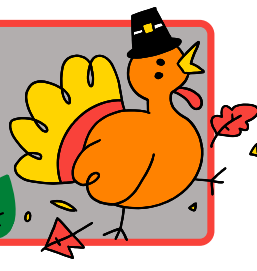


Thanksgiving Feast



Ages:

3-6 page 1

7+ page 3



about 20 min

Code Modes:

mode 1 - action snaps

intelino®

NAME _____

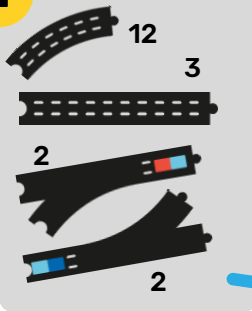
for 3-6 yrs.
(7+ on page 3)



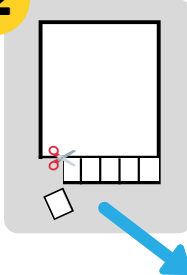
Happy Thanksgiving! Look at that feast!

Try to fill up your plate with all these goodies. But wait, there is something wrong with the track. Figure it out or your plate will be empty!

1



2



3

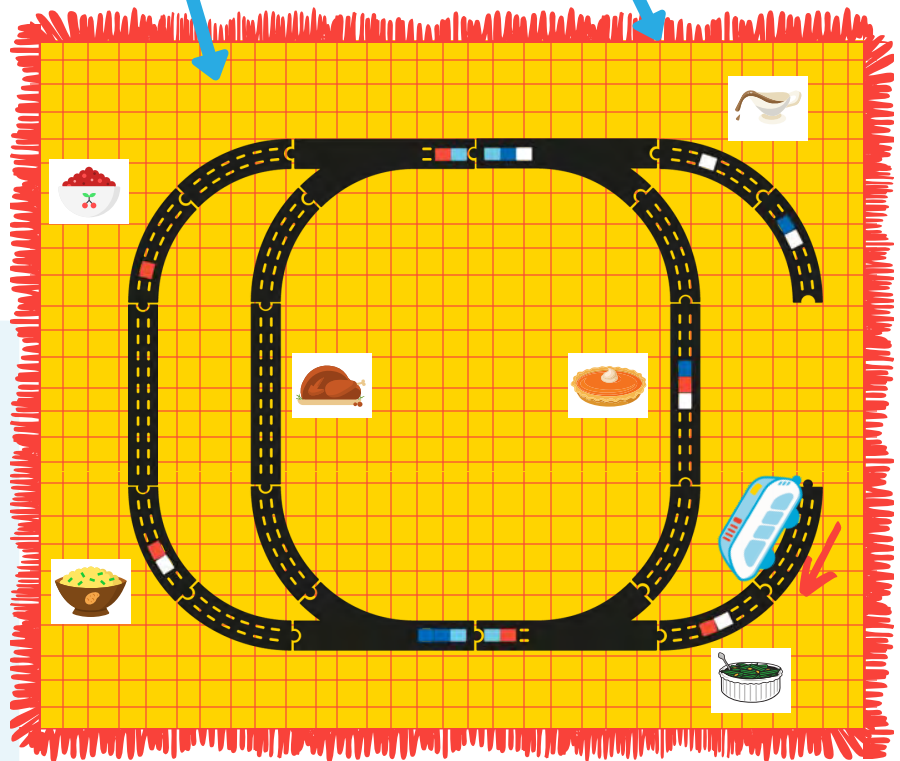
6 white
4 red
3 blue

4



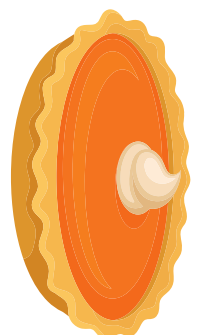
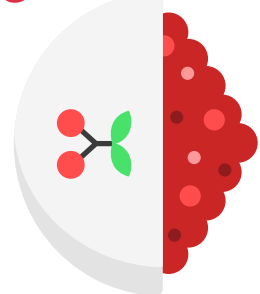
Dinner Table Rules:

- Engine starts at the spot shown on the table above.
- Fill your plate by stopping (for 2 sec) next to a dish.
- Try to get some of all 6 types of food!
- You can move, remove, or change any action snaps that are on the track already.
- Add as many action snaps as you need.
- Look up commands on the command sheet!



? Tips on the next page!

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Go Step-by-Step

Start by asking your child/students which snaps are making the train stop at the first dish. Then, ask where to go at the split, and so on!

Going slowly, step by step, helps kids understand the commands and their sequence. Much like planning and writing a program line by line!



