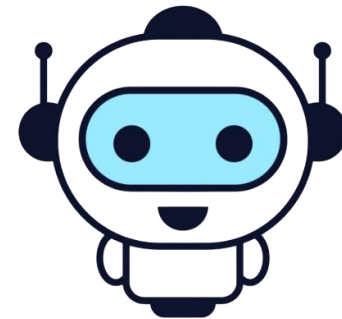


FEED the ROBOT

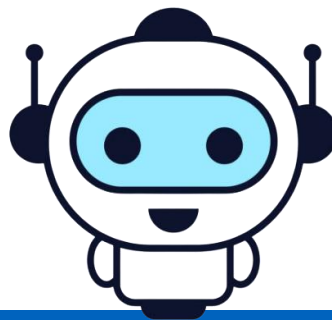
Kindergarten
Coding



What is an algorithm?

An algorithm (AL-go-rh-them) is a set of instructions.

Computers and robots use instructions given to them by humans to do jobs.

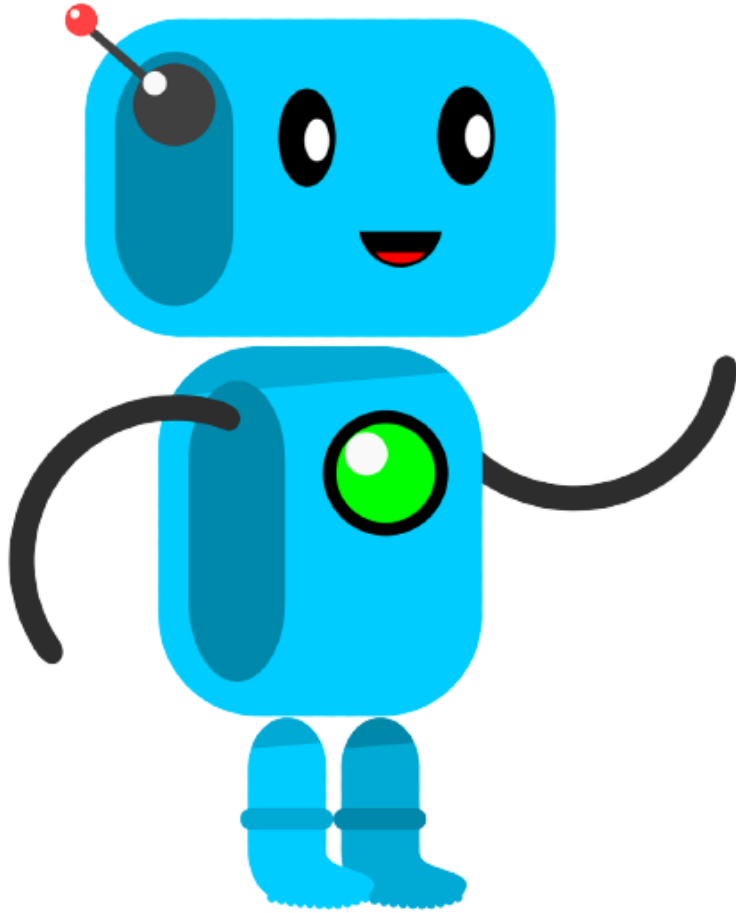


Algorithm AI

AI does everything
step by step



Eating is an algorithm.

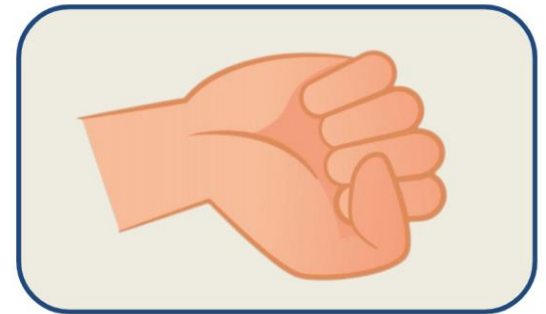
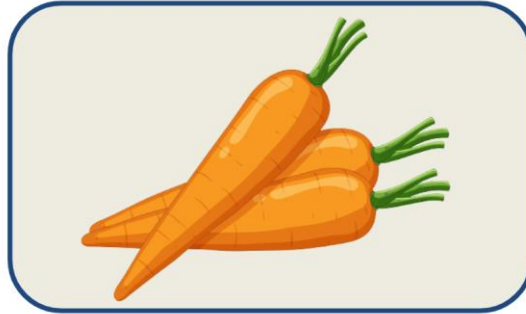
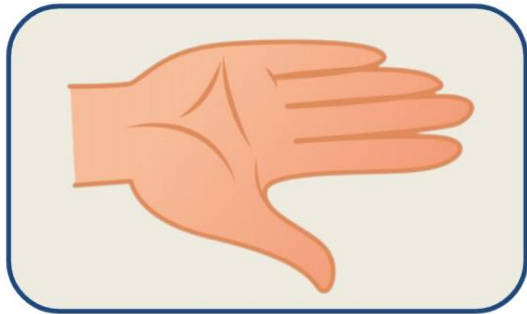


We follow steps to do a job.

Can you 'program' a robot to eat some food?

Try it!

