Science Experiment:

Project: Coding
Lesson 1, Programming Language

Supplies:

Each child should have a pencil, paper and ruler.

Time:
15 minutes (quick easy ice beaker to get them thinking)

What to Do:
Explain that computers follow exact directions. Every step of a process must be "coded".
See if the children can draw a picture from these instructions.

1. Draw a dot in the center of your page.
2. Starting at the top left-hand corner of the page rule a straight line through the dot finishing at the bottom right hand corner.
3. Starting at the bottom left-hand corner of the page rule a line through the dot, finishing at the top right hand corner.
4. Write your name in the triangle in the center of the left-hand side of the page.

Reflect:
Allow youth to volunteer to share.

What questions came to mind as you heard or read the directions?
What would happen, the end result, if a step was skipped?
How does a computer know what to do?

Apply:
How does a computer know what to do?

Resources:
http://csunplugged.org/programming-languages