

# Back to School

# CODING



**CRACK THE CODE!**

Code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
*	Jump over an enemy

**CRACK THE CODE!**  
Draw and write the block code that will lead your school bus to the school.

Code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
*	Jump over an enemy
⊗	Correct a school supply
⊙	Slow down in a school zone

**BACK TO SCHOOL CODING MAP**  
Build a path from the school bus to the school. Add 3 school supplies, 2 school zones, and 2 enemies to the path.

START				

**END**

Use multiple codes.

created by Brooke Brown

# BACK TO SCHOOL CODING

This simple, back to school themed introduction to block-style coding is perfect for Kindergarten through third 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](https://code.org) and [Kodable](https://kodable.com), and eventually to more advanced languages of coding. 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 Back to School 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 Back to School Coding Map, starting with the school bus and ending with the school, with path pieces (apples) in between to connect them. Then he or she places 3 school supplies, 2 school zones, and 2 enemies (forgotten backpack and lunch) along the path.
- 4) Student 2 then "codes" the path of the school bus on page 8, using the provided symbols to draw the directions that he or she must travel. When the school bus comes to a school supply, school zone, or enemy, they will draw the symbols to match.
- 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 Back to School Coding (Google Slides & Seesaw)

Page 4: Back to School Coding Map

Pages 5-6: Map Pieces (COLORED)

Pages 7-8: Map Pieces (BLACK AND WHITE)

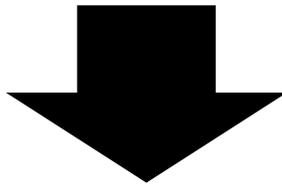
Page 9: Crack the Code! Recording Sheet

Page 10: Crack the Code! Chart to project or display

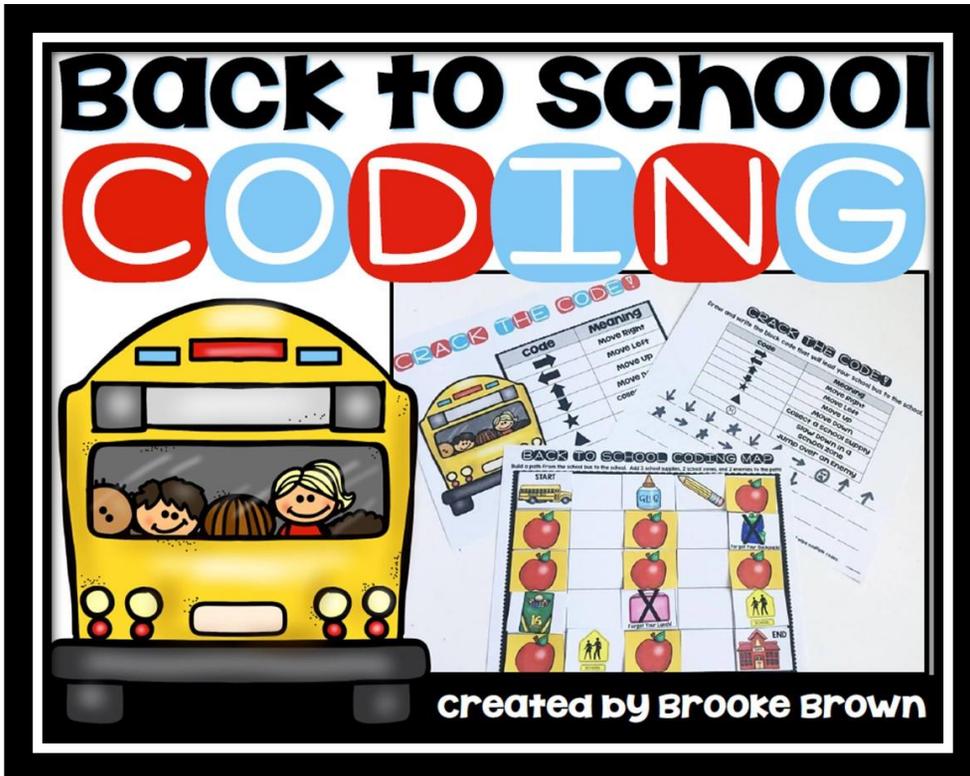
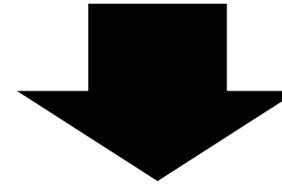
Page 11: Credits

# BACK TO SCHOOL CODING

[CLICK HERE FOR GOOGLE SLIDES VERSION](#)



[CLICK HERE FOR SEESAW VERSION](#)



**Back to School CODING**

**CRACK THE CODE!**

Code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
□	Color

**CRACK THE CODE!**

Draw and write the path code that will lead your school bus to the school.

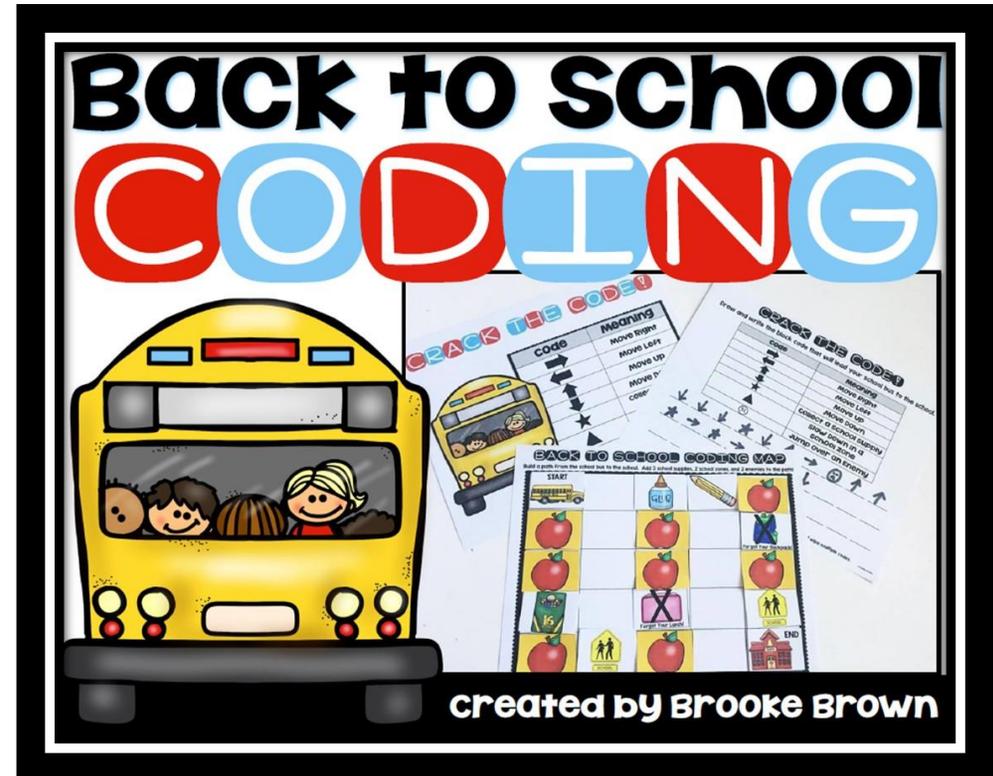
**BACK TO SCHOOL CODING MAP**

START

Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple

END

created by Brooke Brown



**Back to School CODING**

**CRACK THE CODE!**

Code	Meaning
→	Move Right
←	Move Left
↑	Move Up
↓	Move Down
□	Color

**CRACK THE CODE!**

Draw and write the path code that will lead your school bus to the school.

**BACK TO SCHOOL CODING MAP**

START

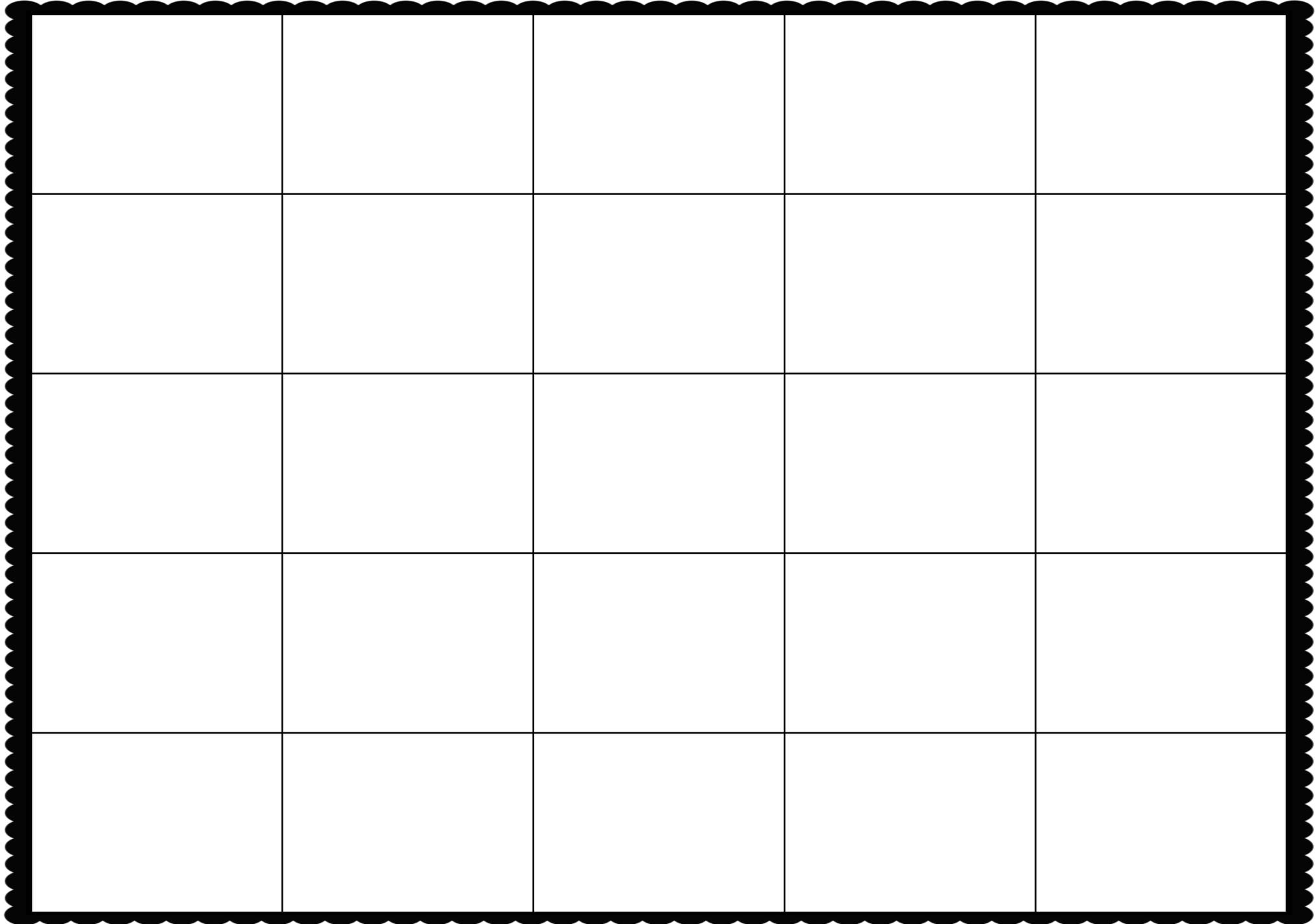
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple
Apple	Apple	Apple	Apple	Apple

END

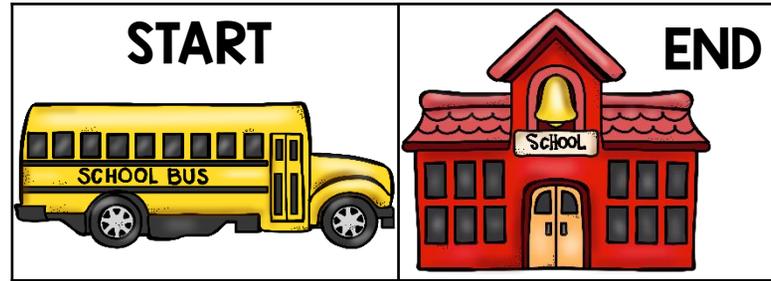
created by Brooke Brown

# BACK TO SCHOOL CODING MAP

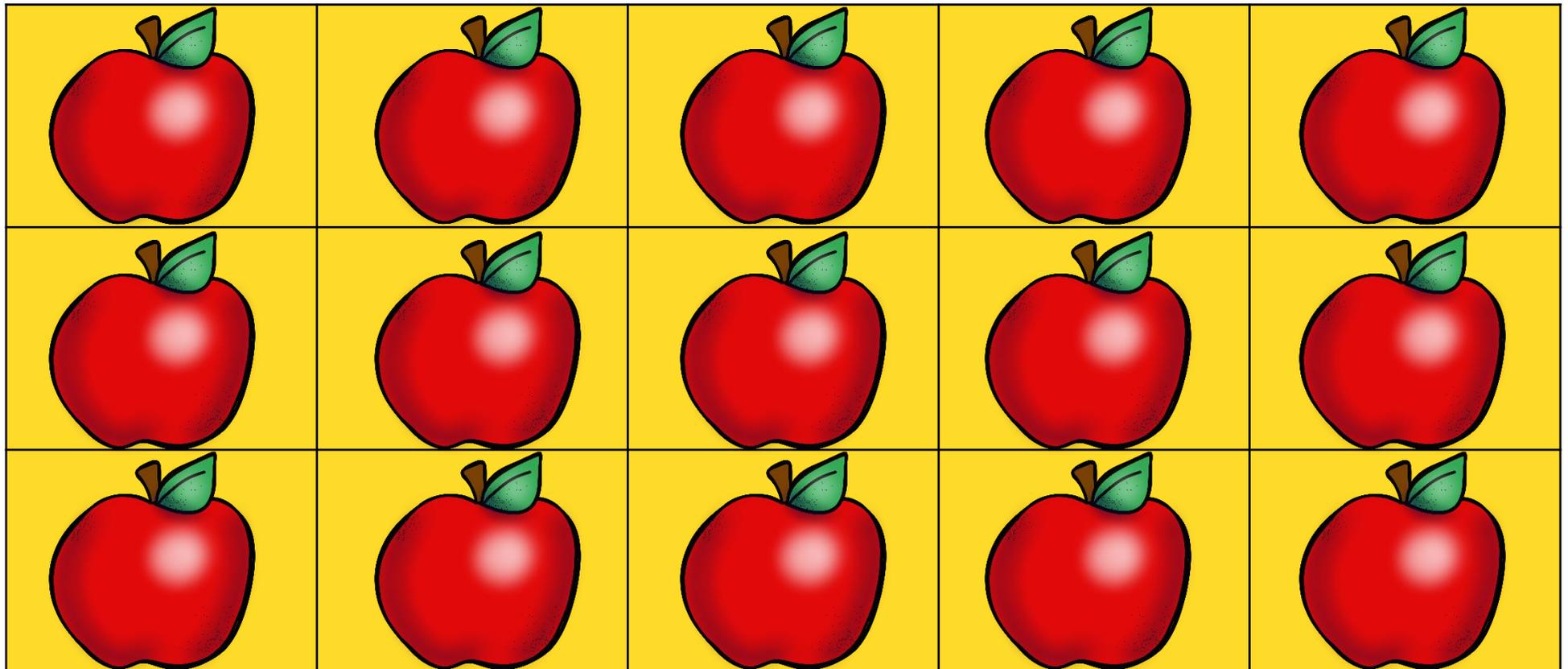
Build a path from the school bus to the school. Add 3 school supplies, 2 school zones, and 2 enemies to the path!



Place the following pieces on your Back to School Coding Map and build a path from your school bus to the school.  
Cut out the map pieces below.



### PATH PIECES

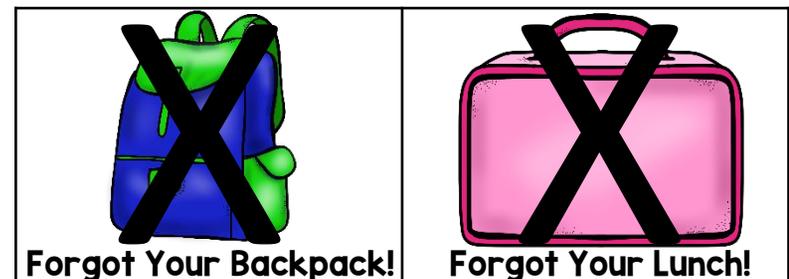
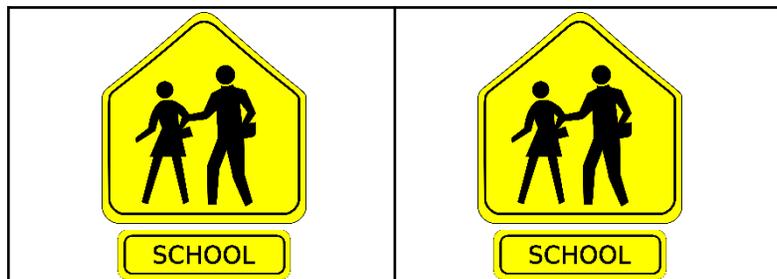


**Cut out the map pieces below.**

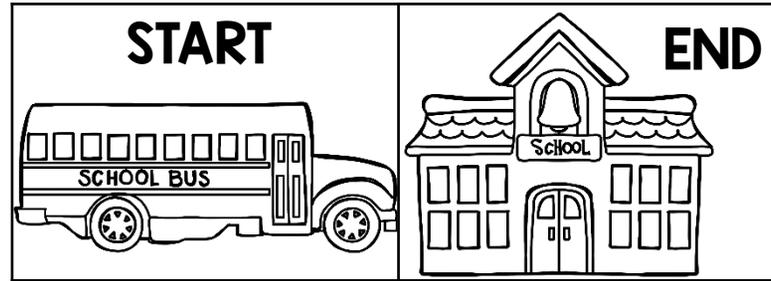
**Place 3 school supplies on the Back to School Coding Map.**



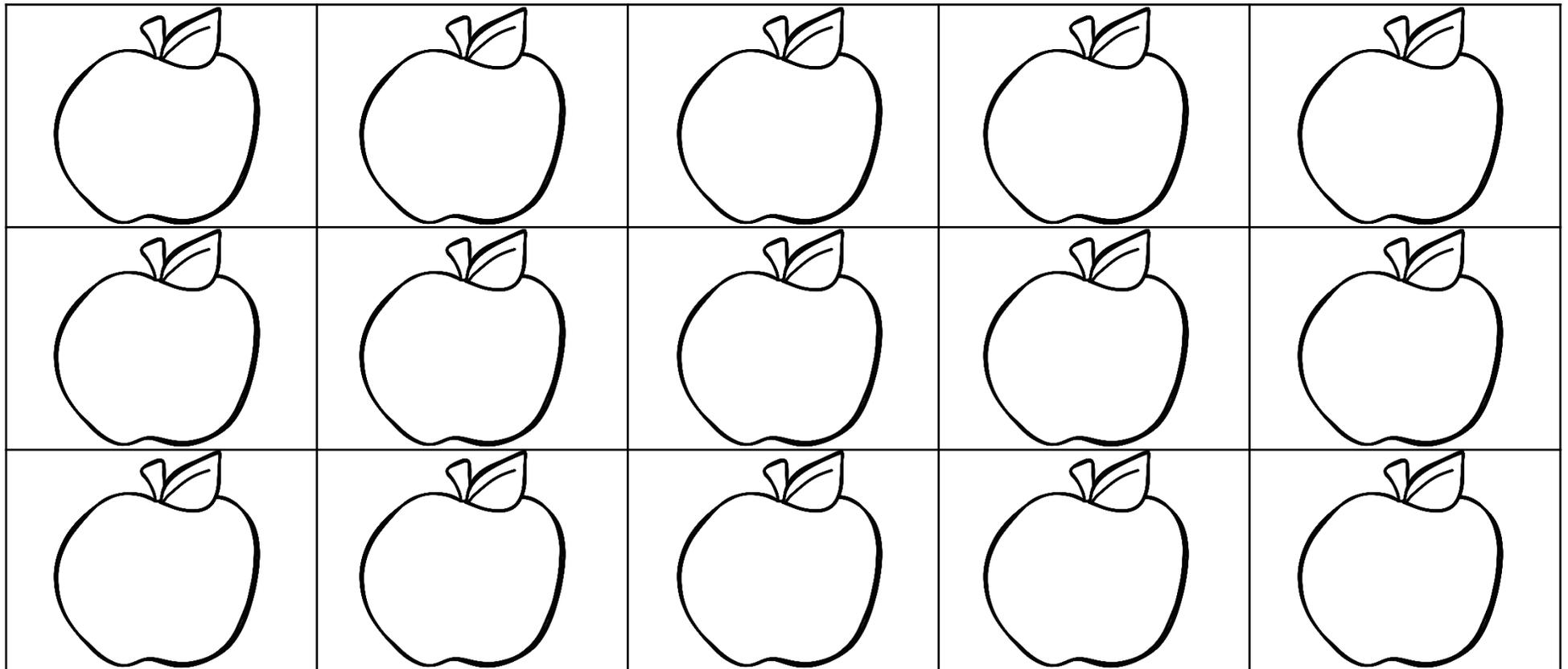
**Place 2 school zones on the map. Place 2 enemies on the map.**



