

Program the Kids: Offline coding tiles

How it works:

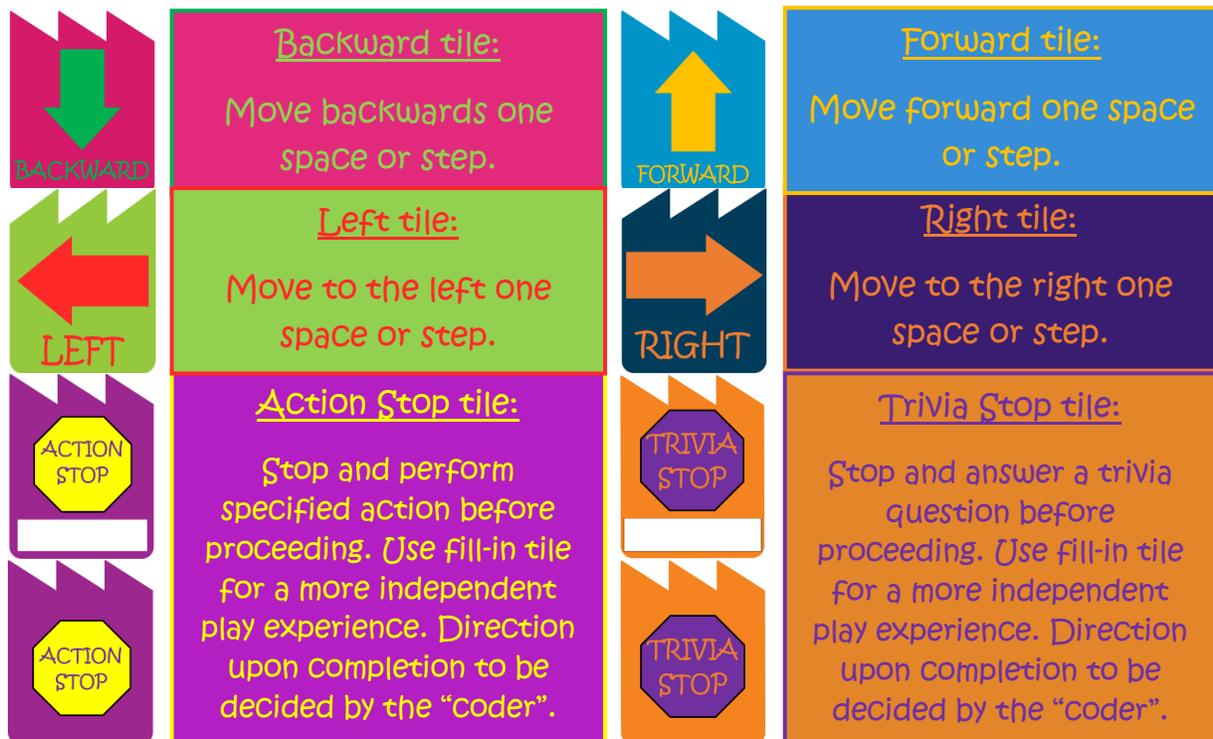
Each tile represents a different direction or instruction. Depending on the age and ability of your child(ren), You can instruct them either to face the same direction through the whole “code” and to sidestep instead of turning their whole body or have them turn to face the direction the tile has them move and just adjust the “code” for them to be facing multiple directions.

As you step on each tile, the tile you are currently on is the direction you are about to follow. EX. If the first tile I step on is a “forward” tile, my direction is now to move forward one space. If the tile in front of that tile is a “left” tile though, Then from that “left” tile I would sidestep left once or for younger kids, turn to face left and move ahead one space. *See example below.*

