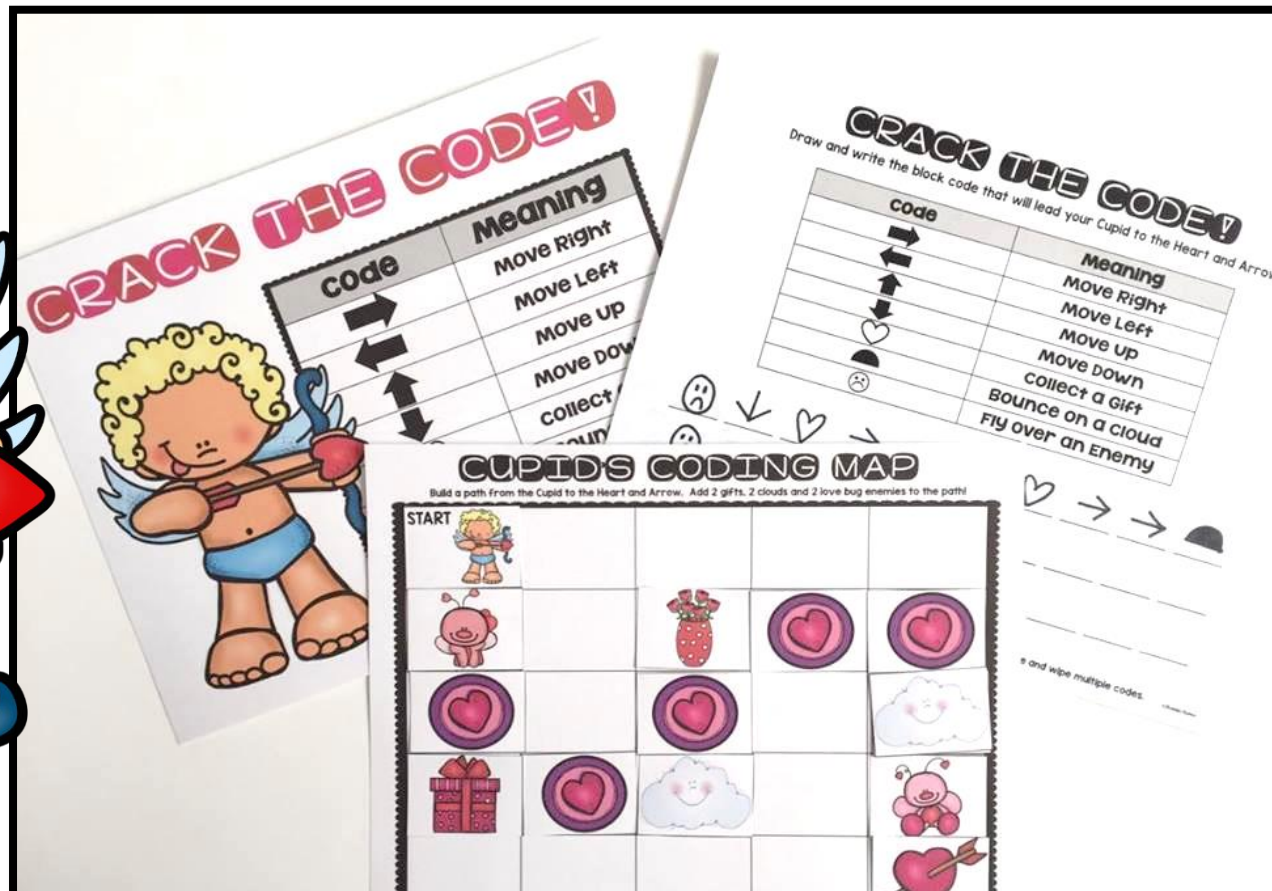
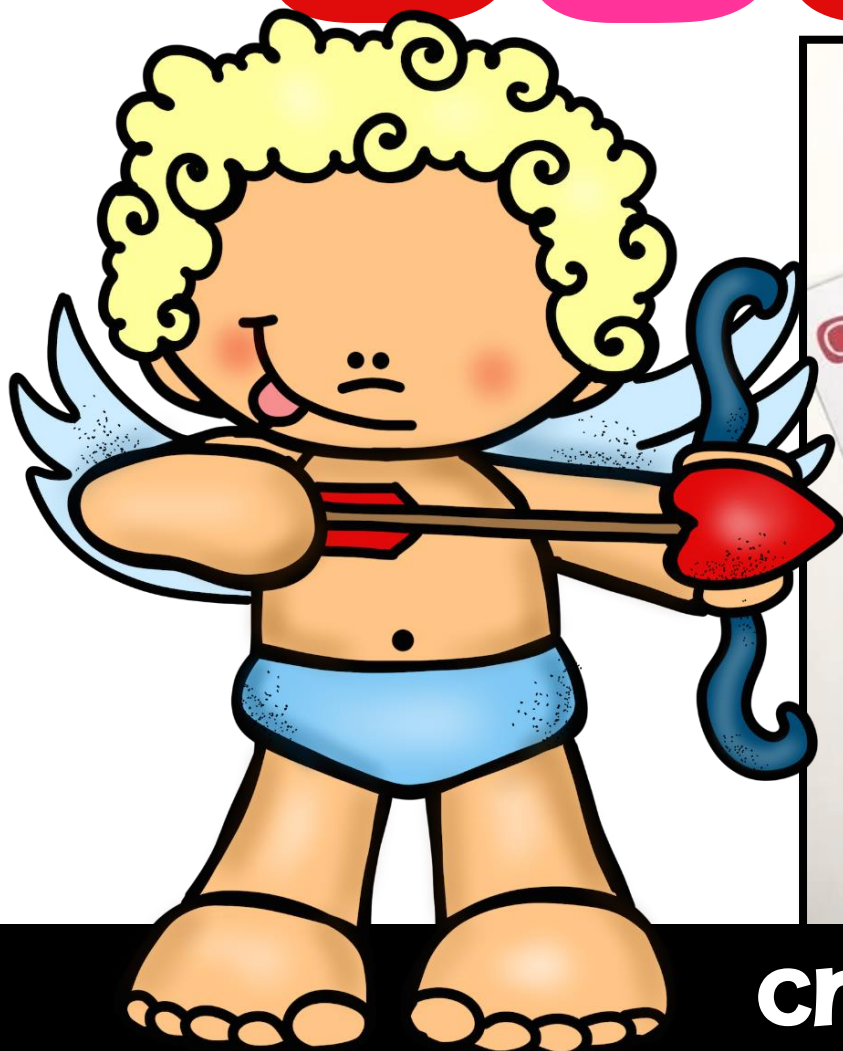


