

A Screen-Free Game to Practice Coding Repetition

**Objective:**

Help kids understand loops by performing actions multiple times using repeatable cards and simple commands.

## How to Play “Loop It!”

This game teaches the concept of loops by combining an action with a number. Kids will pick one action card and one number card, then perform the action the number of times shown.

**Step-by-step:**

- Cut out the cards on the following pages.
- Shuffle the action cards and number cards into two piles.
- On each turn, draw one card from each pile.
- Say the command out loud using this sentence:
- “Repeat [action] [number] times.”
- Do the action as a group or take turns.

**Examples:**

Repeat “clap” 3 times.

Repeat “spin” 4 times.

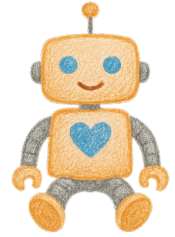
Repeat “stomp” 2 times.

**Learning Tip:**

After a few rounds, ask kids how they might write these instructions if they were programming a robot. Encourage them to think about how loops save time and space in code.

# Loop It!

Wired Me



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## Action Cards

**Clap**



**Spin**



**Stomp**



**Pat Head**



**Touch Toes**



**Hop**



**Jump**



**Snap**

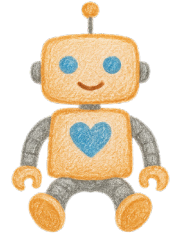


**Duck**



**Wiggle**





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## Number Cards

**2 times**

**3 times**

**4 times**

**5 times**

### Optional: Custom Cards

Blank Action Cards and Blank Number Cards so kids can write their own ideas and explore open-ended looping.