

Unplugged Coding Relay Race

Unplugged coding activities are a great way to practice coding skills, build confidence and work together! Play this race in teams. Starting at the green space, one person will draw arrows or write words ("move one space right" or just "right") on the line (player 1 writes on line 1). After their turn, the person will hand the paper and writing utensil to the next team member. The next team member will check the previous person's work and check for errors (**debugging**) before adding the next step in the **algorithm** (step by step directions in order to complete a task).

Options to consider:

Use a dice! Instead of adding one line at a time, the dice will determine how many steps the person will add. Players must land on the red space and cannot go over it (if 2 steps are needed to get to the red space, the player must roll a 2 before adding their steps. If this player does NOT roll a 2, they will pass the die, paper and writing utensil on to the next team player).

Add obstacles! Draw Xs on grid spaces. Spaces with Xs on them cannot be used in the algorithm and players must find a different way to get to the red space.

Use a Caller! Number the grid spaces in numerical order (top left corner will be space 1). At random times a caller (or smart device) will pick a random number (if there are 30 grid spaces, the caller will pick a random number 1-30). If players have used this grid space in their path already, they will continue on as normal but if not, players are no longer allowed to use this space and need to find a different way. If there is no longer an available path to the red space, the race is lost. The caller could also have different rules for when players are allowed to play. For example, the caller might say if your birthday month begins with a vowel, you miss a turn. The player might miss one turn and be allowed to play on their next turn or the player might have to wait until the caller says all birthday months are able to play again.