

Let's Go Code!™ Activity Set

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- **SINGLE PLAYER:** You be the coder and the robot!

Take 10–12 mats and lay out a path. Place a start arrow on one mat and a robot on another mat, then lay out the coding cards required to get from the start arrow to the robot. Put the coding cards you laid out in a pile from first to last, and then pick them up. Starting with the first coding card, work your way through the path and see if you correctly coded yourself to the robot!

- **ESCAPE ROOM CODER!:** Use a timer for added excitement. Lay out all 16 mats in a 4 x 4 grid. Place the start arrow in the bottom left corner, and then place one spring, one gear, and one robot on different mats. One player lays out a coding sequence for the cards to get the other player from the arrow, to the spring, then the gear, then to the robot, and then back to the start arrow. Pick up the pieces as you move to each step. Once you've reached the robot, you must get back to the start arrow before the timer runs out! Experiment with different amounts of time depending on skill level.

- **CODE BREAKER:** Lay out the mats in a 4 x 4 grid. Assign letters and numbers to the rows and columns of mats, from left to right (A, B, C, D) and down to up (1, 2, 3, 4). Have Player 1 look away while Player 2 hides a robot under one of the mats. Player 2 then gives Player 1 the grid coordinates of the hidden robot, e.g. "C 3." Player 1 must then lay out the correct code to get Player 2 to the hidden robot.

