

Objective

By the end of this lesson, the student will understand basic concepts of coding through interactive play and hands-on activities. They will develop problem-solving skills and learn how to follow simple instructions.

Materials and Prep

- Paper and crayons
- Colored blocks or LEGO pieces
- String or yarn
- Timer or stopwatch (optional)
- Open space for activities

Before the lesson, familiarize yourself with basic coding concepts such as sequences and patterns. Prepare a fun environment with enough space for movement and creativity.

Activities

- **Coding with Crayons:**

Have the student draw a series of shapes or symbols on paper. Then, ask them to explain their drawing as if it were a code. For example, "This shape means 'jump' and this one means 'clap'!"

- **Block Building Challenge:**

Using colored blocks or LEGO, ask the student to build a structure following a simple set of instructions. For example, "Put a red block on top of a blue block!" This teaches them to follow sequences.

- **String Maze:**

Create a maze with string or yarn on the floor. Guide the student to navigate through the maze by following a sequence of directions, like "Go left, then right, then forward!"

- **Time Challenge:**

Set a timer and give the student a fun task to complete before time runs out, like building the tallest tower with blocks. This encourages quick thinking and decision-making.

Talking Points

- "Can you tell me what your drawing is? How does it work like a secret code?"
- "What happens if we change the order of the blocks? Can you build something different?"
- "How do you feel when you follow the string path? Is it like following a treasure map?"
- "What was your favorite part of the challenge? Did you feel like a superhero solving a puzzle?"