

# VALENTINE'S DAY HOP SCOTCH CODING



CREATED BY BROOKE BROWN

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# TEACHER iNSTRUCTIONS



Valentine's Day Hop Scotch Coding provides a simple, interactive introduction to block-style coding that is perfect for Kindergarten through third graders as they learn the basics of programming. After completing unplugged activities such as these, they can apply similar block coding strategies to coding websites and apps for kids and eventually to more advanced languages of coding. This activity works as an excellent challenge for students around Valentine's parties. To allow students to be most successful, please MODEL and clearly discuss directions for this activity before they complete it with groups.

To prep the Hop Scotch Coding mats, copy one set of the following for EACH GROUP of 3-4 students if you are using as a whole class. If you are using it as a center, you will only need one set. You may choose to copy on a different colored paper for each group OR color code the pieces by the type of code similar to the photo shown on the following page.

- 1 START Mat
- 1 STOP Mat
- 6 Sequencing (Arrow) Mats
- 3 different Looping Mats
- 6 different Valentine's Day Movement (Conditions) Mats

For durability and long-term use, you will need to LAMINATE the mats because students will be stepping on them. If you have TILE on the floors in your classroom, you may choose to stick removable GLUE DOTS on the back corners of each mat to prevent them from slipping. If you have short, CARPETED floors and the mats are slipping too much, try sticking INDUSTRIAL STRENGTH VELCRO SQUARES on the back of each mat.



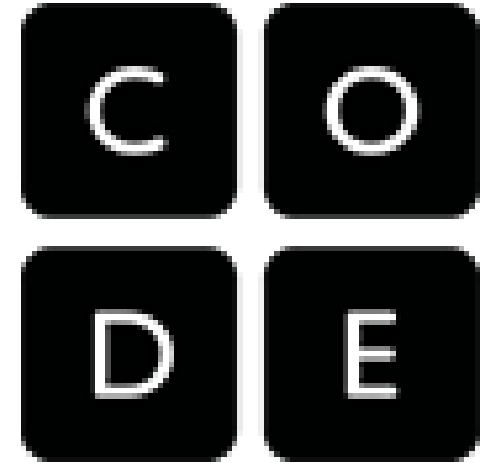
# TEACHER iNSTRUCTIONS

In groups of 3-4, students will build a sequence of code on the floor together. Each student will then take turns walking through the sequence of code and following the instructions all the way from START to STOP. A sequencing arrow means to advance forward and a Valentine's Day movement/action card signals an action that the student must do or PRETEND to do. A looping mat can be placed behind a movement mat for students to repeat the action a given number of times. See pages 6-7 to use with your students as you introduce coding vocabulary and the game.



# CODING APPS & WEBSITES

KODABLE BOX ISLAND CODE.ORG



SCRATCH JR.

BEEBOT

SWIFT  
PLAYGROUNDS



# WHAT is CODING?

**coding** is the way we tell computers to do all the helpful things that they do for us. coding is what makes it possible for us to create **computer software, apps, and websites.**



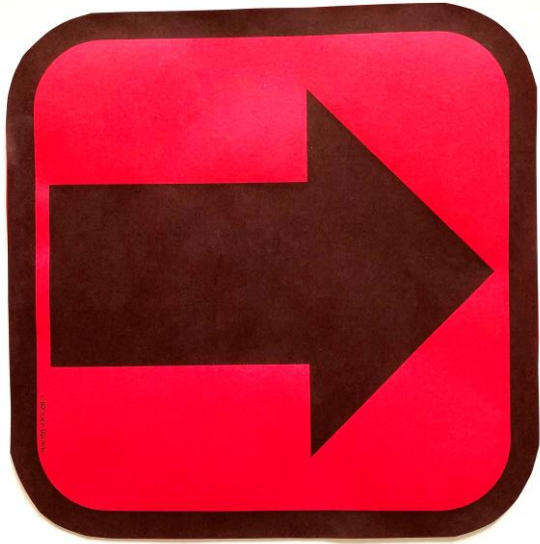
computers follow a list of instructions that a coder, or **programmer**, has written.



