Honeybee CODING

CRACK THE CODE

Code	Meaning
⬌	Move Right
⬌	Move Left
	Move Up
	Move Down
	Collect Pollen
	Dodge
	S

CRACK THE CODE!

Draw and write the block code that will lead your honeybee to the h

Code	
⬌	
⬌	
	Meaning
	Move Right
	Move Left
	Move Up
	Move Down
	Collect Pollen
	Dodge a Rain Cloud
	Sting an Enemy

HONEYBEE CODING MAP

Build a path from the honeybee to the hive. Add 3 flowers, 2 rain clouds, and 2 enemies to the path!
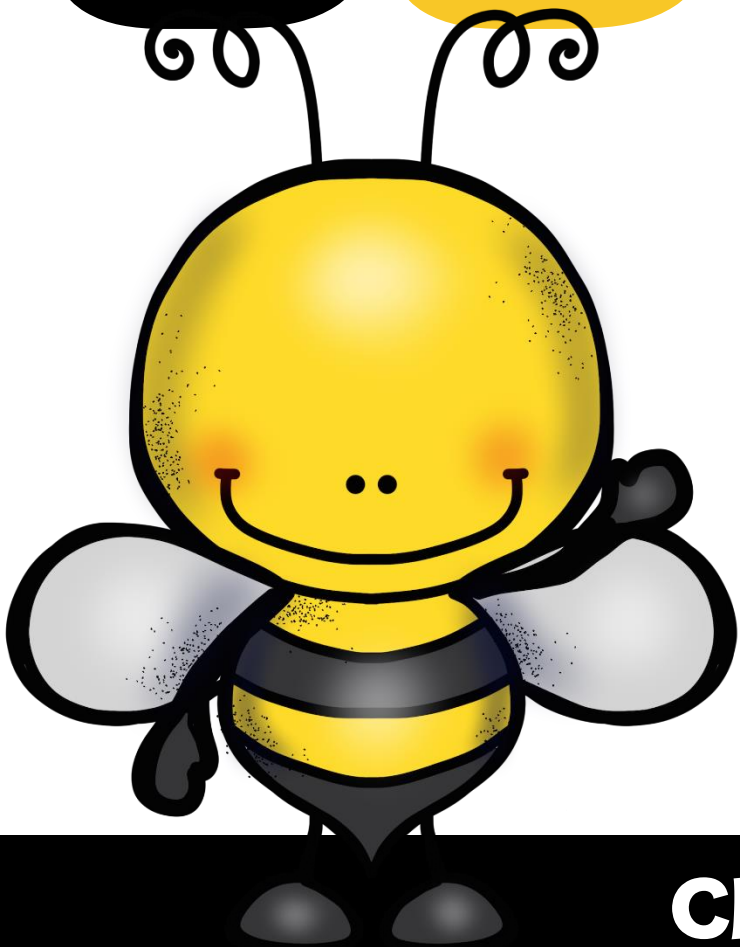
HONEYBEE CODING

