



# Welcome

Welcome to the TeachingCave.com Coding Pack. In this pack you will find a range of resources to enable your class to code without technology.

The profile of Coding has become much more prevalent in primary schools. Children as young as five, from across the globe, are being encouraged to develop coding skills.

With increasingly stringent budgets, schools are unable to purchase the latest coding gadgets and software.

We created this coding pack to give every child the opportunity to develop basic coding skills without using technology.

Happy Coding!

Chris Dillon  
TeachingCave.com

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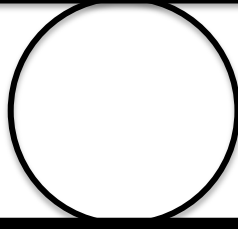
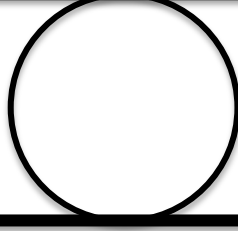
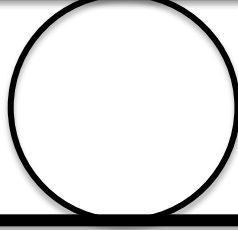
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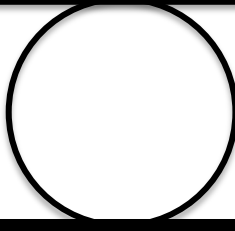
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GO



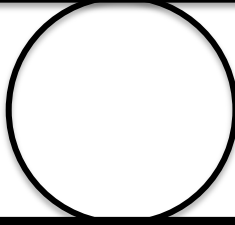
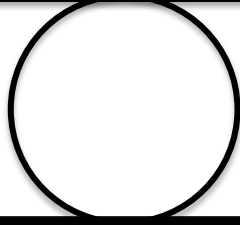
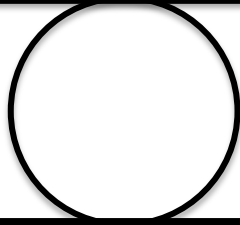
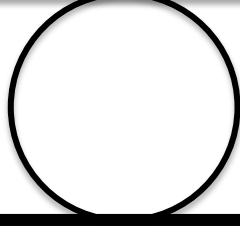
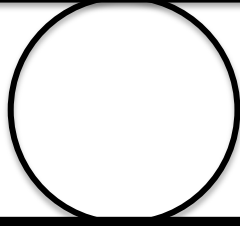
GO



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# Coding

## Actions and Code

Timeframe

Repeat Code

Speech

Sound

Start/Go

Return Home

Walk

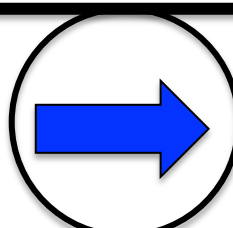
Jump

Lift

Swim

Run

Stop



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# Coding

## Activity Example – Cross the River

Place the children into pairs for this activity. They will need a squared page between two, a blue colouring pencil and a 1cm counter to complete this activity.

On the squared page, instruct one child to draw a blue river - 1cm wide and 5 cm long. Then the same child must draw a cave, a house to start and a chequered flag to finish – each in one square.

The first child will place the counter anywhere on the page and draw a home icon to start. The second child must use the different code blocks to create the code to get the counter across the river without getting wet, run past the cave and go to the finish flag and say, “Oh Yeah!”.



## About Practical Coding


Allow the children to work on their coding skills without technology. The children can set out trees, water and collectable objects, which in this case are strawberries. Their character must collect the strawberries and land on the finishing pad. The children must write down the code or create it using the code blocks provided.

**Note:** You can instruct younger children to walk the course instead of using a character with a partner giving oral instructions. Instruct the older children to write the code down and once completed, their partner will then move their character using the instructions.