# FLOW CONTROL STRUCTURES

## SEQUENCE

What is a sequence?



the order of  
commands

## CONDition

What is a condition?



if, then  
commands

## LOOP

What is a loop?



commands  
that are  
repeated

1 copy  
per  
student group



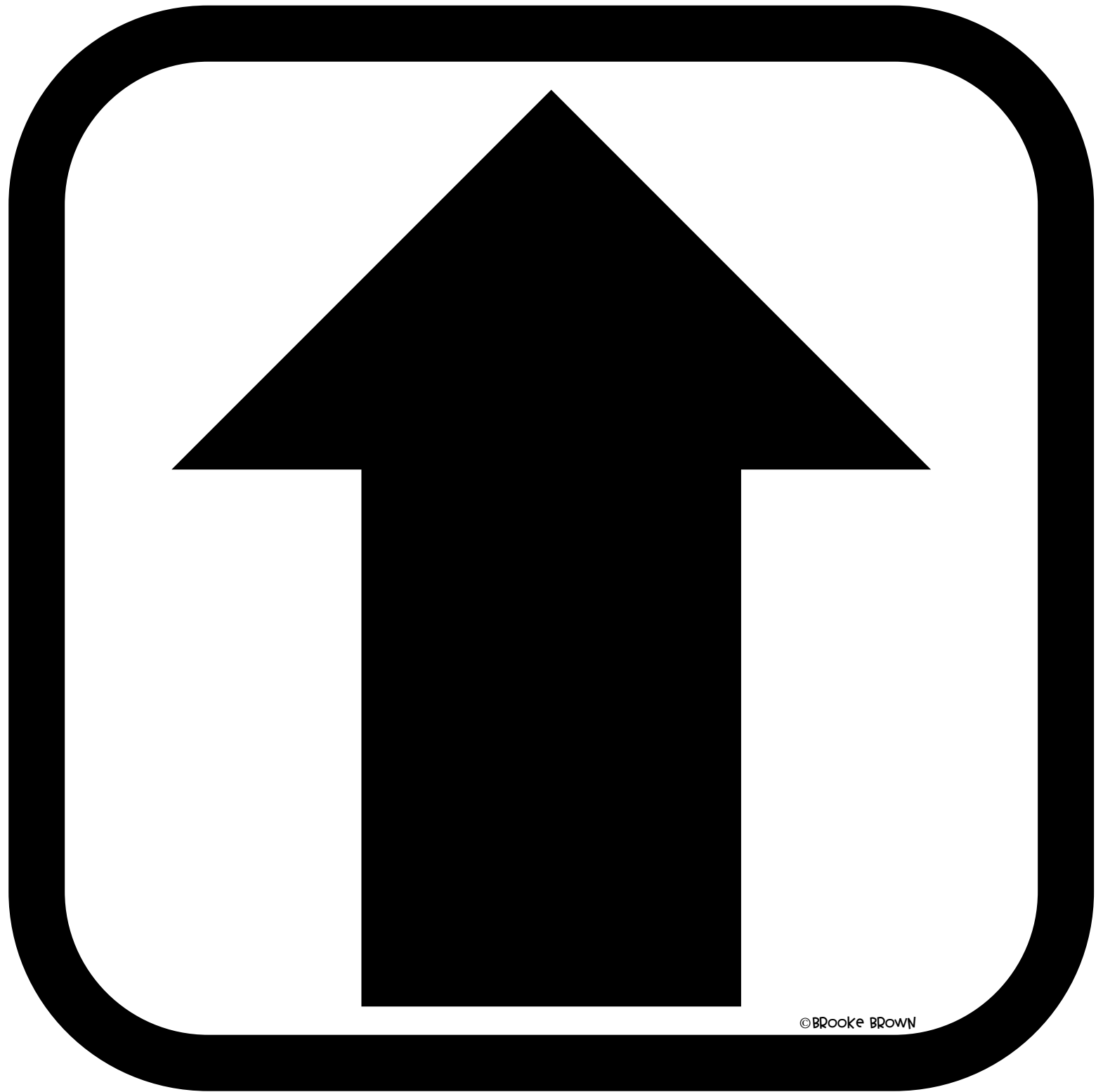
© Brooke Brown



1 copy  
per  
student group



6 copies  
per  
student group



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**REPEAT 2X**



**REPEAT GOX**

**REPEAT OX**

Choose 6 different  