This simple, spring-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, 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 Honeybee 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 Honeybee Coding Map, starting with the honeybee and ending with the hive, with path pieces (honeycombs) in between to connect them. Then he or she places 3 flowers, 2 rain clouds, and 2 enemies (bear and skunk) to the path.
4) Student 2 then "codes" the path of the boy or girl on page 8, using the provided symbols to draw the directions that he or she must travel. When the honeybee comes to a flower, rain 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.
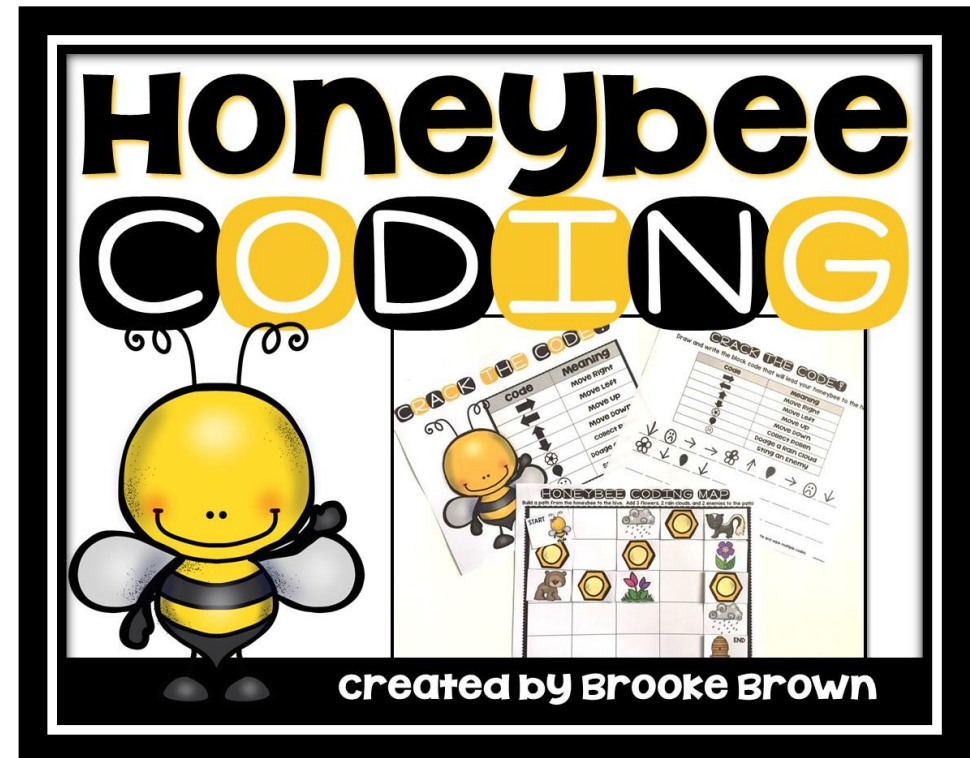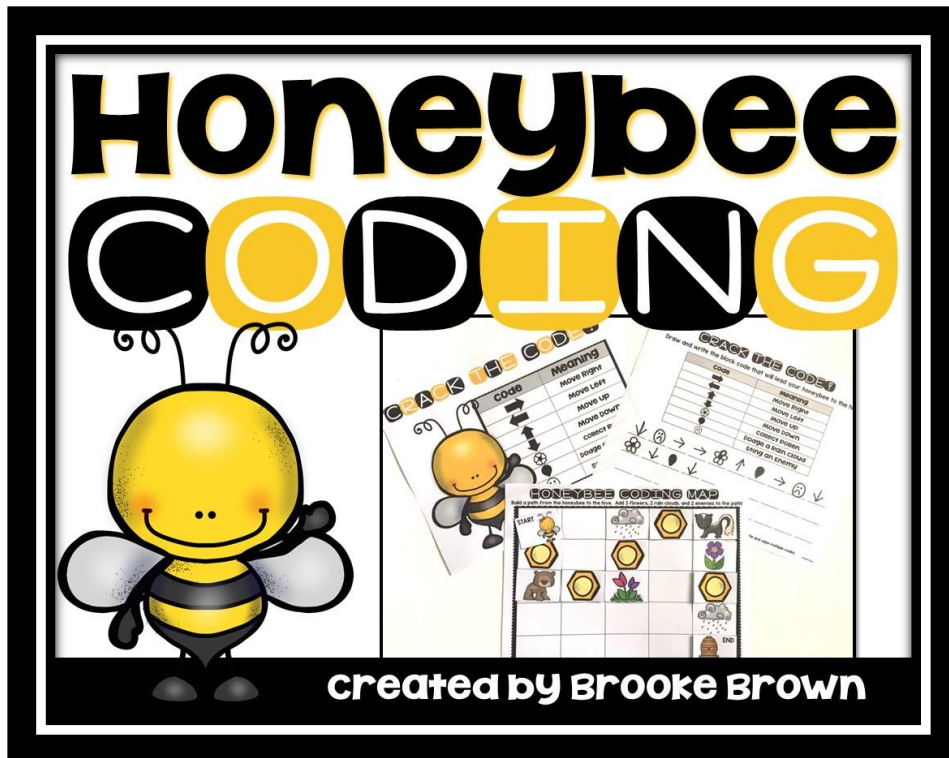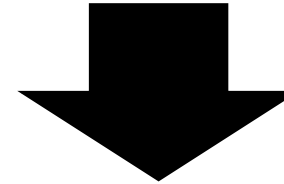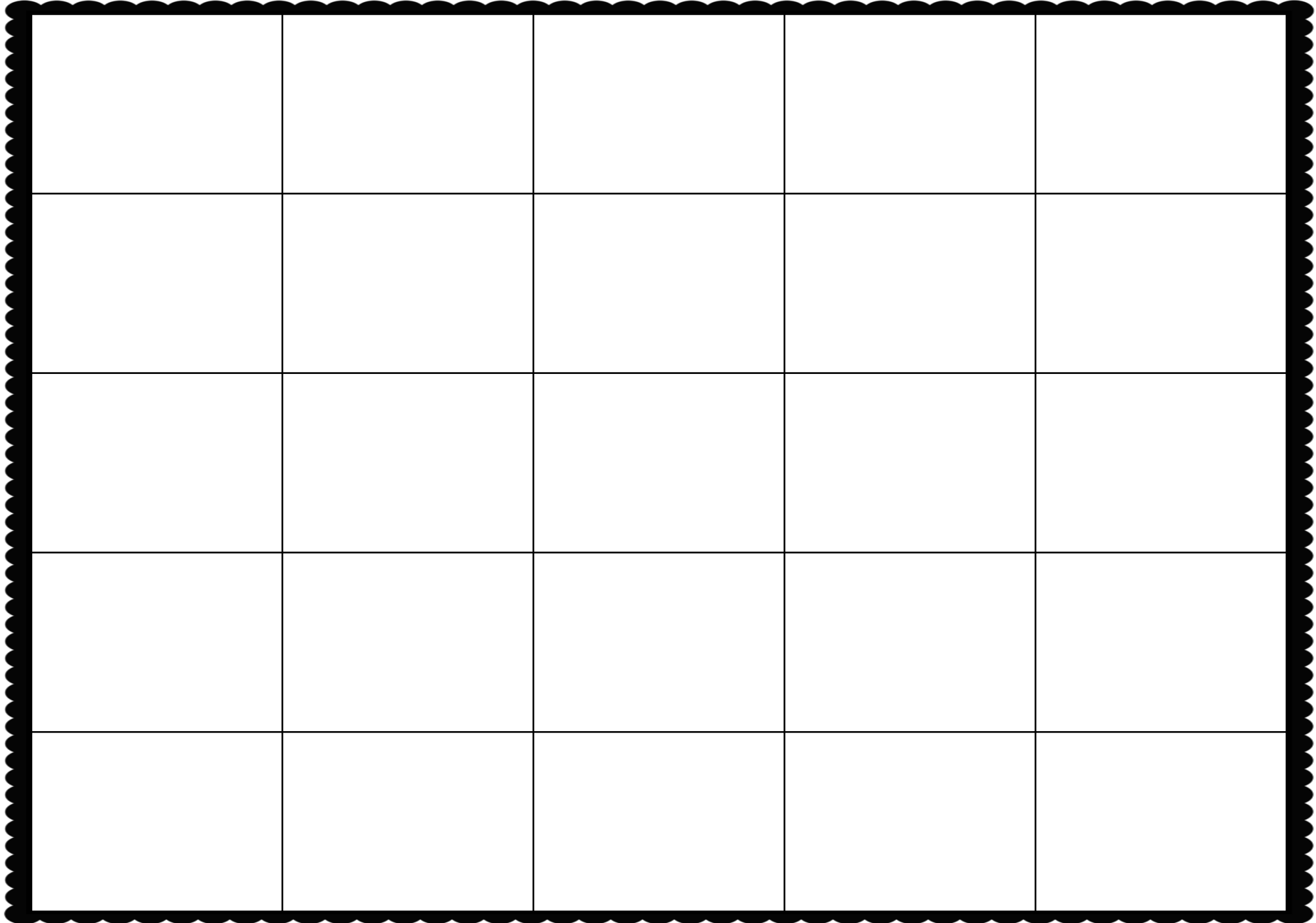
CONTENTS

