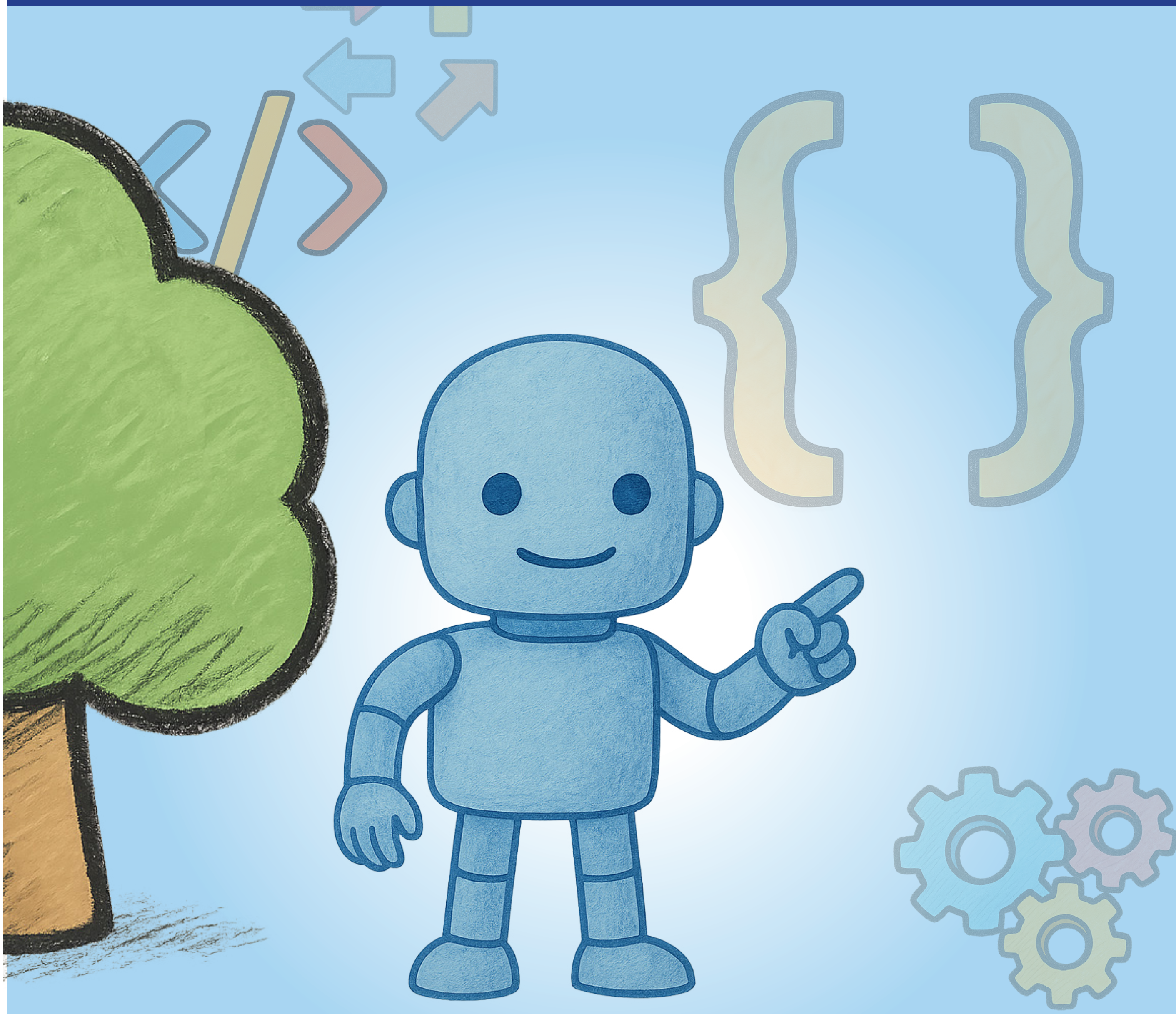
Unplugged Coding Activity Pack

Simple Screen-Free Coding for Kids



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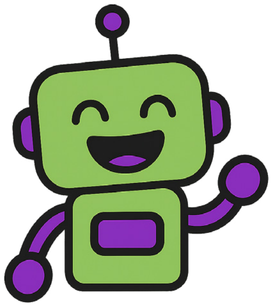
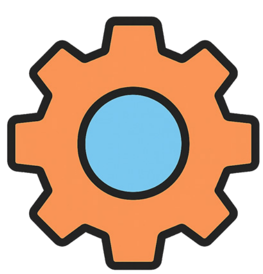


Welcome!

This activity pack gives you simple, screen-free ways to help your child start coding today. You do not need to be a programmer. Just follow the easy instructions, print the pages, and enjoy learning together.

These activities build real coding thinking like sequencing, debugging, and algorithms, all without any screens.

At the back of this guide, you will find the **Student Pages** section. Print one copy of the student pages for each child. These pages include all of the activities, cut-outs, and worksheets your child will complete.



Activity 1: Sequence Builder

Skill Focus:
Logical Sequencing

Why It Matters:

In coding, every set of instructions must follow the correct order to work properly. This activity helps your child practice putting steps in the correct sequence, just like a real develovper organizing their code.

Developer Thinking Connection:

When writing code, programmers give computers a list of instructions that must happen in the right order. If the steps are out of place, the program will not work correctly. Practicing sequences like this builds strong problem-solving habits.

Parent Instructions:

- ☐ Print and cut out the step cards provided below.
- ☐ Mix up the cards.
- ☐ Have your child read each card and arrange the steps in the correct order.
- ☐ Talk through why the order matters and what would happen if the steps were mixed up.

Bonus Variations:

- ✓ Choose other daily routines (getting dressed, making a sandwich, feeding a pet).
- ✓ Have your child write or draw their own sequence cards for practice.

Answers:

1. Turn on the water
2. Wet your hands
3. Add soap
4. Scrub your hands
5. Rinse your hands
6. Dry with a towel

Activity 2:
Debug the Sandwich Code

Skill Focus:
Debugging (finding and fixing mistakes)

Why It Matters:

In coding, a small mistake can cause big problems. Developers must carefully check every step to make sure programs work correctly. This activity helps your child practice finding mistakes in everyday routine.

Developer Thinking Connection:

When programmers write code, even one step out of place can cause the whole program to fail. Debugging teaches kids how to spot problems, fix mistakes, and think carefully through each part of the process.

Parent Instructions:

- ☐ Cross out the buggy steps in the sandwich-making list.
- ☐ Then write the correct instructions in the right order.

Bonus Variations:

Think of another routine. Try "getting ready for bed" or "packing for a trip." Make your own debugging version.

Answers:

1. Take out two slices of bread
2. Spread peanut butter on one slice
3. Put jelly on other slice
4. Close the sandwich
5. Eat the sandwich

Activity 3: Robot Maze

Skill Focus:
Algorithms and Directions

Why It Matters:

In coding, algorithms are step-by-step instructions that computers follow to complete a task. This activity helps your child practice writing clear, logical instructions to navigate through a problem, just like a real developer.

Developer Thinking Connection:

Algorithms are the foundation of coding. Developers write precise instructions that computers must follow exactly. This activity builds skills in step-by-step thinking, planning, and problem-solving.

Parent Instructions:

- ☐ Print the maze page for each student.
- ☐ Explain that they will be acting like a developer who gives instructions to a robot.
- ☐ The goal is to get the robot safely from Start to Finish by giving exact movement instructions.
- ☐ The robot can only move forward, turn right, or turn left. No diagonal moves allowed.
- ☐ Encourage your child to test their instructions and debug if the path does not work.

Bonus Variations:

- ✓ Create your own maze together and swap roles.
- ✓ Add extra obstacles to increase difficulty.
- ✓ Use small objects (like counters or game pieces) to physically move through the maze.