movement  
cards per  
student group

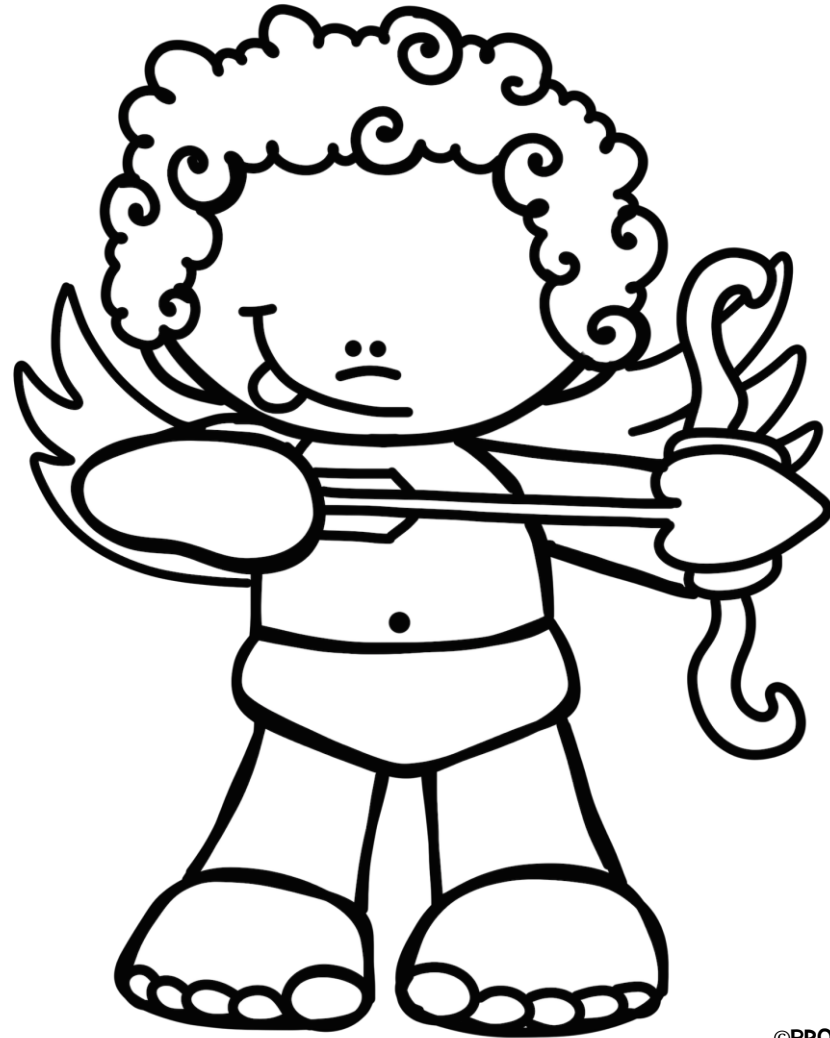
# **DRAW A HEART IN THE AIR**





Choose 6 different  
movement  
cards per  
student group

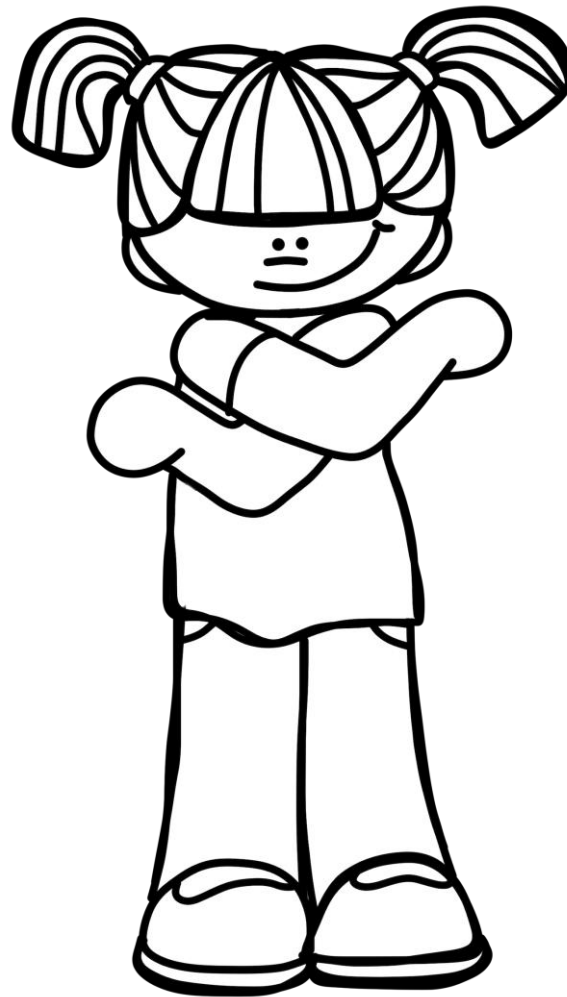
# SHOOT AN ARROW LIKE CUPID



©BROOKE BROWN