HONEYBEE CODING

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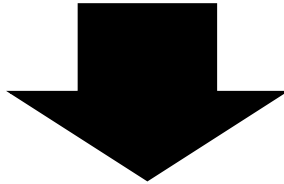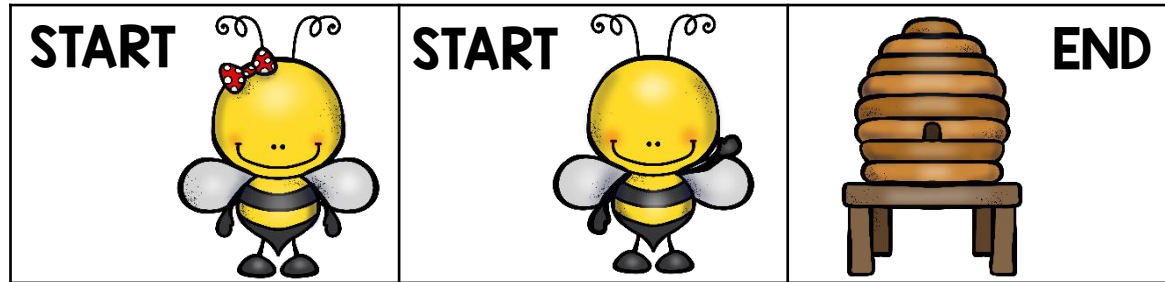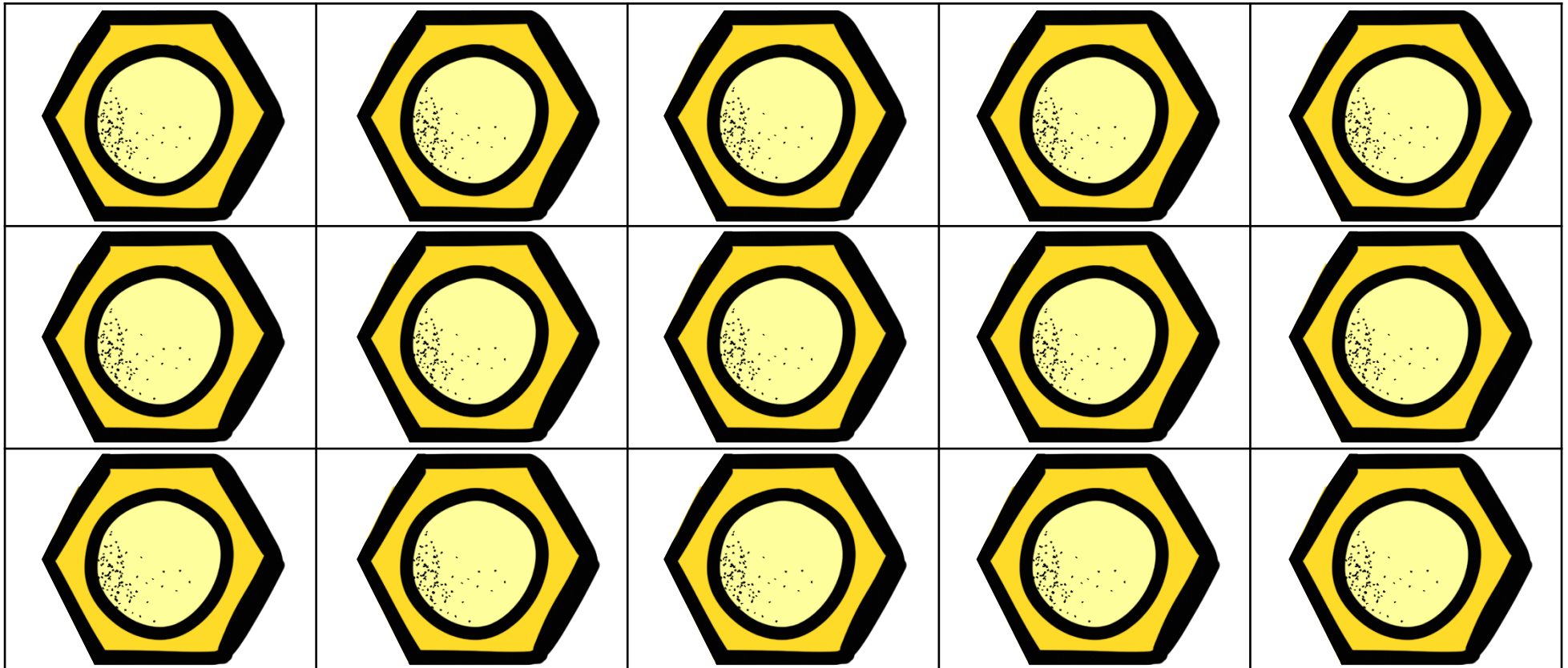