Answers:

One possible solution:

- ✓ Move forward 1 step
- ✓ Turn left
- ✓ Move forward 3 steps
- ✓ Turn right
- ✓ Move forward 3 steps
- ✓ Finish

Activity 4:
If/Then Sorting Game

Skill Focus:
Conditionals
(If/Then Logic)

Why It Matters:

In coding, conditionals allow programs to make decisions. Computers often follow "if this happens, then do that." This activity introduces kids to simple decision-making logic.

Developer Thinking Connection:

Conditionals help programs respond to different situations. This teaches kids to think about choices and rules that affect how programs run. It also builds flexible thinking and problem-solving.

Parent Instructions:

- ☐ Print and cut out the object cards provided on the next page.
- ☐ Explain the sorting rule to your child.
- ☐ Have your child sort the cards into piles based on the If/Then rule.
- ☐ Try different rules to practice multiple conditions.

Bonus Variations:

✓ Add multiple rules together.

Example:

➔ If it is a red fruit, go to Pile A.

➔ If it is a shape, go to Pile B.

✓ Let your child create their own sorting rules.

Example Sorting Rules:

- **If** it is a fruit, **then** put it in the Fruit pile.
- **If** it is red, **then** put it in the Red pile.
- **If** it is a circle, **then** put it in the Circle pile.
- **If** it is an animal, **then** put it in the Animal pile.

Activity 5: Build a Robot

Skill Focus: Step-by-Step Coding and Clear Communication

Why It Matters:

In coding, computers cannot guess or fill in missing steps. They only follow the exact instructions given. This activity helps your child practice giving precise, step-by-step directions to complete a task, just like a developer writing code.

Developer Thinking Connection:

This activity builds precision and attention to detail. Developers must give computers complete instructions with no missing steps. Learning to give clear directions helps kids practice the exact thinking real coders use.

Parent Instructions:

- ☐ Choose a simple task your child can give instructions for.
- ☐ You play the role of the "robot." Your child is the "programmer."
- ☐ Your child must give you detailed, step-by-step instructions to complete the task.
- ☐ Only follow exactly what your child says. If they miss a step or give unclear directions, stop and let them figure out what needs to be fixed.
- ☐ Repeat the activity with different tasks to practice clear instruction writing.

Bonus Variations:

- ✓ Switch roles so your child becomes the robot and you give directions.
- ✓ Make the tasks more complex as your child improves.
- ✓ Add pretend obstacles for creative problem-solving.

Example Task: Put a Stuffed Animal in a Basket

Sample Instructions:

1. Walk forward 3 steps
2. Turn right
3. Bend down
4. Pick up the stuffed animal
5. Stand up
6. Turn left
7. Walk forward 2 step
8. Place the stuffed animal in the basket

Parent Quick Guide:
How These Activities Build Coding Skills

Welcome to your quick reference sheet. This page explains how each activity connects to real developer thinking. Use this as a reminder while your child works through the pack.

Activity	Skill	Developer Thinking
Activity 1: Sequence Builder	Sequencing	Developers give computers step-by-step instructions that must happen in the correct order.
Activity 2: Debug the Sandwich Code	Debugging	Developers find and fix mistakes in their code to make sure the program works correctly.
Activity 3: Robot Maze	Algorithms	Developers write clear instructions for computers to follow, just like giving movement directions.
Activity 4: If/Then Sorting Game	Conditionals	Developers use "if/then" statements so the program can make decisions and react to different situations.
Activity 5: Build a Bot	Clear Instructions	Developers must give computers exact, complete steps. Computers cannot fill in missing steps on their own.

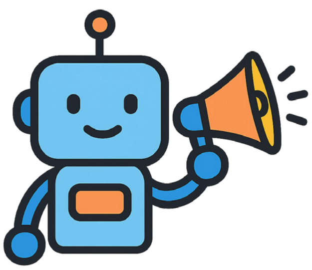
Big Idea:

Every activity helps your child think like a real developer. The focus is not on typing code but on building the logical thinking and problem-solving skills behind coding

You Did It!

