

Rainy Day

CODING



created by Brooke Brown

RAINY DAY 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](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:

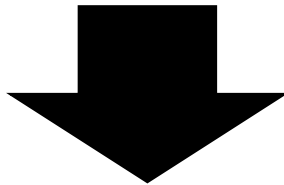
- 1) Partner students. Each pair of students will need one Rainy Day Coding Mat (page 3), one set of Map Pieces (Colored on pages 4-5 OR Black and White on pages 6-7), and 2-4 copies of "Crack the Code!" (page 8). You may also choose to put copies of page 8 inside clear page protectors so that students 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 Rainy Day Coding Map, starting with the girl or boy and ending with the house, with path pieces (puddles) in between to connect them. Then he or she places 2 rainy day items, 2 hills, and 2 enemies (lightning clouds) 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 boy or girl comes to a rainy day item, hill, 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

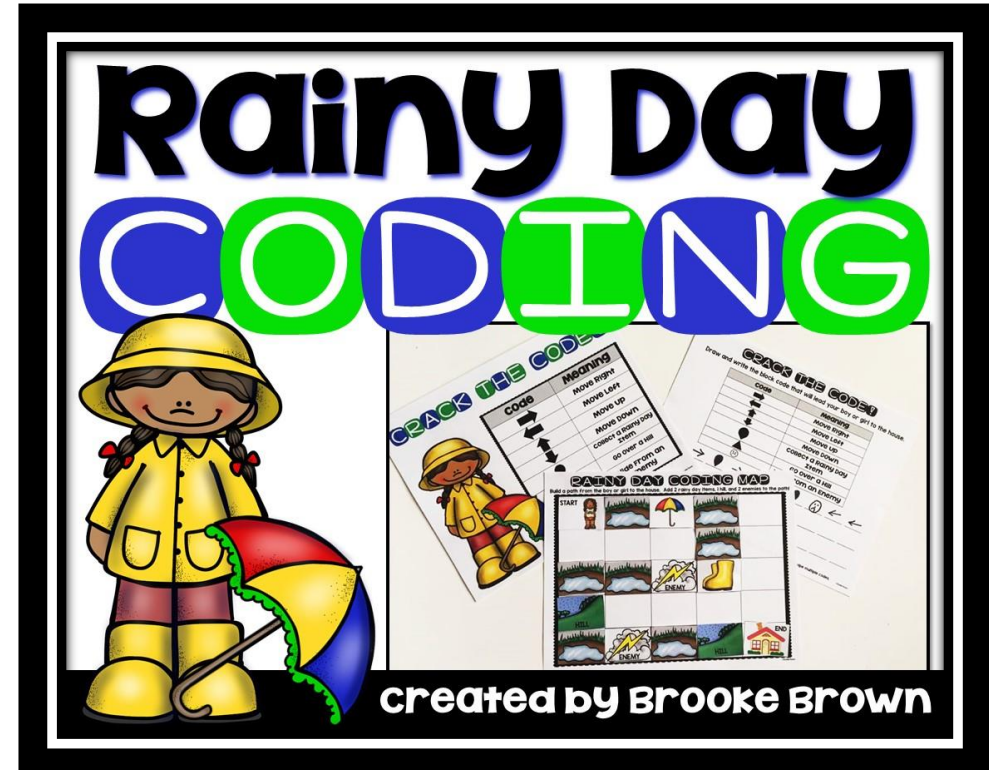
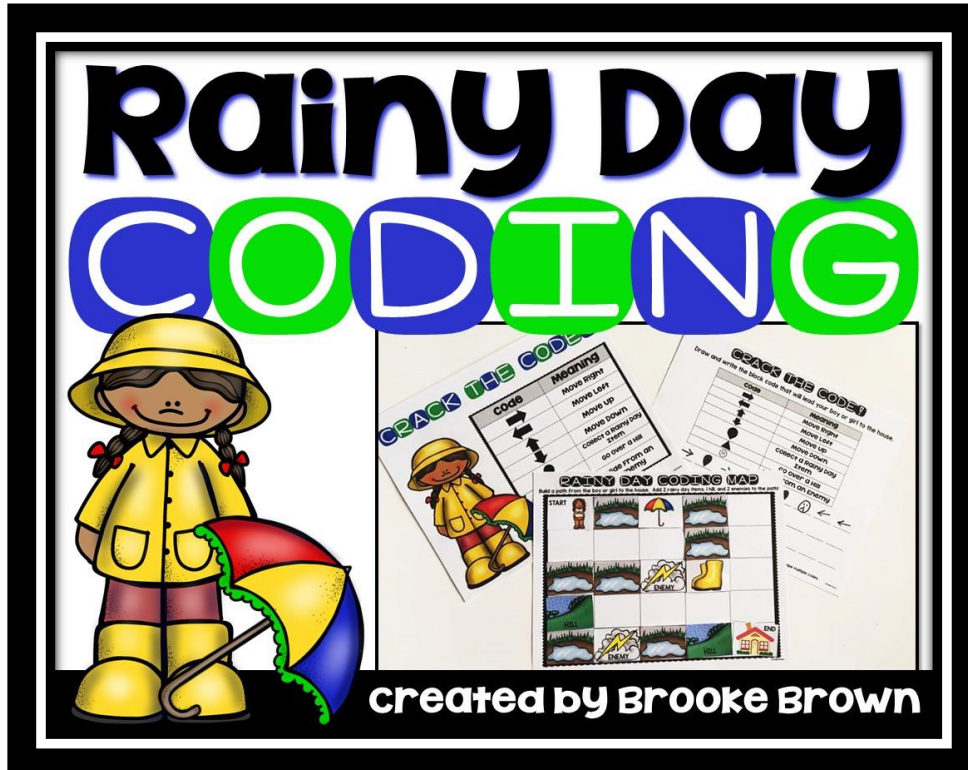
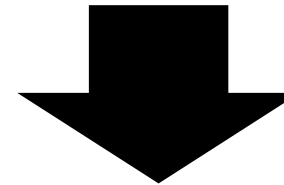
Page 3: Digital Coding Map (Google Slides and Seesaw)
Page 4: Rainy Day Coding Map
Pages 5-6: Map Pieces (COLORED)
Pages 7-8: Map Pieces (BLACK AND WHITE)
Page 9: Crack the Code! Recording Sheet
Page 10: Crack the Code! Chart to project or display
Page 11: Credits