Try, then Adjust

Correct a few snap commands, then let the train run. Watch what happens, add or adjust snaps, and repeat this process.

You are, in fact, programming and debugging like this!

> Coding
> Connection

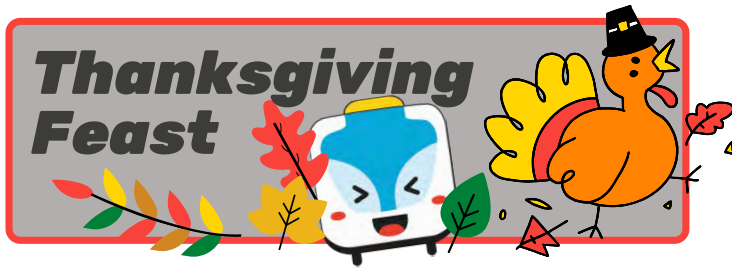
Simulate the Train

Help your child/students visualize what the train will do by moving your hand over the track as if it were the train. Stop at snap commands and talk about what the train would do.

This process is like stepping through your software program in a simulator - something that programmers do often while debugging!



Thanksgiving Feast



Ages:

3-6 page 1

7+ page 3



about 20 min

Code Modes:

mode 1 - action snaps

intelino®

NAME _____

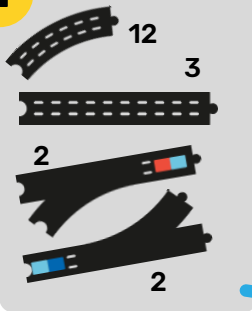
for 7+ yrs.
(3-6 yrs on page 1)



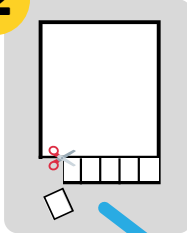
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1



2



3

5 white

4 red

3 blue

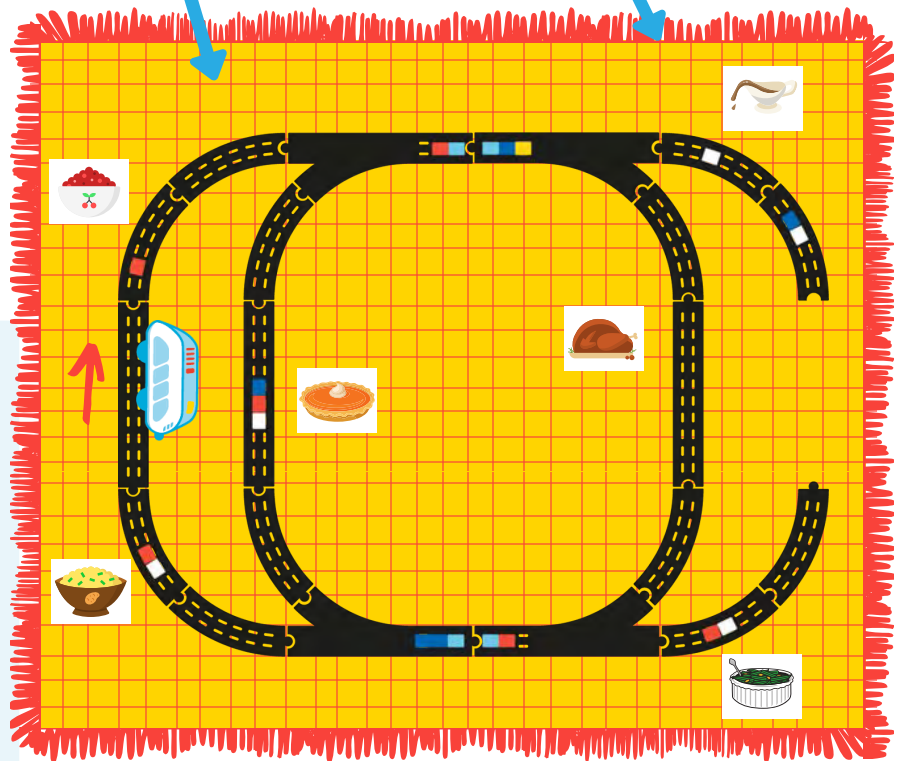
1 yellow

4



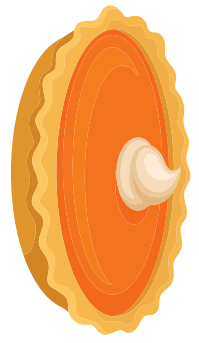
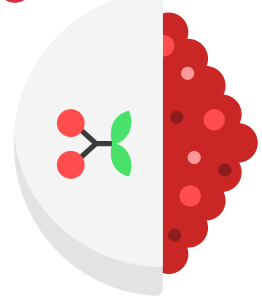
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Tips on the next page!

