES

Place 2 hay bales on your map.

Cut out the map pieces below.
Place them on your Thanksgiving Coding Map and build a path from your kid to grandma's house.

START END

PATH PIECES

Cut out the map pieces below.

Place 3 food dishes on your map.

Place 2 hay bales on your map. Place 2 enemies on your map.

GOOGLE SLIDES & SEESAW FORMATS

THANKSGIVING CODING MAP

Click and drag to build a path from the kid to grandma's house. Add 3 food dishes, 2 hay bales, and 2 enemies to the path!

START START END

PATH PIECES

ENEMIES