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HONEYBEE CODING MAP

Build a path from the honeybee to the hive. Add 3 flowers, 2 rain clouds, and 2 enemies to the path!

Place the following pieces on your Honeybee Coding Map and build a path from your honeybee to the hive.
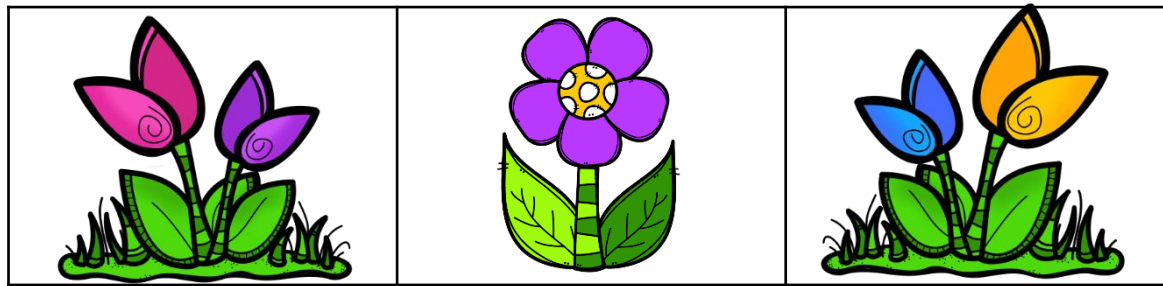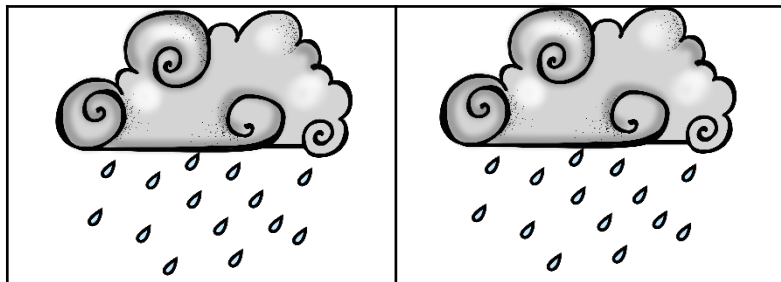## Cut out the map pieces below.

START	START	END

PATH PIECES

Cut out the map pieces below.