Choose 6 different  
movement  
cards per  
student group

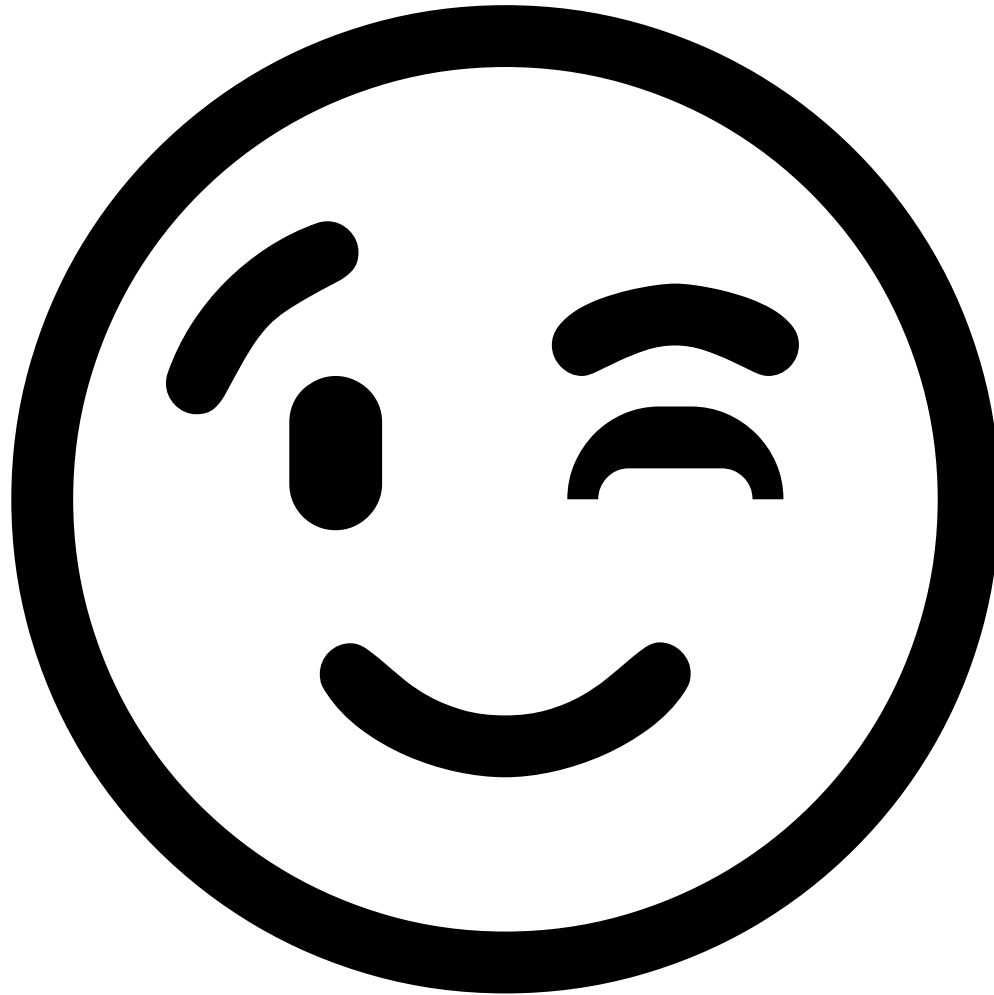
# GIVE YOURSELF A HUG



©BROOKE BROWN

Choose 6 different  
movement  
cards per  
student group

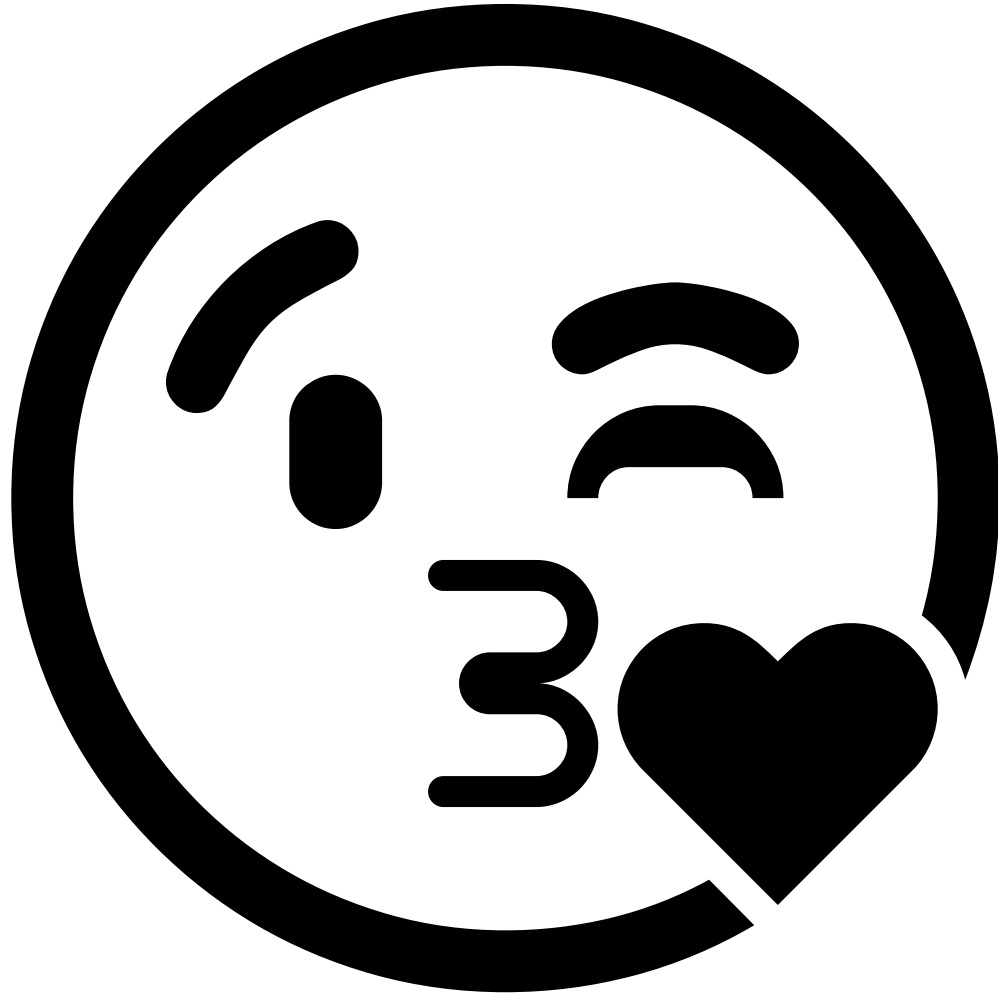
# WINK





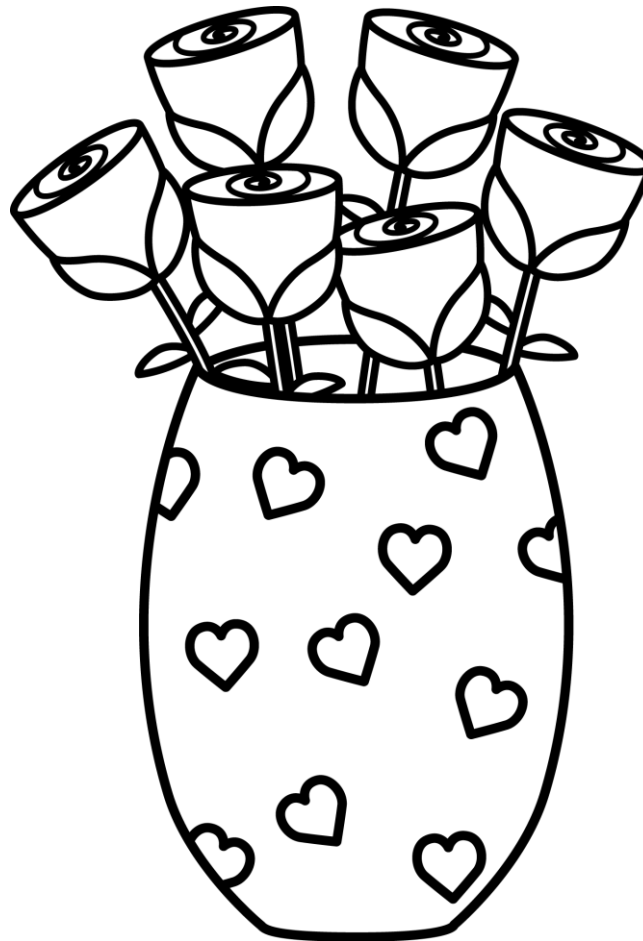
Choose 6 different  
movement  
cards per  
student group

# BLOW A KISS



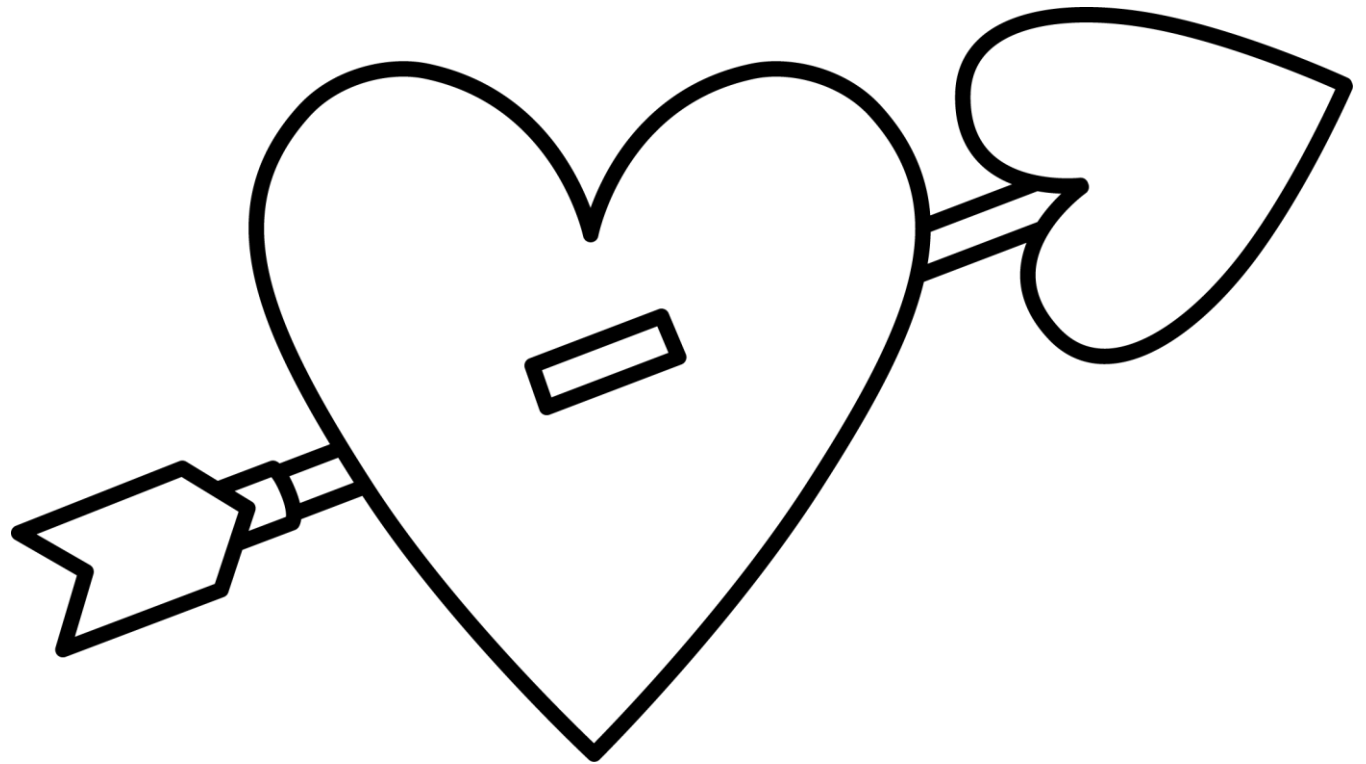
Choose 6 different  
movement  
cards per  
student group