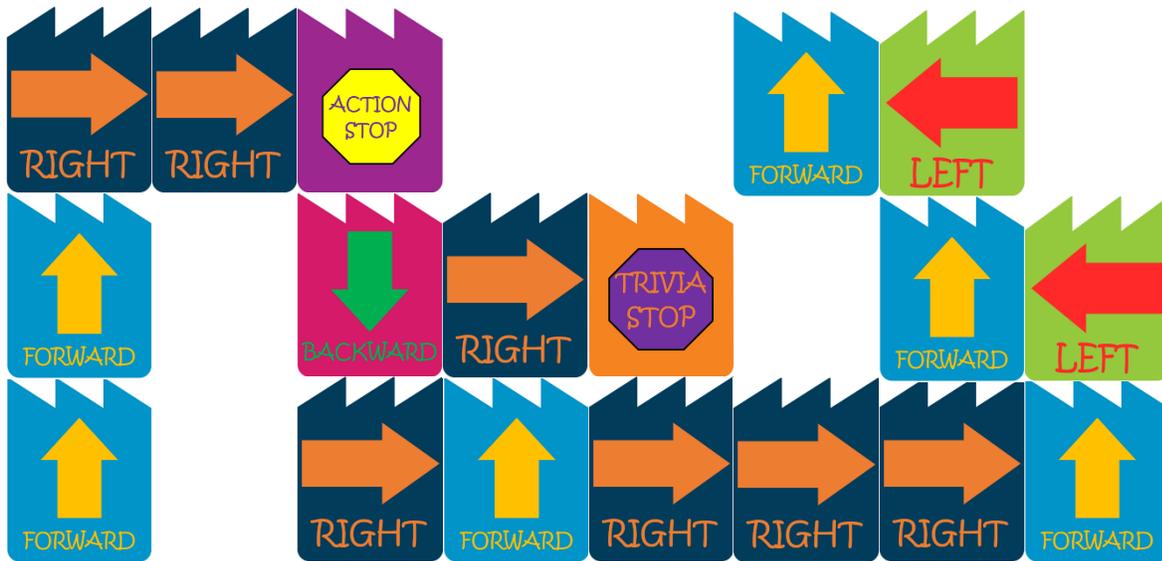
This activity is for everyone! Get the whole family involved, have the adults direct and create “code” for the kids to follow and then once they get the hang of it, have the kids direct and create “code” for the adults to follow!

The tiles:

*Reusable fill-in tiles: laminate/put clear packing tape on the white space; use dry erase markers



Example of a large tile setup:



2 ways to play:

- 1) Large tiles: For this version, you will need to draw or print the tiles on full sheets of paper so you and/or your child(ren) can walk along them. Depending how long you want to play, print/create more tiles. I recommend using 5 of each tile as a minimum to give a variety of ways to set up the “code”. This version is especially good for younger kids as the tiles get laid out almost hopscotch style so they’re following the path of tiles physically but they’re also seeing the symbols and words telling them what tile is next.

- For independent play, get the child(ren) started with a few tiles and go over how to follow the directions on them. If they are able to read, this is a good time for the fill-in tiles to be used. Action tiles can have different actions written on them like jump or spin around. If you are nearby where you can see the game and participate verbally, the trivia ones can also be fun. Write a simple question (this can be just a fun, silly question like what colour are your socks, or something school related like a math problem) and when they get to that tile, have them read it aloud and answer it so you can let them know if they got it right or not to be able to continue. With the fill-in tiles, the direction to be travelled upon completion of the action or trivia is up to the “coder” or the

person who created or is calling out the steps of the “code”. This can be something you tell them when they’ve successfully completed the challenge or something you write on the tile after the action/question.

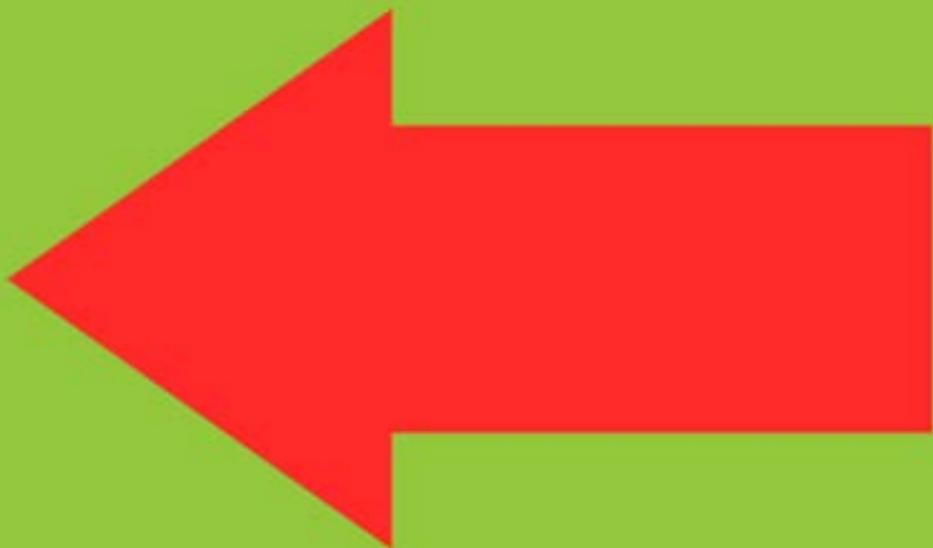
- For family play, use any or all of the tiles and have each member of the family follow the path in turn or create new directions for each other.
- 2) Small tiles: This version works best with 2 or more participants as one will need to relay the “code” to the other as they follow the directions given. For this version, you will need to draw or print the tiles smaller like playing card size. I still recommend a minimum of 5 of each tile, more for longer challenges and activity time. Instead of laying them out in a pathway to be followed however, they will be placed in a row in sequential order to be read out as the kids follow the directions. This is a fun way of doing it with older kids and kids who are learning their directions. Having to listen for the next step instead of just stepping onto it.
- If you don’t want to print off the tiles or don’t have access to a printer, this can also be played by printing off or drawing 1 of each tile as a visual for everyone and writing out the instructions in a list on paper to be read off to whomever is following the code each turn.
 - This can also be played without pre-creating a “code”. If you want your child to end up at a certain “end point” but they have varying foot stride lengths, you can use the directions to create the code step by step until they arrive at the goal. If you write it down as you go, try having the same person do it again using the same directions and see if they end up at the same point!
 - As a fun add-on, for this version, if your child has a fairly consistent foot stride length, as you create the code to be followed, you can place toys or other items around the floor roughly where your child would end up and set it up so they have an action stop tile at each point where there is an object instructing them to interact with the item somehow (pick it up and carry it through the rest of the code, read the first page of the book, complete the puzzle, etc.).