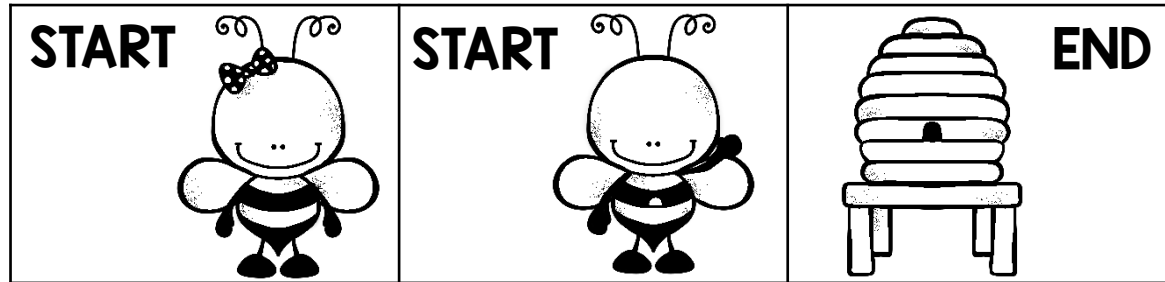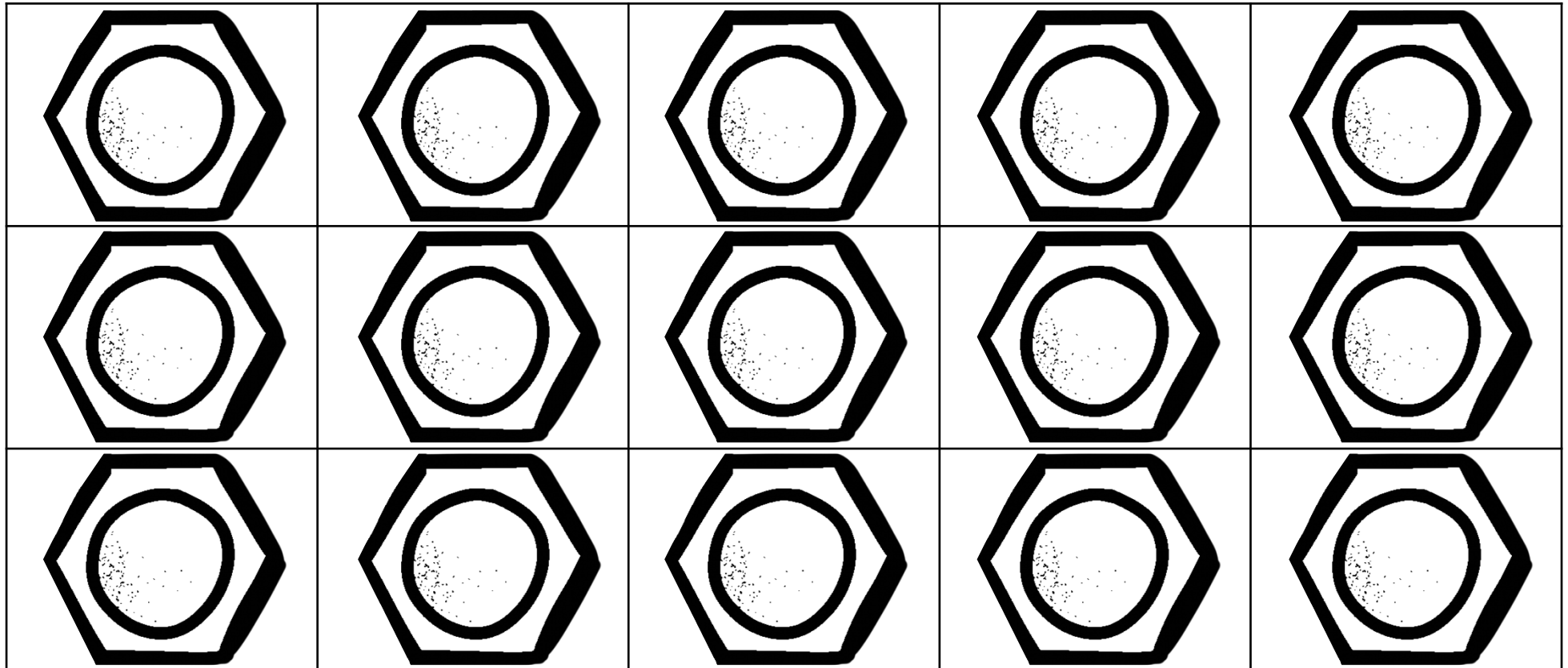## Place 3 flowers on the Honeybee Coding Map.