RAINY DAY CODING

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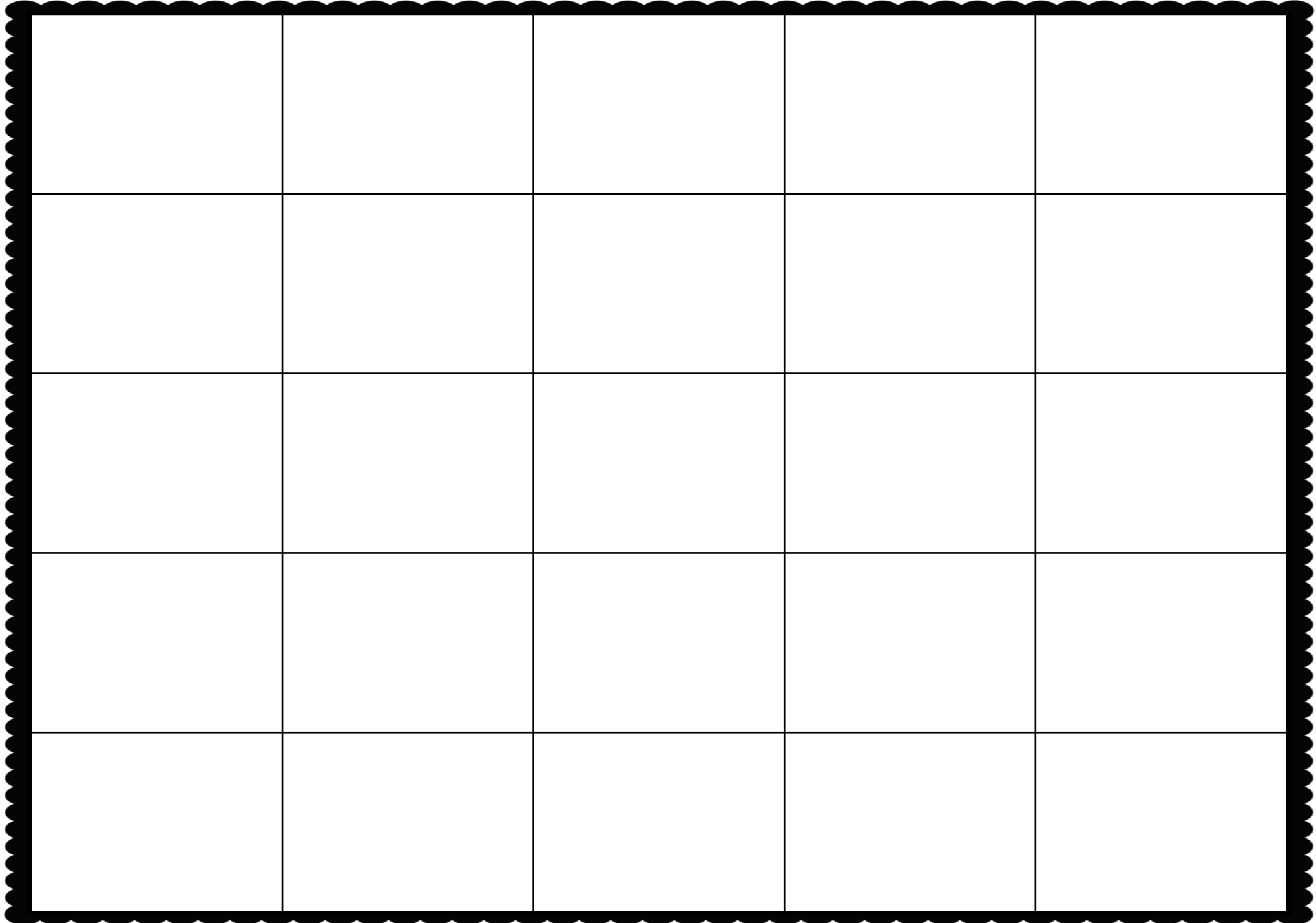