# PICK SOME FLOWERS



Choose 6 different  
movement  
cards per  
student group

**SAY "HAPPY  
VALENTINE'S DAY!"**



Choose 6 different  
movement  
cards per  
student group

# LEAP FOR LOVE



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Choose 6 different  
movement  
cards per  
student group

# FEEL YOUR HEARTBEAT



Choose 6 different  
movement  
cards per  
student group

# CROSS YOUR HEART





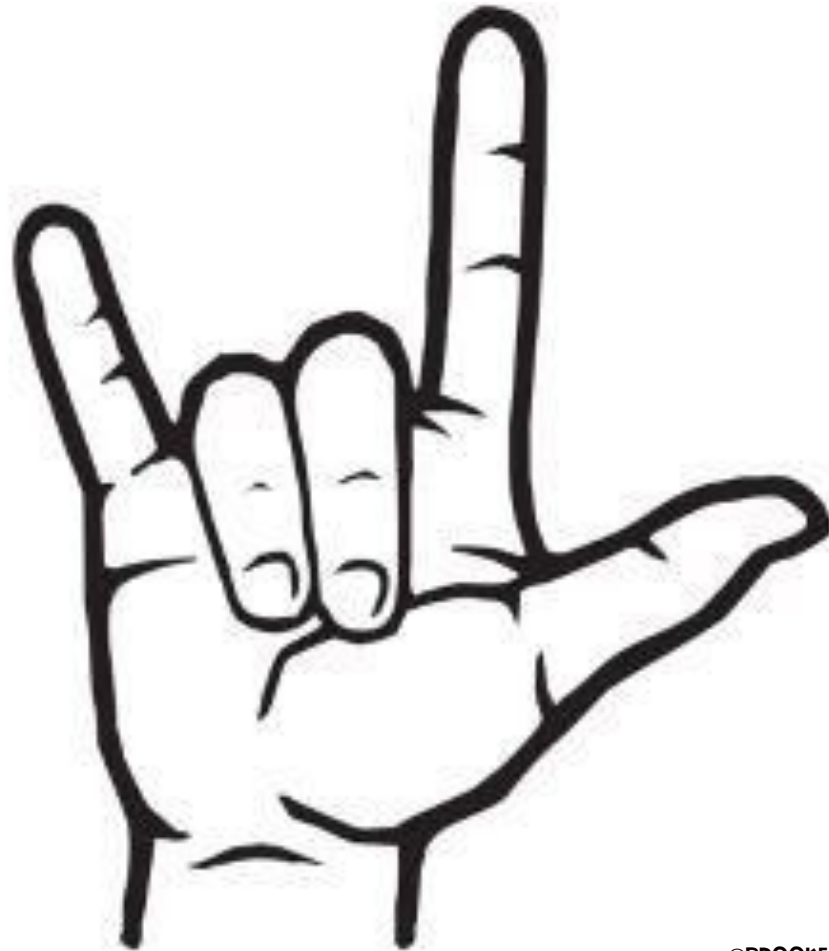
Choose 6 different  
movement  
cards per  
student group