Great job working through these unplugged coding activities!

By practicing sequencing, debugging, algorithms, and problem-solving, your child is already learning to think like a real developer. The best part is that you can keep building these skills anytime with simple, hands-on activities at home.

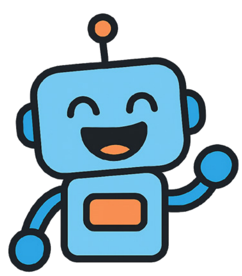


Ready for More?

Keep the learning going with:

- More screen-free coding activities
- Full unplugged coding curriculum
- Parent guides and printables
- Homeschool-friendly coding lessons

Visit **Wired Me** to explore the full collection and download even more resources.



Thank you for learning with us!

Wired Me™ Unplugged Coding Activity Pack

Publisher:

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Designed for:

Parents, homeschoolers, and educators who want to teach coding skills without screens.

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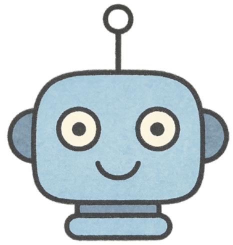


Student Pages

These pages are for your child to complete.

Each activity includes clear instructions, hands-on coding challenges, and printable materials. Print one set of these pages for each student.

Let your child cut, sort, solve, and explore. You do not need a computer or screen. Just print the pages and enjoy screen-free coding fun.

Activity 1: Washing Your Hands

Instructions:

- Print and cut out the step cards provided below.
- Mix up the cards.
- Have your child read each card and arrange the steps in the correct order.
- Talk through why the order matters and what would happen if the steps were mixed up.

Printable Step Cards:
(Cut each one into its own card.)

Turn on the water

Wet your hands

Add soap

Scrub your hands

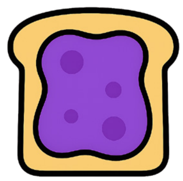
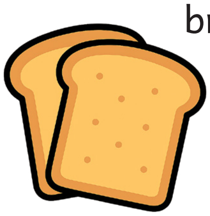
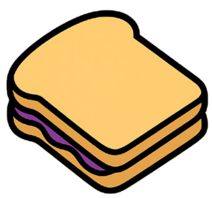
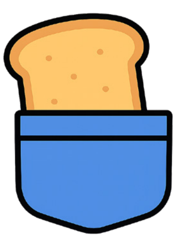
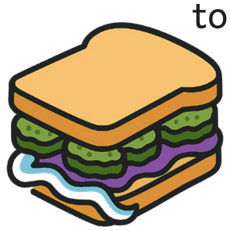
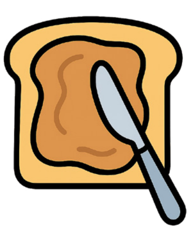
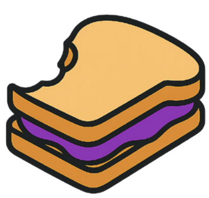
Rinse your hands

Dry with a towel

Activity 2:
Debug the Sandwich Code!

Instructions:

Cross out the buggy steps in the sandwich-making list. Then write the correct instructions in the right order.

 **1.** Put the sandwich in your backpack	 **5.** Put jelly on other slice
 **2.** Take out two slices of bread	 **6.** Close the sandwich
 **3.** Put the top slice of bread in your pocket	 **7.** Add pickles and toothpaste
 **4.** Put peanut butter on one slice	 **8.** Eat the sandwich

Write the correct sandwich steps in order (1–5)

Step 1: ____________

Step 2: ____________

Step 3: ____________

Step 4: ____________

Step 5: ____________

Activity 3: Move Through the Maze

Instructions:
Help your robot move through the maze.

Maze Commands

- Move forward ____ steps
- Turn right
- Turn left
- Stop

Activity 4: If/Then Sorting Game