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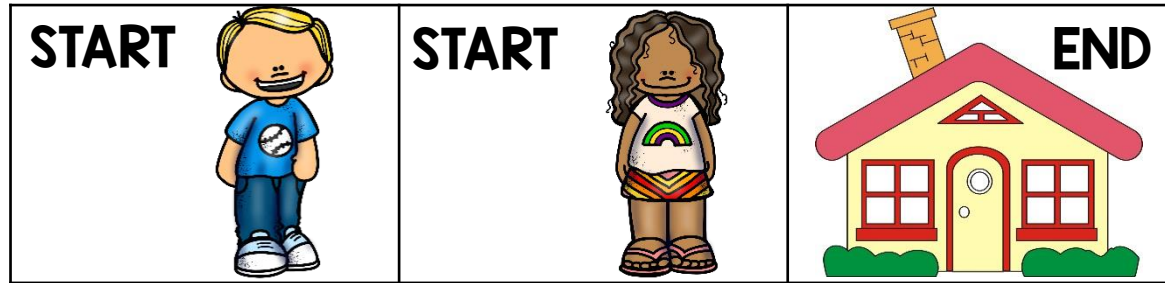


RAINY DAY CODING MAP

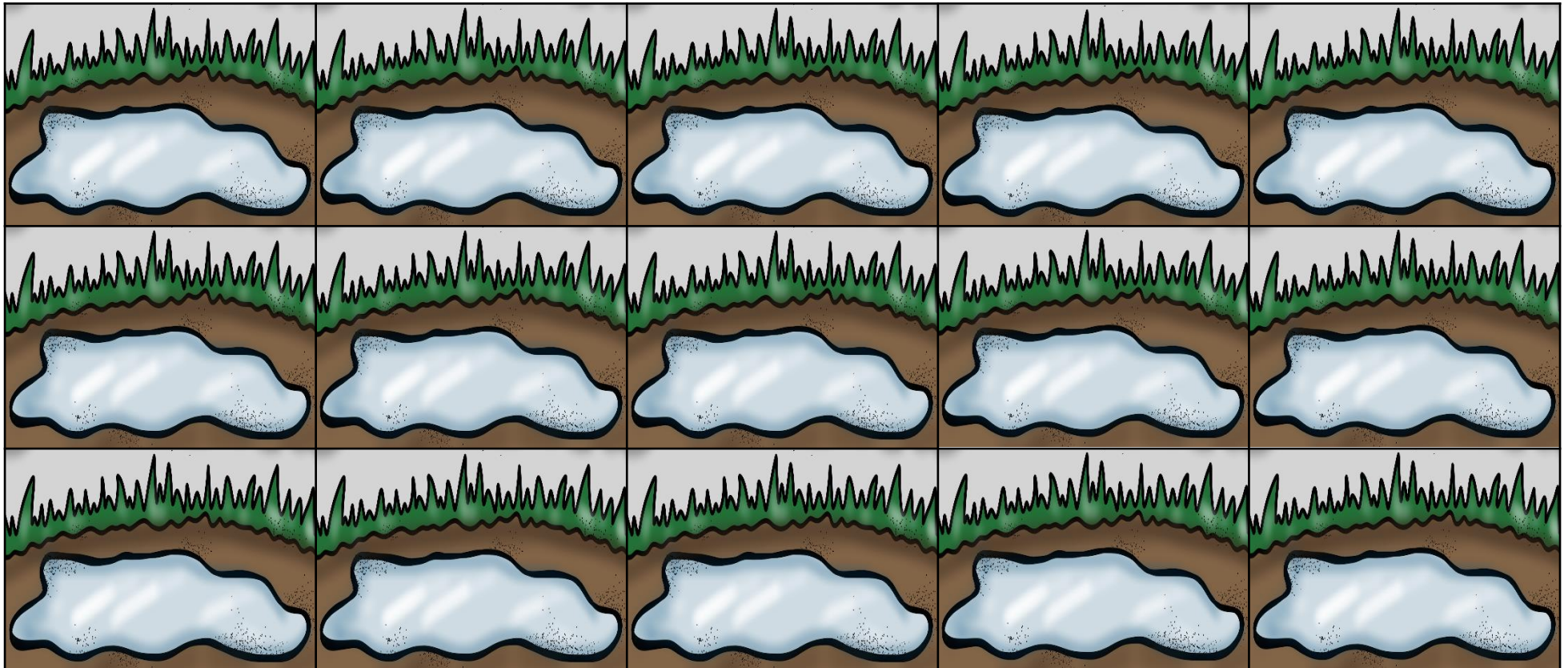
Build a path from the boy or girl to the house. Add 2 rainy day items, 1 hill, and 2 enemies to the path!



Place the following pieces on your Rainy Day Coding