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# Design a Character

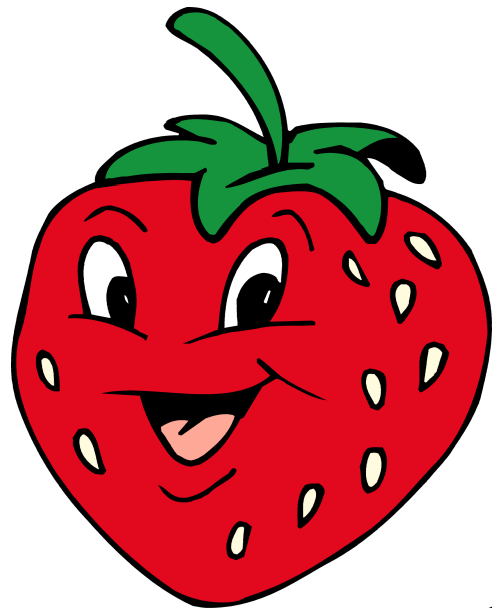
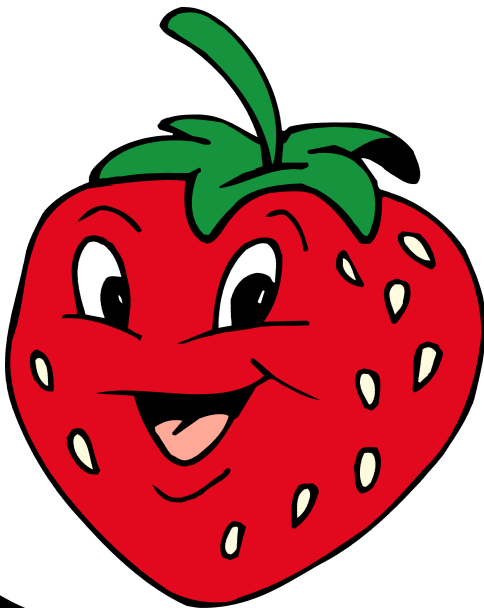
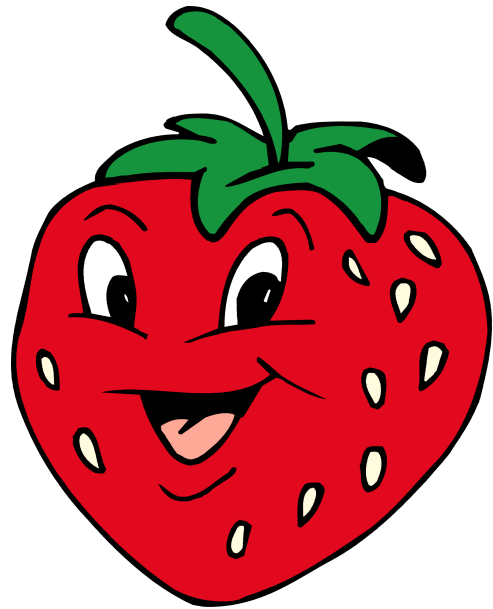
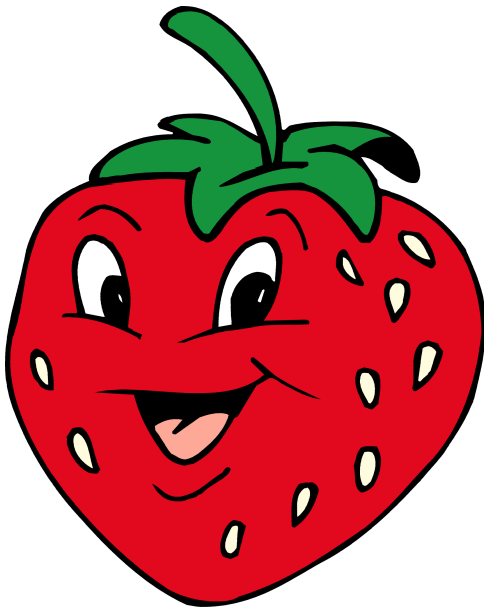
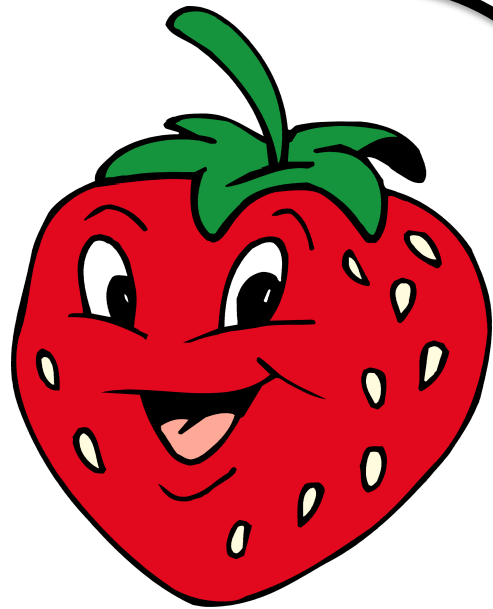
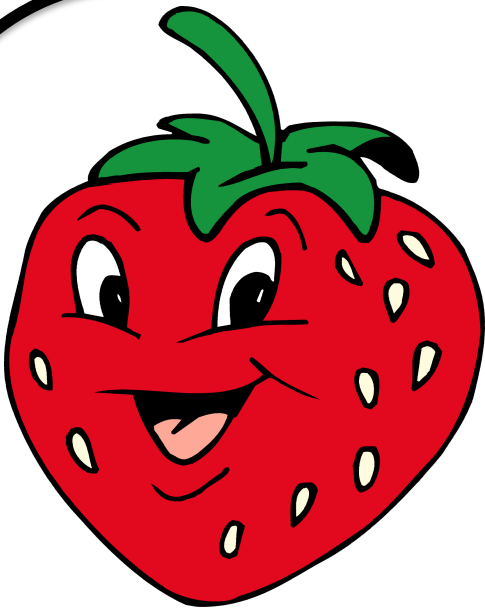
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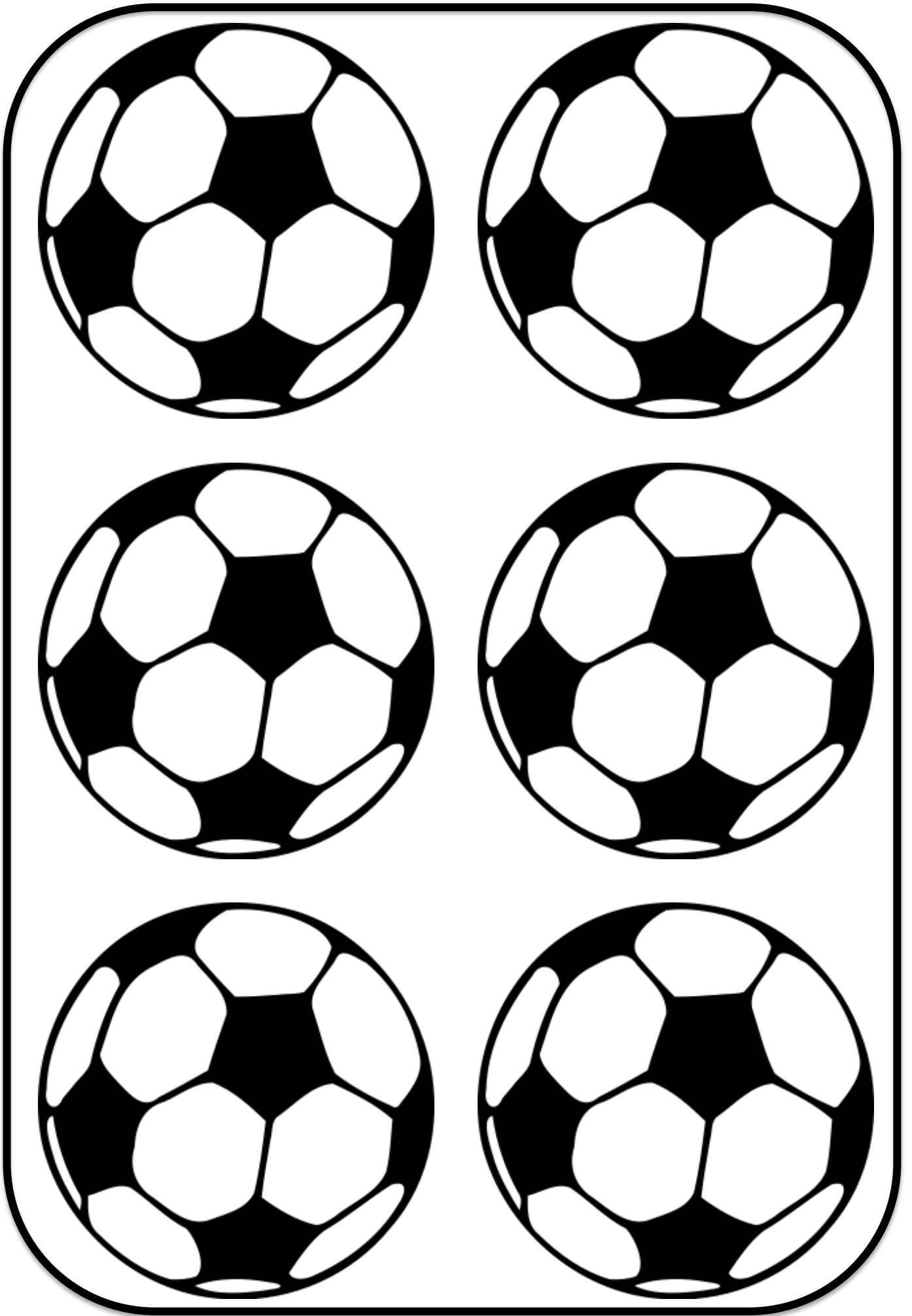


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# Design a Map

[illegible]





# Top Tips

1. Print plenty of code blocks and if possible laminate them to allow children to create and modify their code and reuse the coding blocks.
2. If you are teaching younger children, please keep the coding as simple as possible to begin with. E.g. Use Go, Stop, Walk and then include Jump once they have grasped the concept.
3. The older the children, the more complex the code and map can be. You can add in a range of actions, sounds and speech and waiting times. The possibilities are endless!
4. Create simple activities for your children to complete. You can create the map for them that can include visiting Grandma's house and saying, "Hello", listening to the birds chirping in the woods, running past the dark cave and much more...