**FINISH THIS SENTENCE:  
I LOVE...**



Choose 6 different  
movement  
cards per  
student group

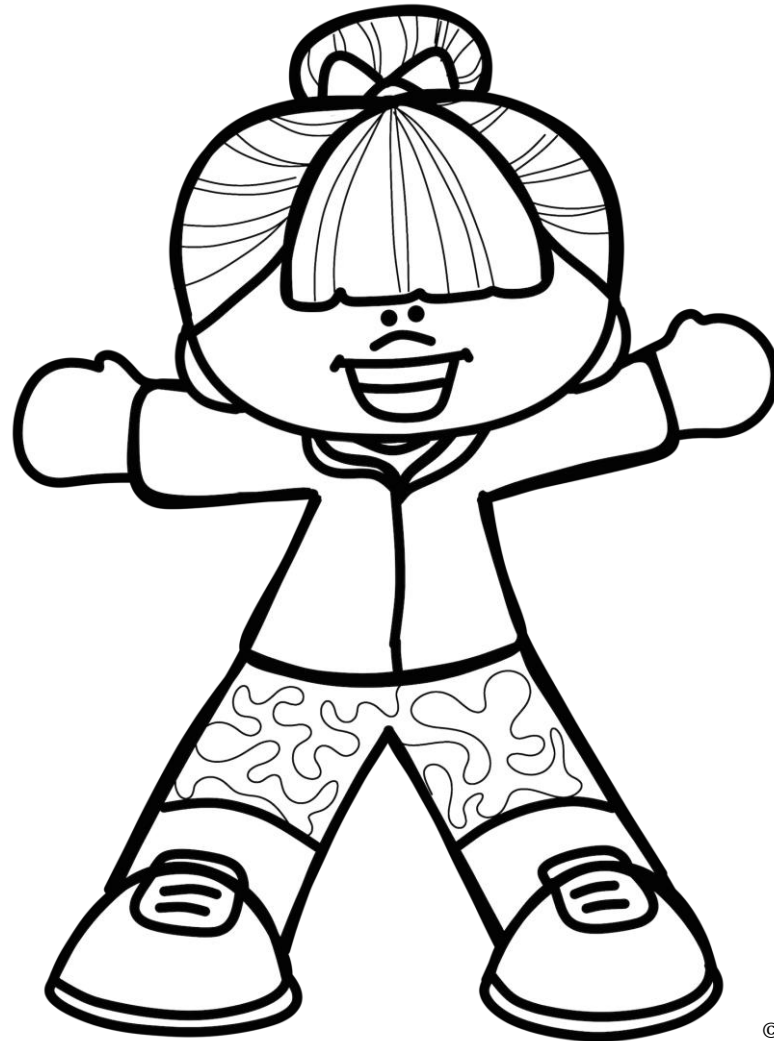
**sign**  
**“I LOVE YOU”**



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Choose 6 different  
movement  
cards per  
student group

# DO JUMPING JACKS AND SPELL "LOVE"



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Choose 6 different  
movement  
cards per  
student group

# SAY A NUMBER MODEL THAT EQUALS 14

♥	♥	♥	♥	♥
♥	♥	♥	♥	♥
♥	♥	♥	♥	

# CREDITS

**Thank you for your download!**

*Created by Brooke Brown*

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Unplugged coding?**

*Click  
Here!*