Map and build a path from your boy or girl to the house.
Cut out the map pieces below.

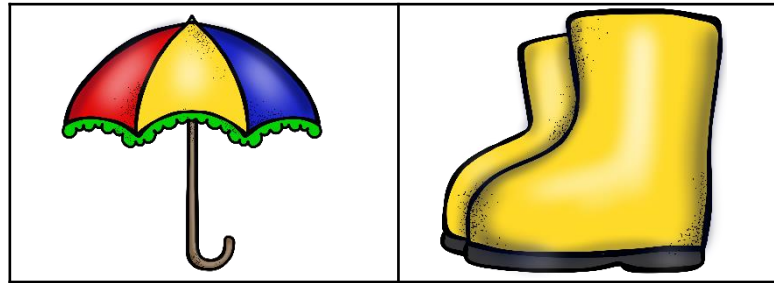


PATH PIECES

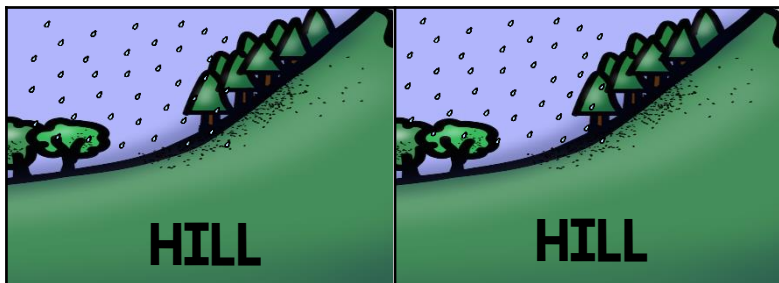


Cut out the map pieces below.

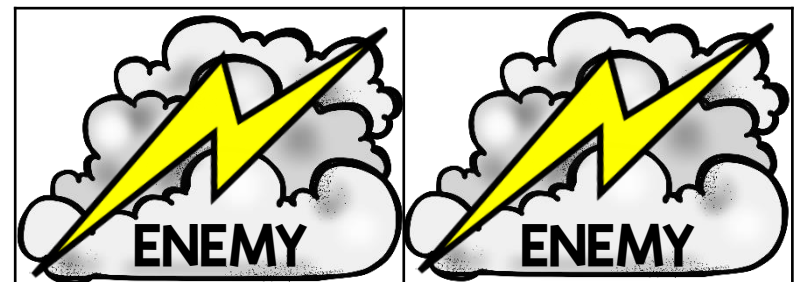
Place 2 rainy day items on the Rainy Day Coding Map.