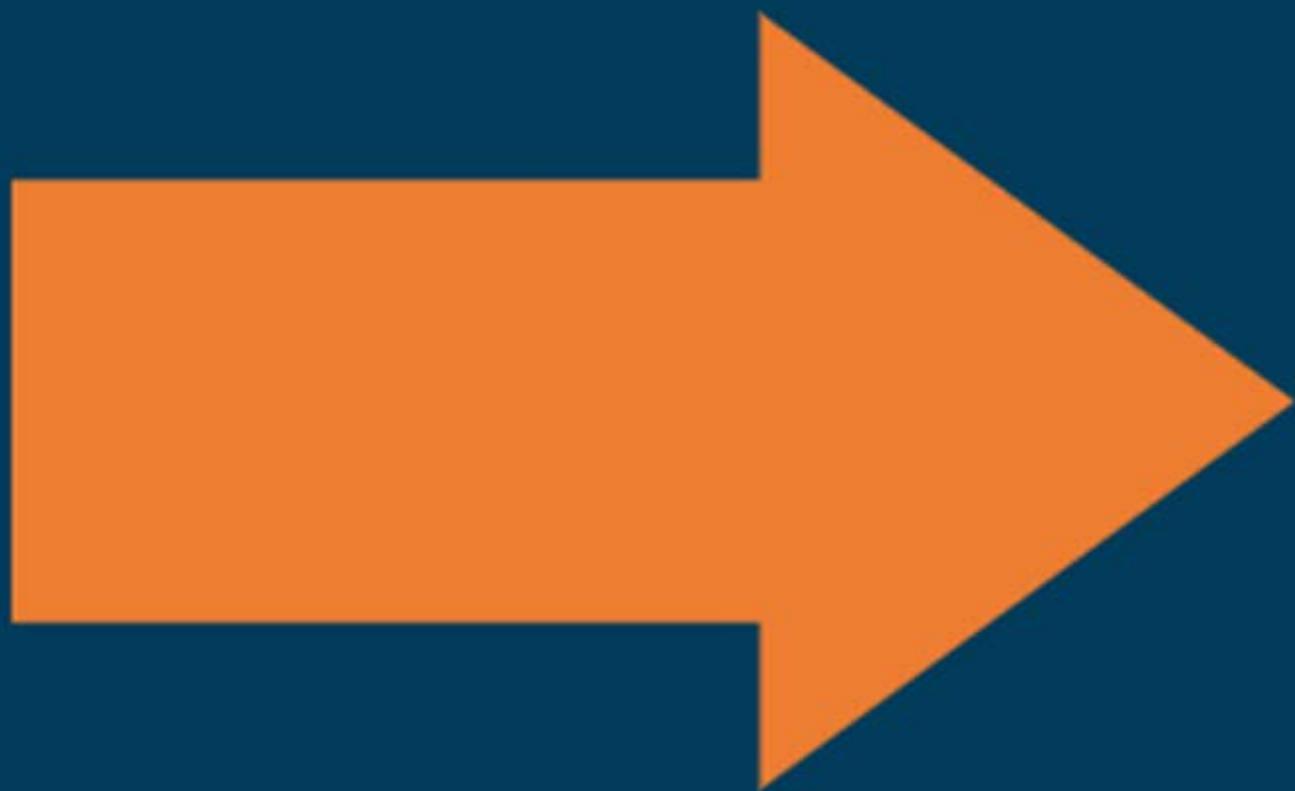
BACKWARD



FORWARD



LEFT



RIGHT



ACTION
STOP



ACTION
STOP



TRIVIA
STOP



TRIVIA
STOP