# Tabletop Coding

Supplies Needed:

Some sort of person, like an army or Lego man.

Obstacles (one color) and goal (a different color) – these can be anything. I use different colored beads, but you can use colored cutouts, printouts, whatever.

Instructions:

Get with a partner and determine how many obstacles there will be.

Each partner has a board and will set up the obstacles on the board, put the end goal, and put the Lego or army figure where it should start.

You CAN NOT block the army person in.

Switch spots. Use the arrows to "program" the army man to get to the goal, but DON"T move him yet.

Switch back and test your partner's code to see if it works.

\* Right and left arrows just mean the person is turning to face that way NOT that they are moving that way.