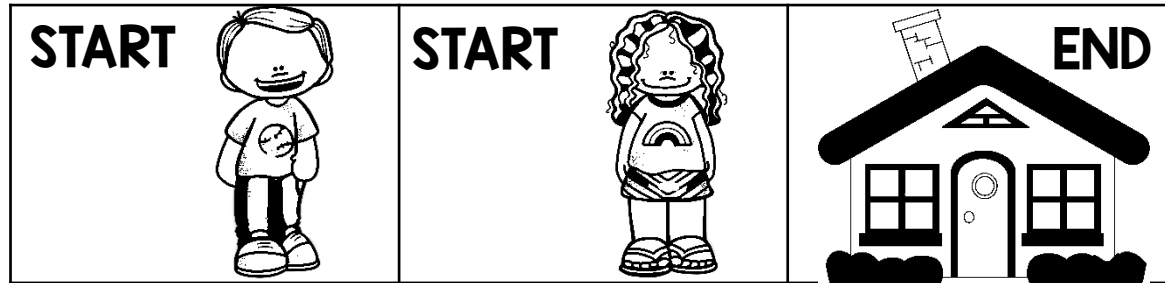
Place 2 hills on the map.



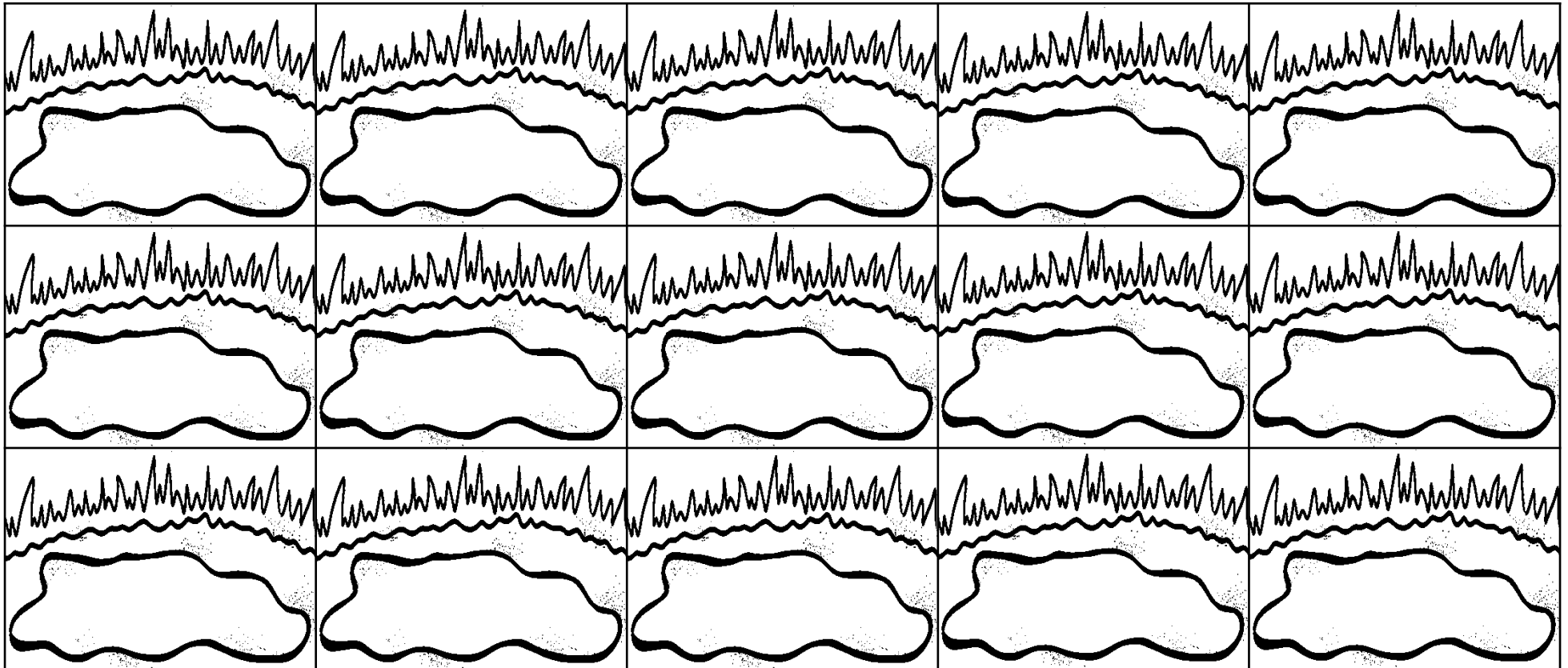
Place 2 enemies on the map.



**Place the following pieces on your Rainy Day Coding Map and build a path from your boy or girl to the house.
Cut out the map pieces below.**

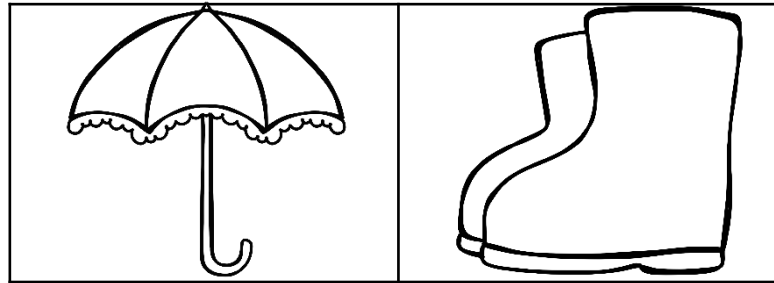


PATH PIECES

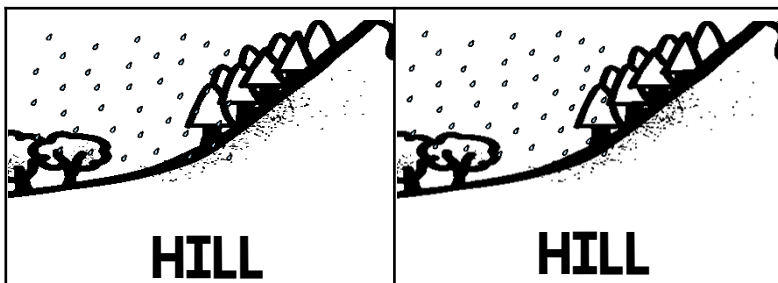


Cut out the map pieces below.

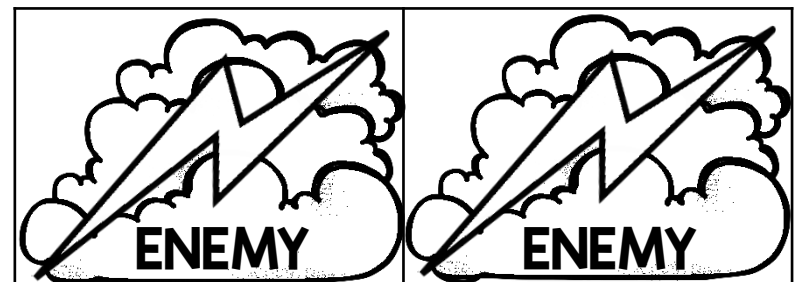
Place 2 rainy day items on the Rainy Day Coding Map.



Place 2 hills on the map.



Place 2 enemies on the map.



CRACK THE CODE!

Draw and write the block code that will lead your boy or girl to the house.

code	Meaning
	Move Right
	Move Left
	Move Up
	Move Down
	collect a Rainy Day Item
	Go over a Hill
	Hide From an Enemy

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

CRACK THE CODE!



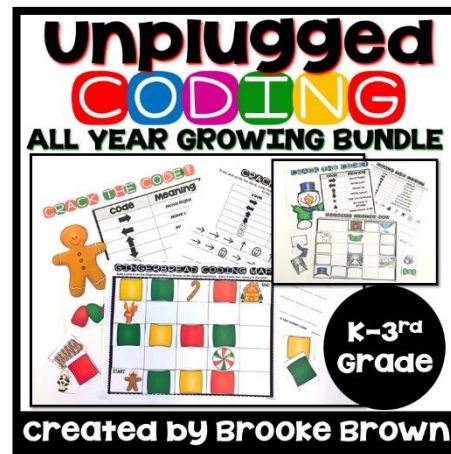
code	Meaning
➡	Move Right
⬅	Move Left
⬆	Move Up
⬇	Move Down
📍	collect a Rainy Day Item
▲	Go over a Hill
☹	Hide From an Enemy

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Created by Brooke Brown

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