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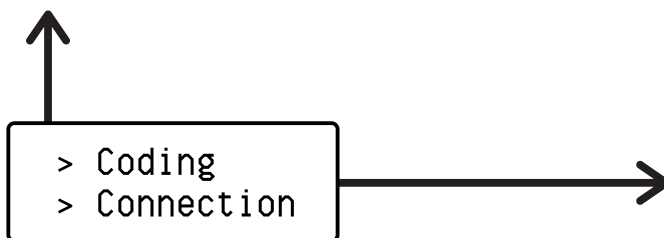
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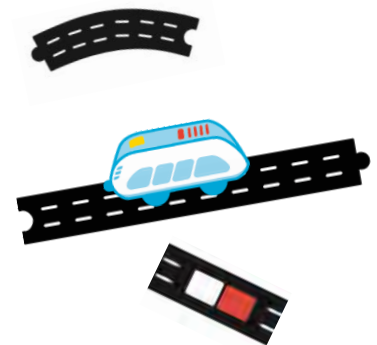
You are, in fact, programming and debugging like this!

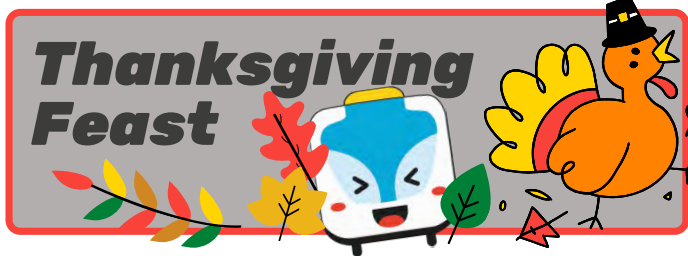


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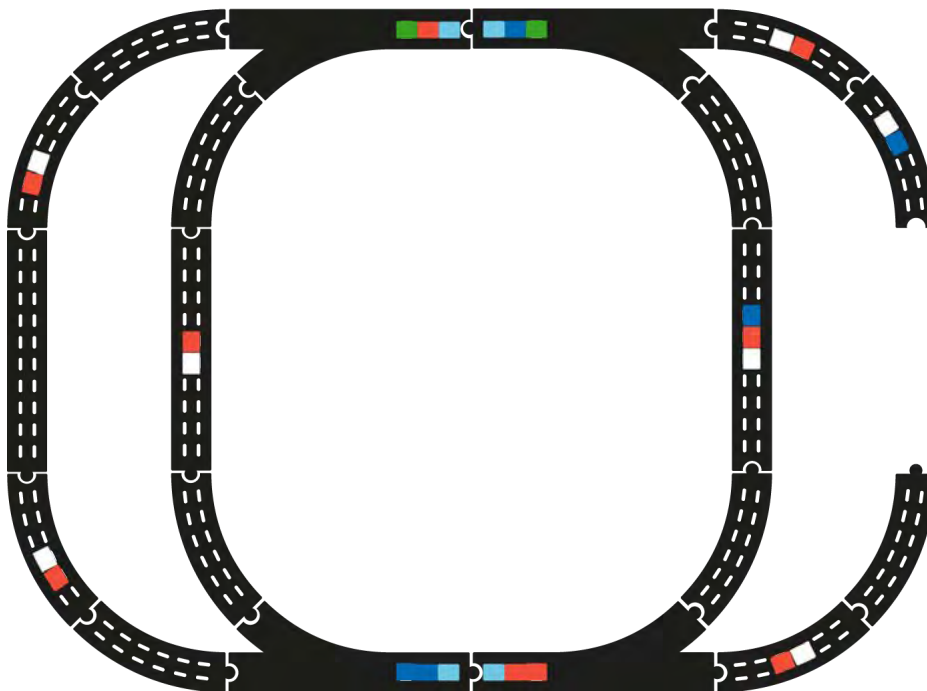


Standards:

- CSTA: 1A-AP-08, 1A-AP-11, 1A-AP-14, 1B-AP-12, 1B-AP-15
- Common Core: CCSS.MATH.PRACTICE.MP1, CCSS.MATH.PRACTICE.MP3
- ISTE: 1.1.a, 1.1.d, 1.5.a, 1.5.c, 1.6.b, 1.7.b, 1.7.c



Ages 3-6
example solution:



Ages 7+
example solution:

