Gingerbread CODING

CRACK THE CODE!

Code	Meaning
➡️	Move Right
⬅️	Move Left

CRACK THE CODE!

Draw and write the block code that will lead your Gingerbread Man or Gingerbread Woman to his or her Gingerbread House.

Code	Meaning
➡️	Move Right
⬅️	Move Left
⬆️⬇️	Move Up
🙂	Move Down
🙁	Eat a Treat
	Jump over an Enemy

GINGERBREAD CODING MAP

Build a path from the Gingerbread Man or Woman to the Gingerbread House. Add 2 treats and 1 enemy to the path!

START   END

d wipe multiple codes.

GINGERBREAD CODING

This simple holiday introduction to block-style coding is perfect for Kindergarten through second 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. This activity also works as an excellent challenge for students during the yearly "Hour of Code" during December. To allow students to be most successful, please MODEL and clearly discuss directions for this activity before they complete it with partners.
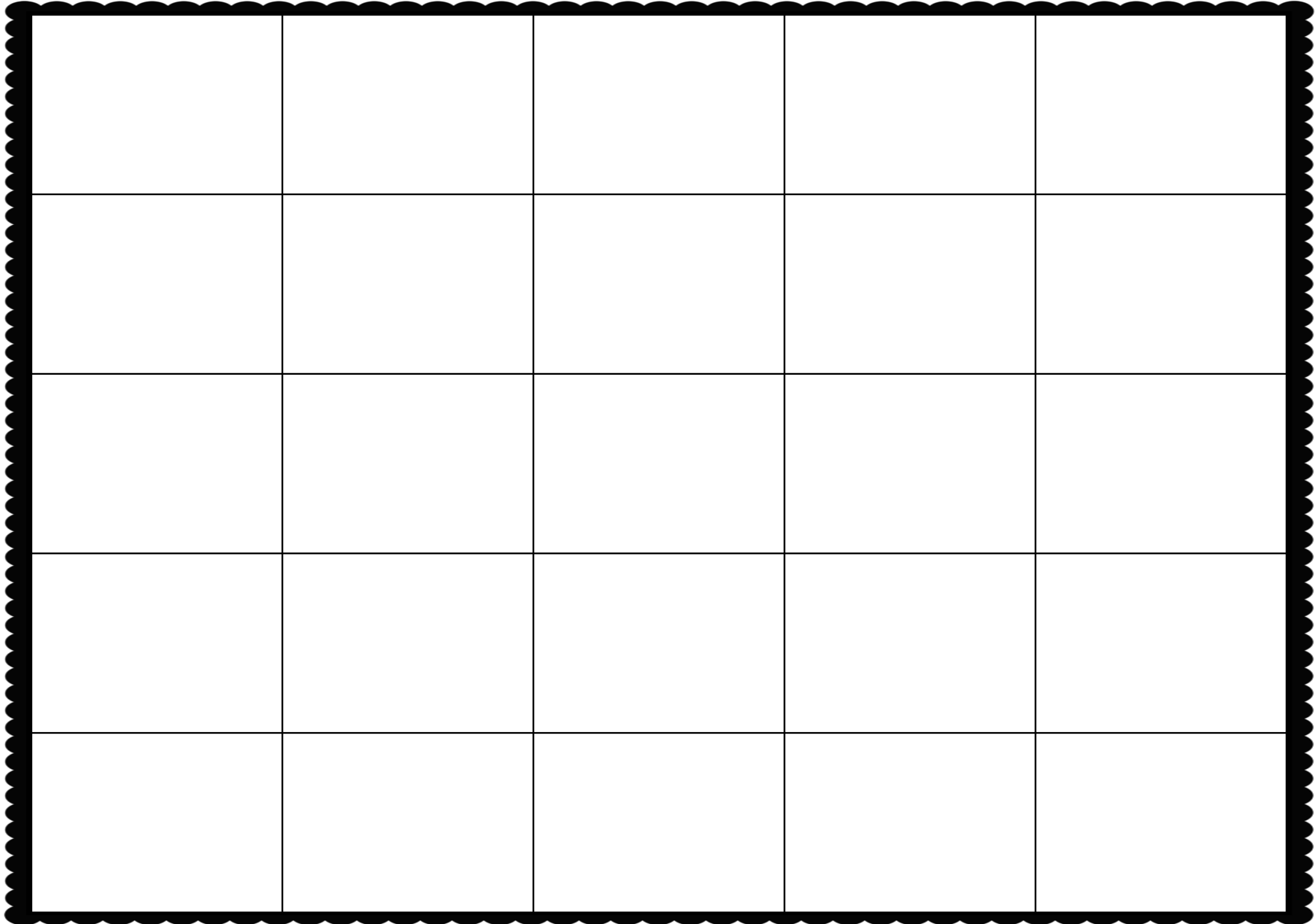
INSTRUCTIONS:

1) Partner students. Each pair of students will need one Gingerbread 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 Gingerbread Coding Map, starting with the gingerbread man or woman and ending with the Gingerbread House, with path pieces (colored squares) in between to connect them. Then he or she places 2 Treats and 1 Enemy along the path.
4) Student 2 then "codes" the path of the gingerbread man or woman on page 8, using the provided symbols to draw the directions that he or she must travel. When the gingerbread man or woman comes to a treat, they will draw the symbol to "eat the treat," and when they reach an enemy, they draw the symbol to "jump over the enemy."
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.
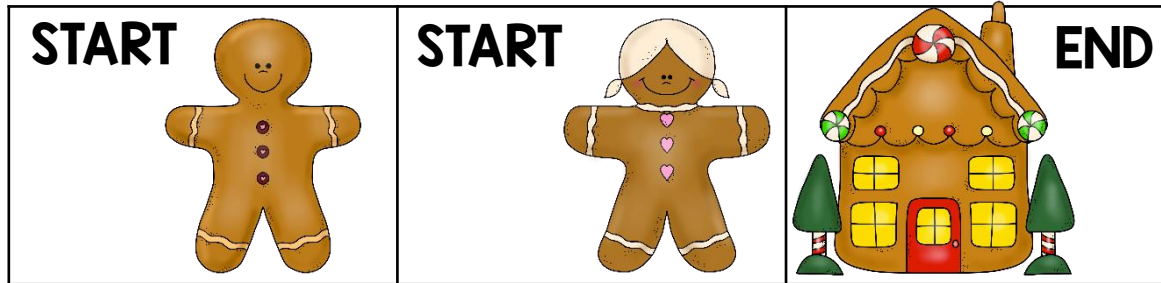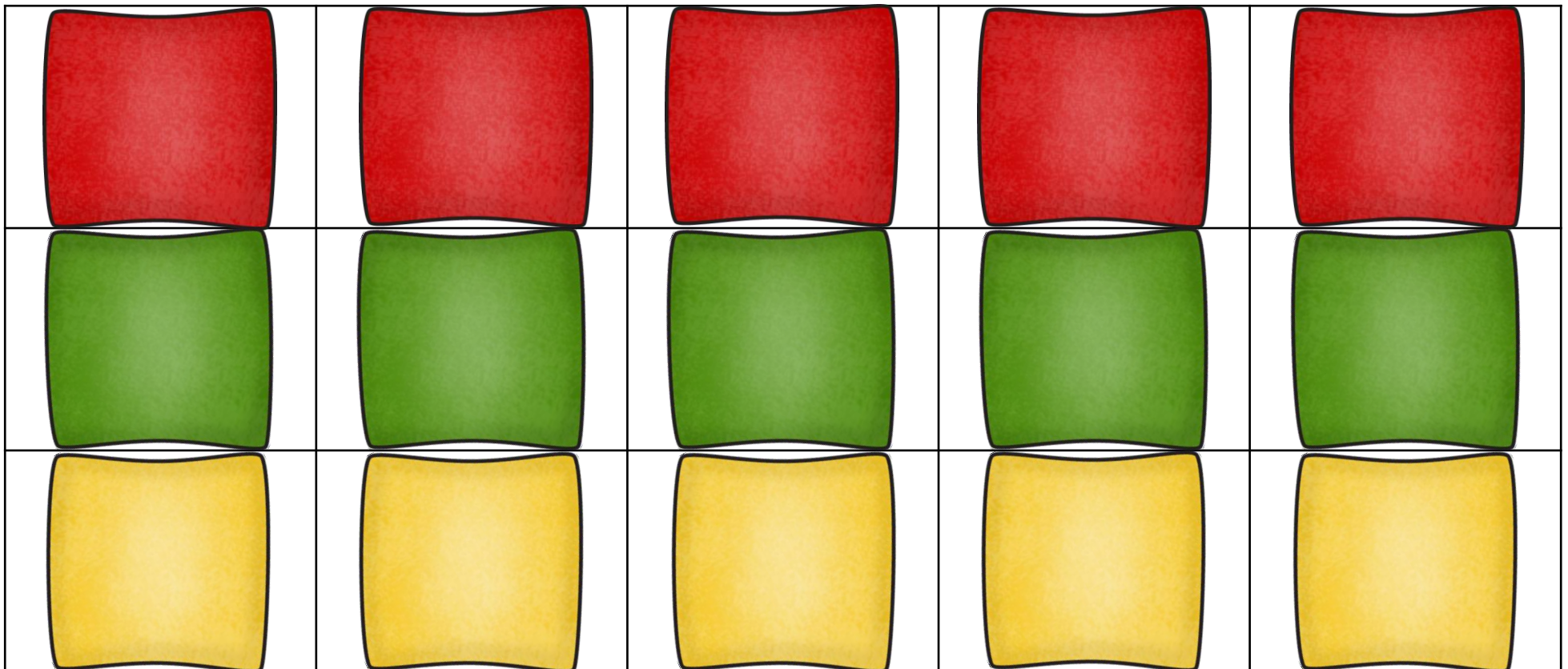
CONTENTS