Place 2 rain clouds on the map.

Place 2 enemies on the map.

Place the following pieces on your Honeybee Coding Map and build a path from your honeybee to the hive.
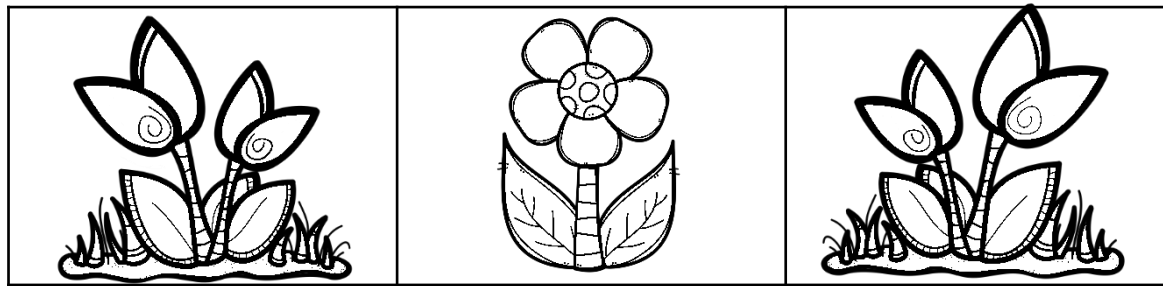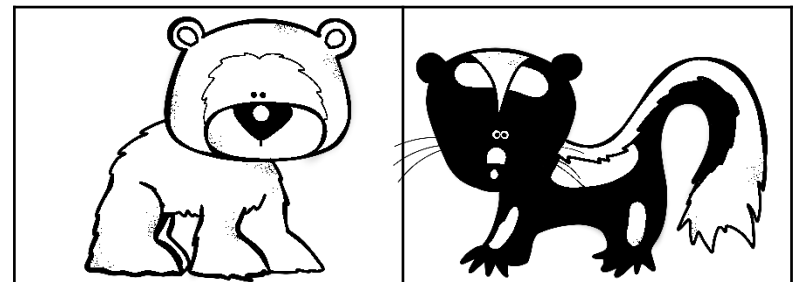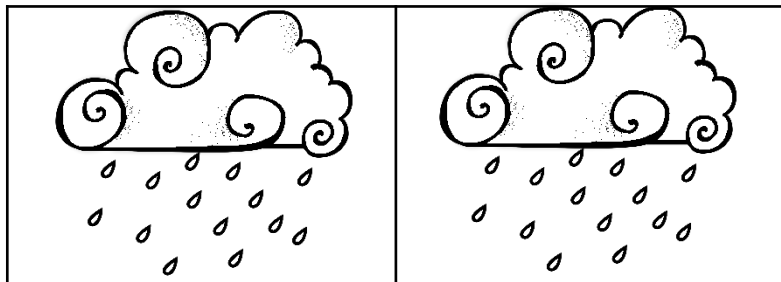## Cut out the map pieces below.

START	START	END

PATH PIECES

Cut out the map pieces below.

Place 3 flowers on the Honeybee Coding Map.

Place 2 rain clouds on the map.   Place 2 enemies on the map.

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CRACK THE CODE!

Draw and write the block code that will lead your honeybee to the hive.

code	Meaning
➡️	Move Right
⬅️	Move Left
⬆️	Move Up
⬇️	Move Down
✿	Collect Pollen
⬤	Dodge a Rain Cloud
☹	Sting an Enemy