Cupid's CODING



created by Brooke Brown

CUPID'S CODING

This simple Valentine's 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 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 Cupid's 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 Cupid's Coding Map, starting with the Cupid and ending with the Heart and Arrow, with path pieces (circle hearts) in between to connect them. Then he or she places 2 gifts, 2 clouds, and 2 love bug enemies along the path.
- 4) Student 2 then "codes" the path of the cupid on page 8, using the provided symbols to draw the directions that he or she must travel. When the cupid comes to a gift, cloud, 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 Cupid's Coding (Google Slides and Seesaw)

Page 4: Cupid's Coding Map

Pages 5-6: Map Pieces (COLORED)

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

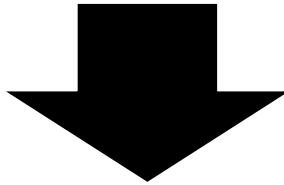
Page 9: Crack the Code! Recording Sheet

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

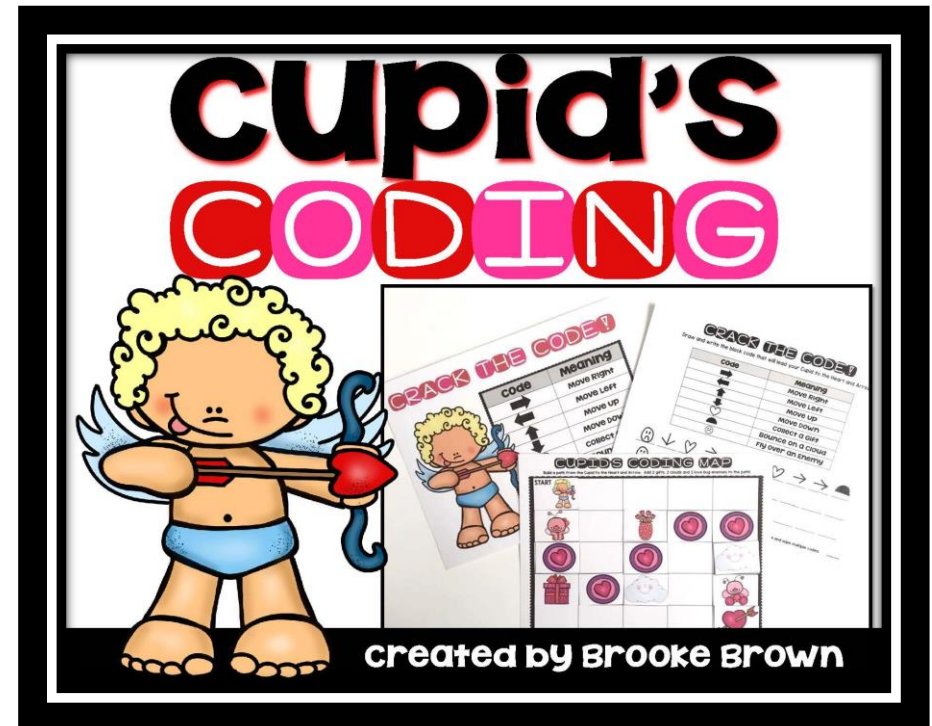
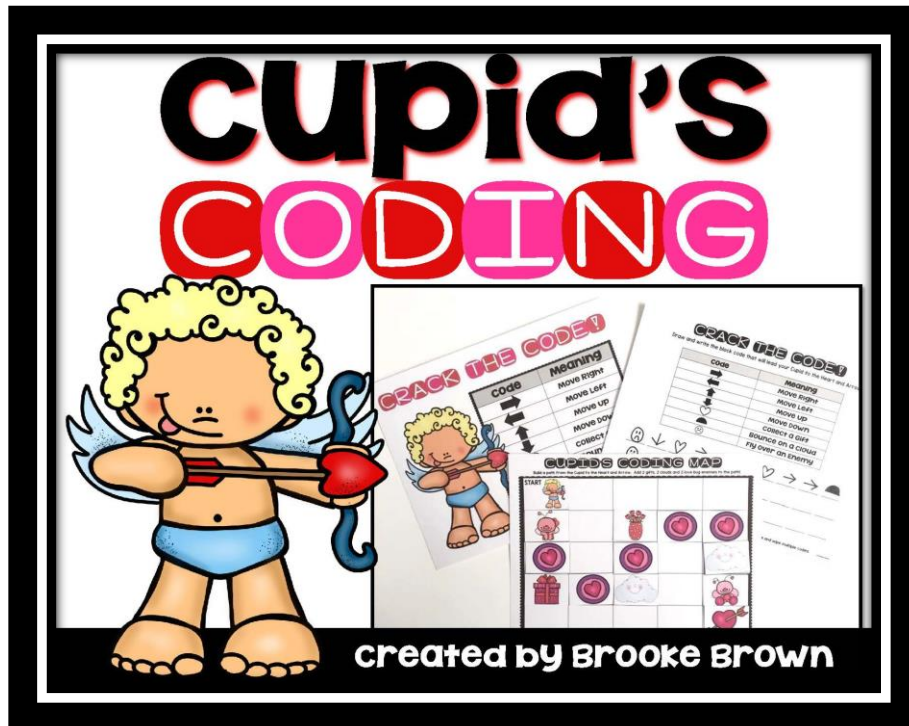
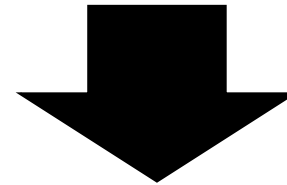
Page 11: Credits

DIGITAL CUPID'S CODING

[CLICK HERE
FOR GOOGLE
SLIDES
VERSION](#)