GINGERBREAD CODING MAP

Build a path from the Gingerbread Man or Woman to the Gingerbread House. Add 2 treats and I enemy to the path!

Cut out the map pieces below.
Place them on your Gingerbread Coding Map and build a path from your Gingerbread Man or Woman to the Gingerbread House.
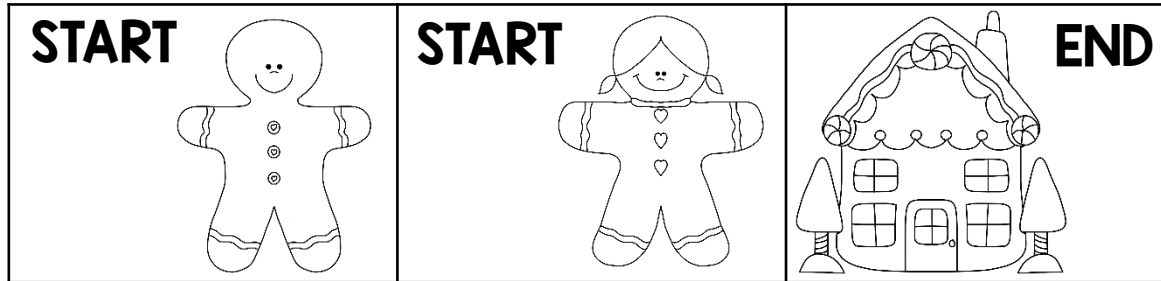
START	START	END

PATH PIECES

Place 2 Treats and I Enemy along the path on the Gingerbread Coding Map.

TREAT	TREAT	TREAT	ENEMY	ENEMY

- -

Place 2 Treats and I Enemy along the path on the Gingerbread Coding Mat.

TREAT	TREAT	TREAT	ENEMY	ENEMY

Cut out the map pieces below.
Place them on your Gingerbread Coding Map and build a path from your Gingerbread Man or Woman to the Gingerbread House.

START	START	END

PATH PIECES

Place 2 Treats and I Enemy along the path on the Gingerbread Coding Map.

TREAT	**TREAT**	**TREAT**	**ENEMY**	**ENEMY**

- -

Place 2 Treats and I Enemy along the path on the Gingerbread Coding Mat.