_____ _____ _____ _____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____ _____ _____ _____

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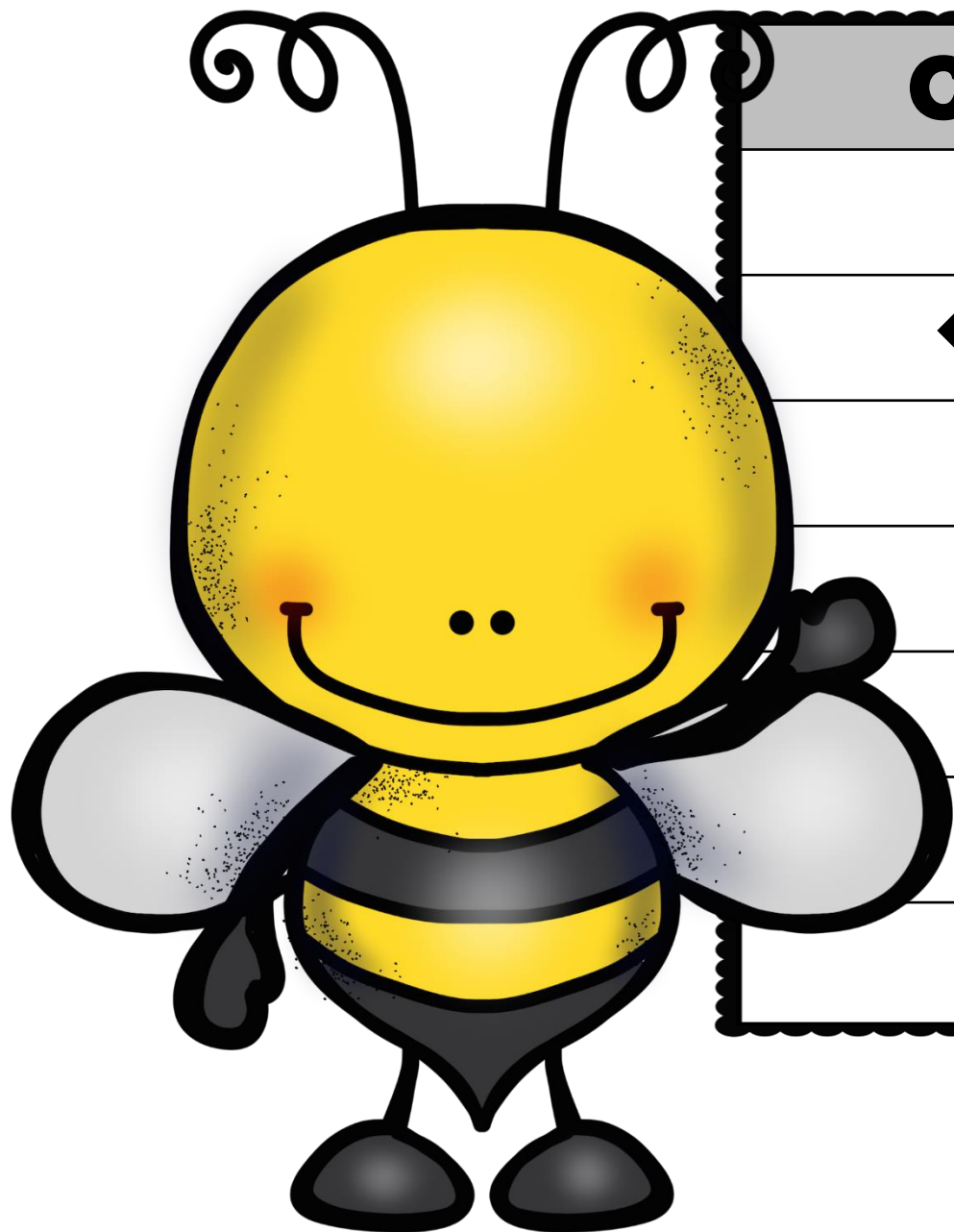
TEACHER TIP: Place this sheet in a clear page protector for students to write and wipe multiple codes.

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CRACK THE CODE!

Code	Meaning
➡	Move Right
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⬆	Move Up
⬇	Move Down
✿	Collect Pollen
●	Dodge a Rain Cloud
☹	Sting an Enemy

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CRACK THE CODE!

K-3rd Grade

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