

## Caterpillar Coding Game

1.) Grade Level: Kindergarten

2.) Curriculum Topic: Literacy (Directions)

3.) Tool: Fisher-Price Think & Learn Code-a-Pillar Twist, add on directions

4.) Students will learn different vocabulary terms such as: Direction, turn, right, left, forward, backwards. We will then as a class create a direction code that we want our caterpillar to travel. Once the students understand the concept, I will have a map on the floor that the students have to program the caterpillar to follow. Each student will have the opportunity to say with direction comes next (I will have just enough direction add-ons so each student can apply one).