Code-a-pillar Maze!

Grade Level: Kindergarten

Curriculum Topic: Math

State Standards:

- AR.Math.Content.K.OA.A.2 Solve real-world problems that involve addition and subtraction within 10 (e.g., by using objects or drawings to represent the problem)

Tools:

- 5 Code-a-pillar
- 5 extra sets of code-a-pillar attachments
- Obstacles for the code-a-pillar
- Online countdown timer, Google has one

Synopsis: This lesson is all about problem solving using a code-a-pillar and an obstacle course. For this activity we will need at least 5 code-a-pillars and 5 sets of extra code-a-pillar attachments, obstacles, and an online countdown timer. Students will group up and there will be 5 groups in the class. The groups objective is to get code-a-pillar through the obstacle course using only 10 attachment pieces. This will help students learn to count to 10 while they are problem solving! First off you will want to go over the rules of this activity as a class after you split the class into 5 groups. Students will have 15 minuets to come up with a strategy to get code-a-pillar from one end of the obstacle course to the other without hitting and obstacle or getting stuck, the catch is they can only use 10 attachments to do this! We will allow 3 attempts

at the obstacle course for trial and error, after the third time we will observe one of the winning

groups performances as a class!