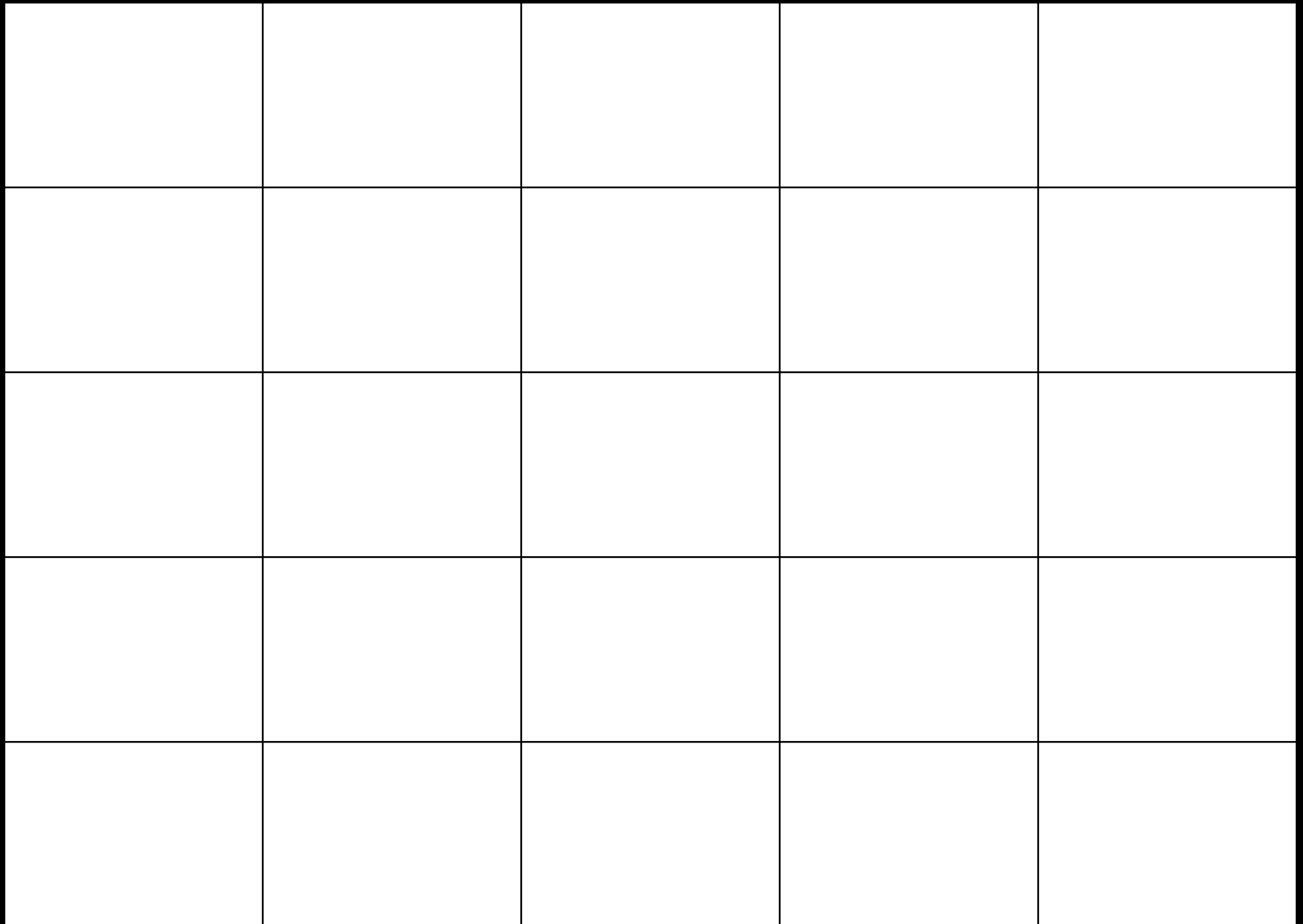


[CLICK HERE
FOR SEESAW
VERSION](#)

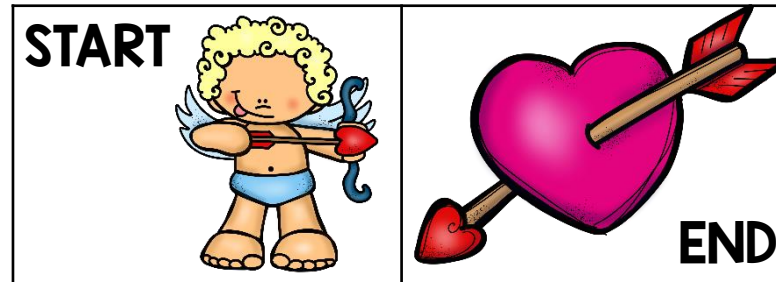


CUPID'S CODING MAP

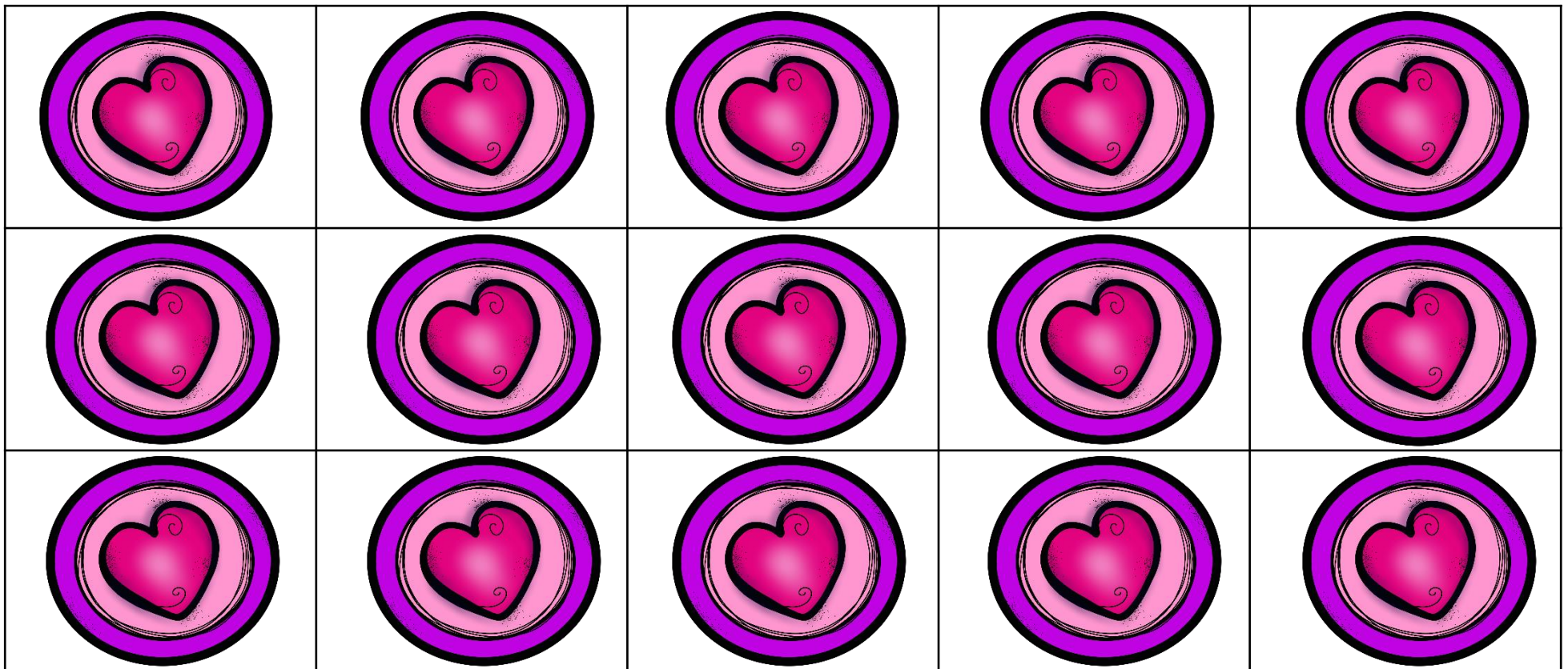
Build a path from the Cupid to the Heart and Arrow. Add 2 gifts, 2 clouds and 2 love bug enemies to the path!



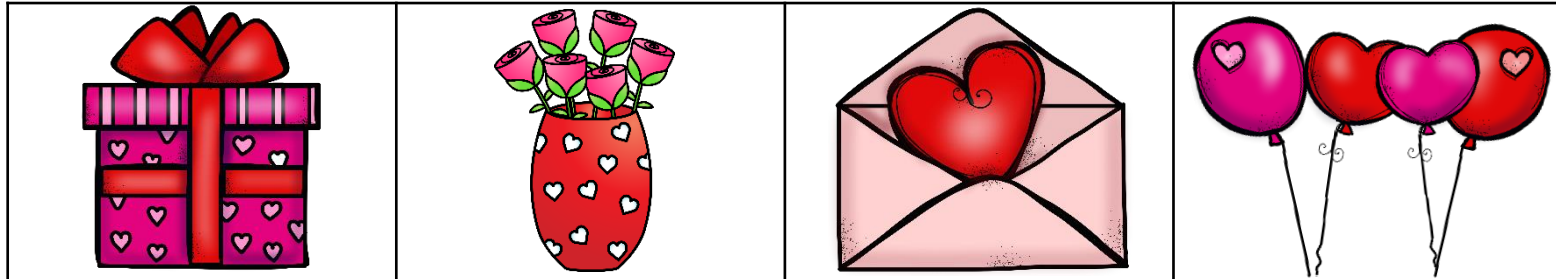
**Cut out the map pieces below.
Place them on your Cupid's Coding Map and build a path from
your Cupid to the Heart and Arrow.**



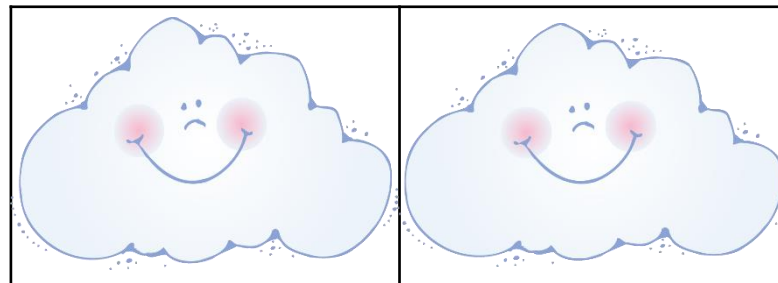
PATH PIECES



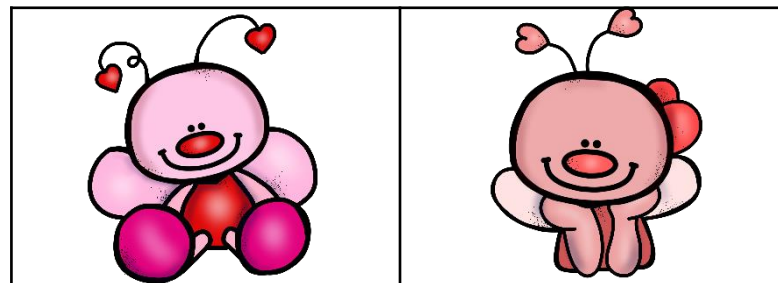
Place 2 gifts on Cupid's Coding Map.



Place 2 clouds on Cupid's Coding Map.



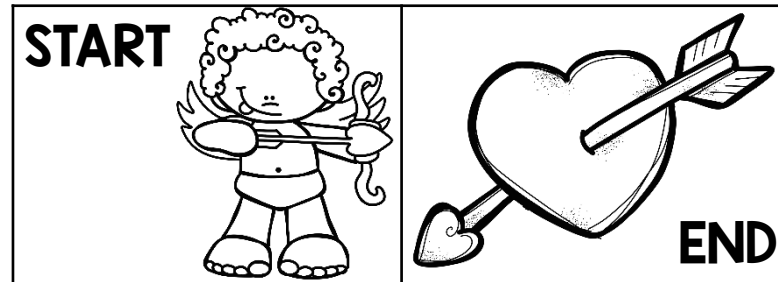
Place 2 Love Bug Enemies on Cupid's Coding Map.



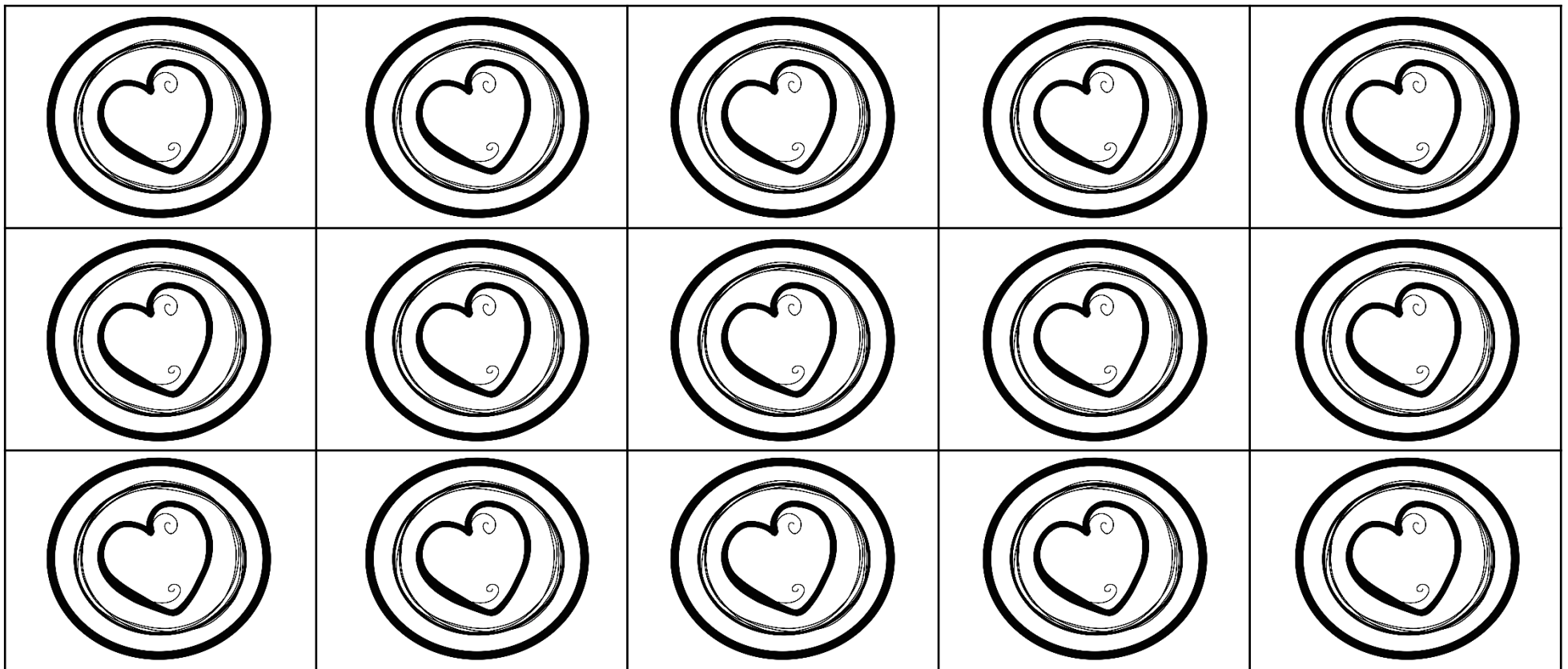
ENEMY

ENEMY

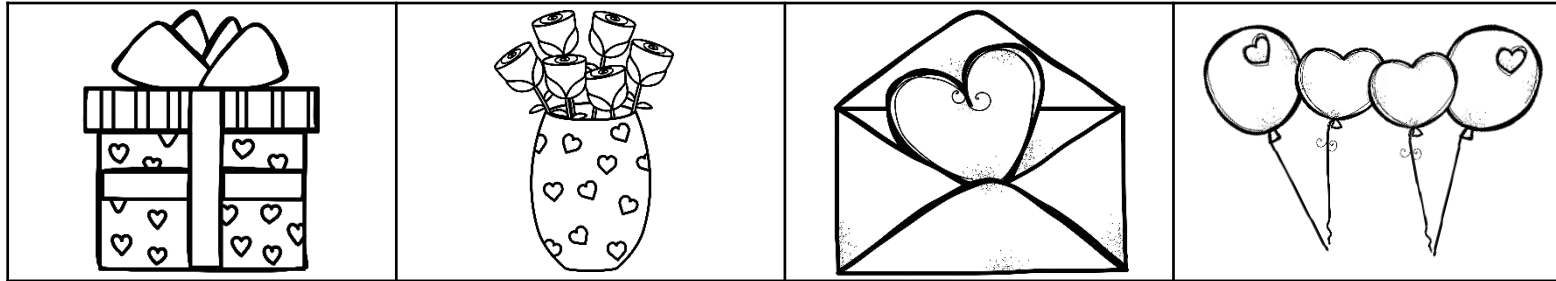
**Cut out the map pieces below.
Place them on your Cupid's Coding Map and build a path from
your Cupid to the Heart and Arrow.**



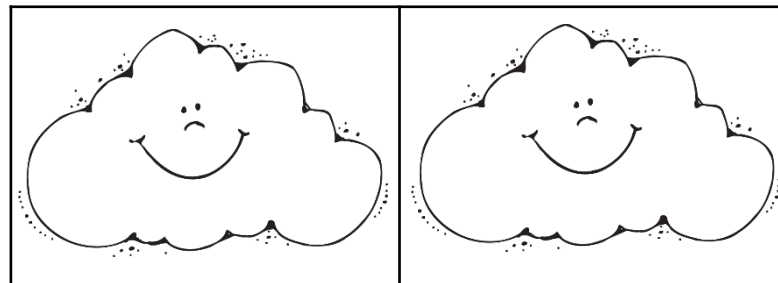
PATH PIECES



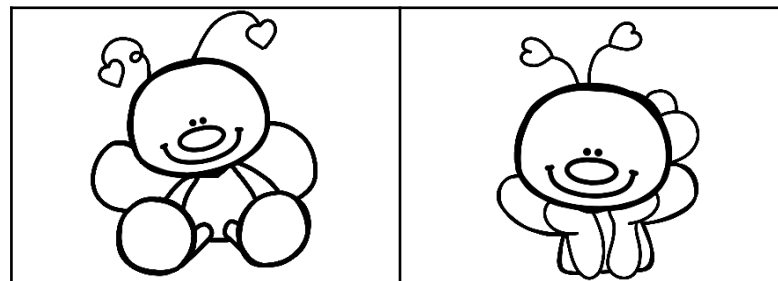
Place 2 gifts on Cupid's Coding Map.



Place 2 clouds on Cupid's Coding Map.



Place 2 Love Bug Enemies on Cupid's Coding Map.



ENEMY

ENEMY

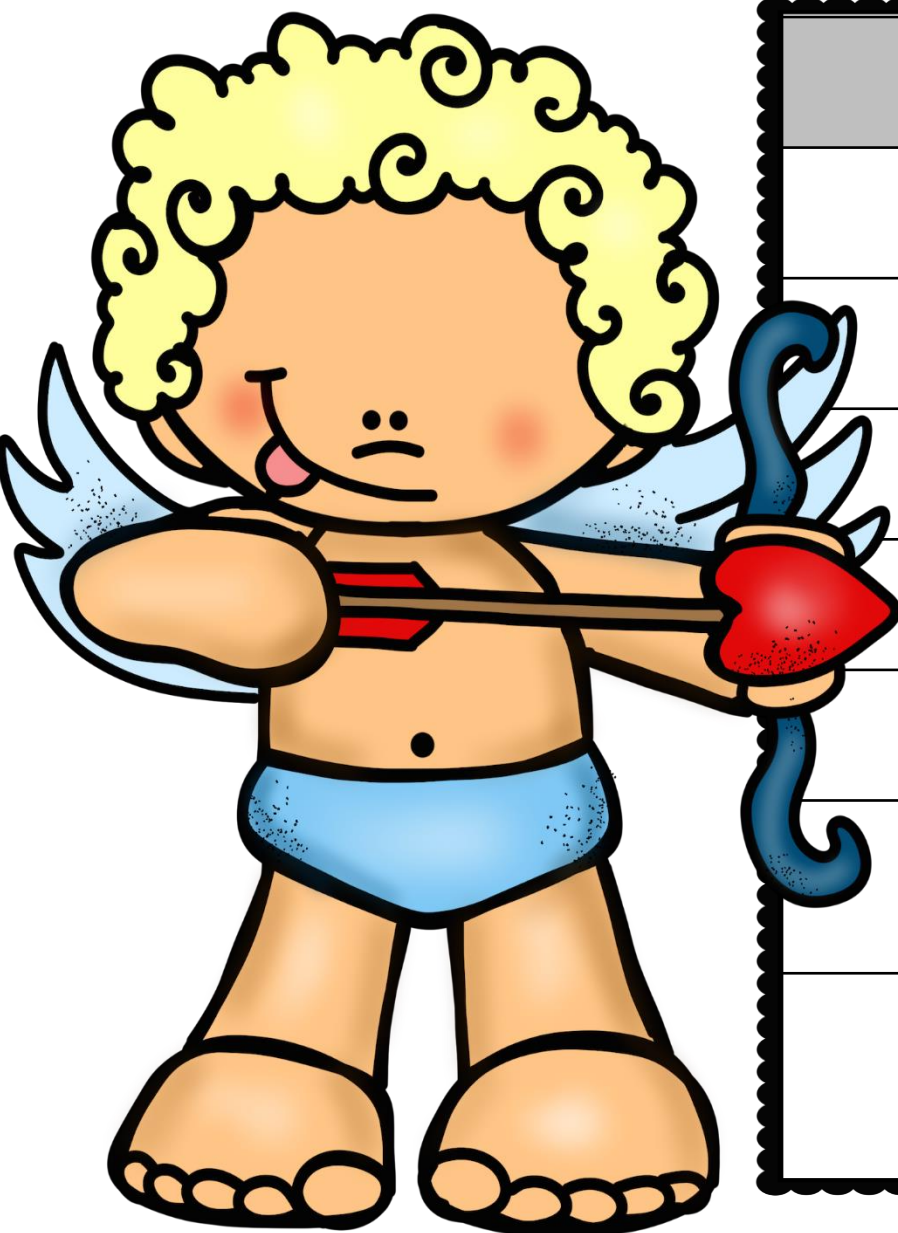
CRACK THE CODE!

Draw and write the block code that will lead your Cupid to the Heart and Arrow.

code	Meaning
	Move Right
	Move Left
	Move Up
	Move Down
	collect a Gift
	Bounce on a cloud
	Fly over an Enemy

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 Gift
◐	Bounce on a cloud
☹	Fly over an Enemy

Thank you for your purchase!

Created by Brooke Brown

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