Place the following pieces on your Back to School Coding Map and  
build a path from your school bus to the school.  
Cut out the map pieces below.

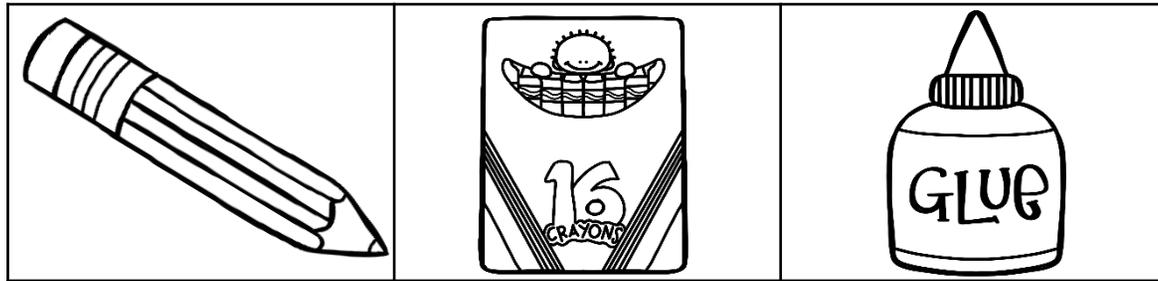


### PATH PIECES

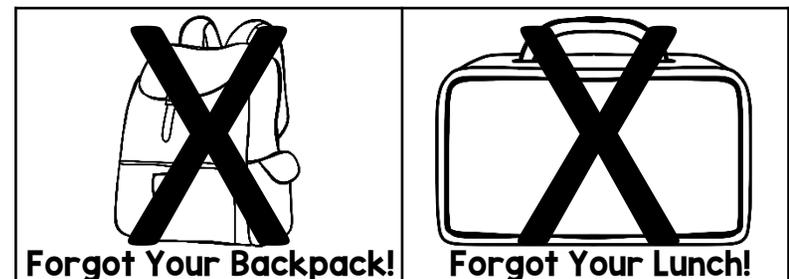
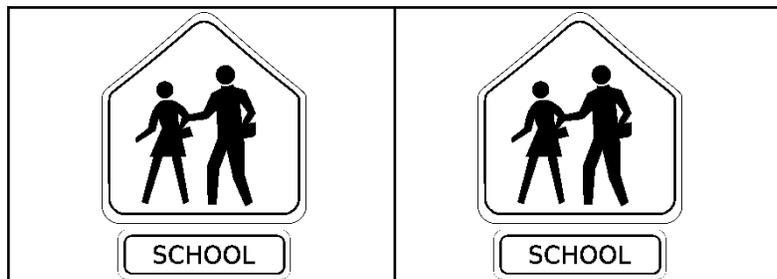


**Cut out the map pieces below.**

**Place 3 school supplies on the Back to School Coding Map.**



**Place 2 school zones on the map. Place 2 enemies on the map.**



# CRACK THE CODE!

Draw and write the block code that will lead your school bus to the school.

code	Meaning
	<b>Move Right</b>
	<b>Move Left</b>
	<b>Move Up</b>
	<b>Move Down</b>
	<b>collect a school supply</b>
	<b>SLOW DOWN in a SCHOOL ZONE</b>
	<b>Jump over an Enemy</b>

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

# CRACK THE CODE!



code	Meaning
➡	Move Right
➡	Move Left
⬆	Move Up
⬆	Move Down
★	collect a School supply
▲	SLOW DOWN in a School zone
☹	Jump over an Enemy

**Thank you for your purchase!**

*Created by Brooke Brown*

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