TREAT	**TREAT**	**TREAT**	**ENEMY**	**ENEMY**

CRACK THE CODE!

Draw and write the block code that will lead your Gingerbread Man or Gingerbread Woman to his or her Gingerbread House.

Code	Meaning
➡	Move Right
⬅	Move Left
⬆	Move Up
⬇	Move Down
☺	Eat a Treat
☹	Jump Over an Enemy

___ ___ ___ ___ ___ ___ ___ ___ ___ ___

___ ___ ___ ___ ___ ___ ___ ___ ___ ___

___ ___ ___ ___ ___ ___ ___ ___ ___ ___
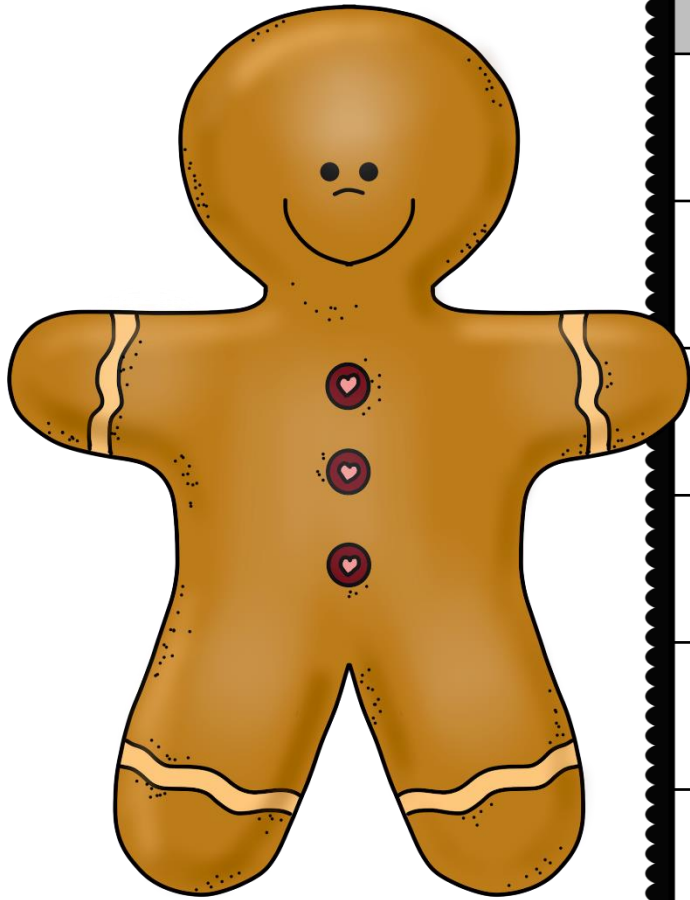
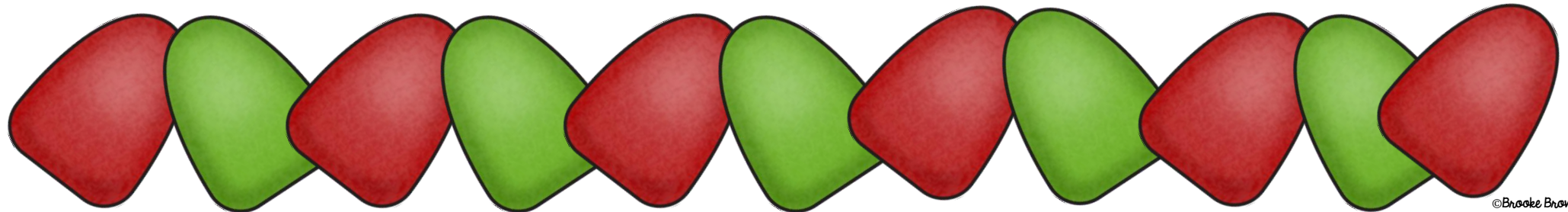___ ___ ___ ___ ___ ___ ___ ___ ___ ___

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

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CREDITS

Thank you for your download!

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UNPLUGGED CODING ALL YEAR GROWING BUNDLE

CRACK THE CODE!

GINGERBREAD CODING MAT

K-3rd Grade

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