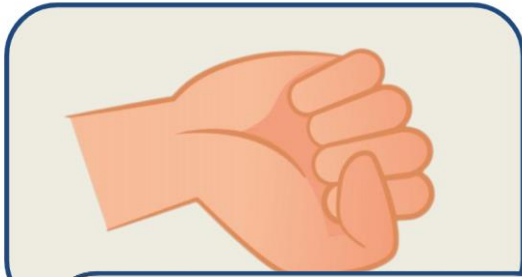
Use your hands to copy the cards.



Hooray!
You are holding a carrot.



Next, follow the cards to lift it to your mouth.



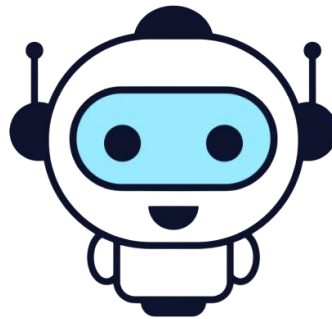
Congratulations!
You ate the carrot.

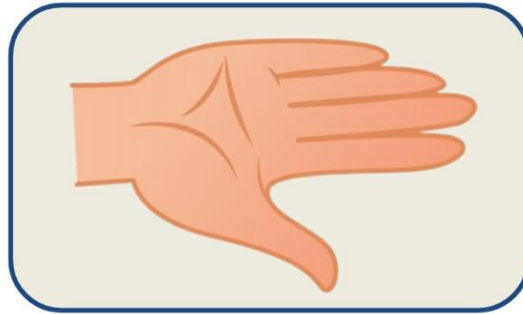


Important

The instructions need to be in order.

If you mix up the cards, the robot will not know how to eat.





In these instructions, the programmer forgot the food and lifted the robot's hand!

Let's feed your teacher.

Use the cards to show your robot-teacher how to eat.

Make sure to give the instructions in the correct order.

Your Turn

Time to feed your partner-robot.

- Use 6 cards to feed your robot some fruit.
- Try to make your robot eat using 5 cards.
- Use the cards to make your robot wave their arms and hands.

Big Ideas

- Algorithms are instructions
- Instructions need to be given in order
- Robots can do jobs for us when we give them correct instructions

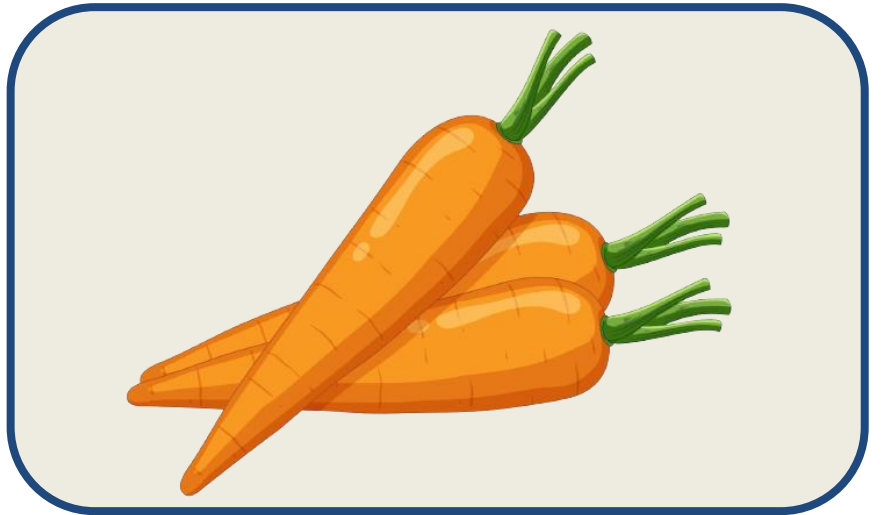
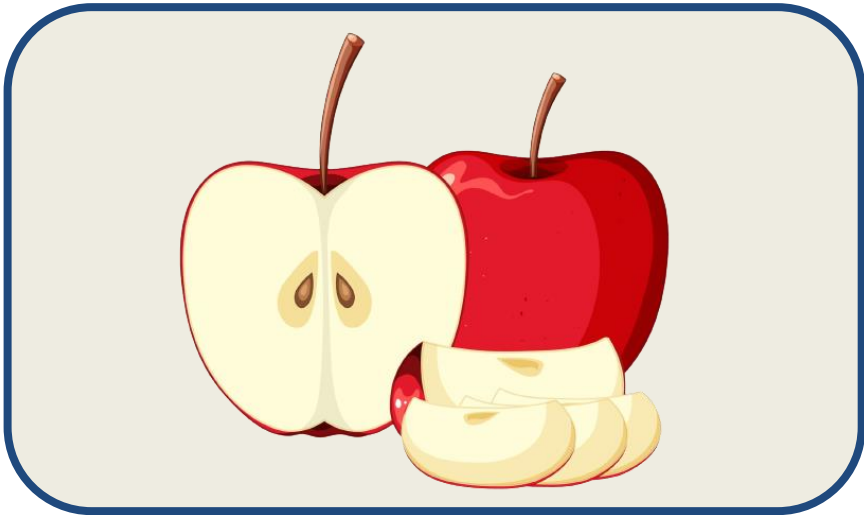
TEACHER TOOLS

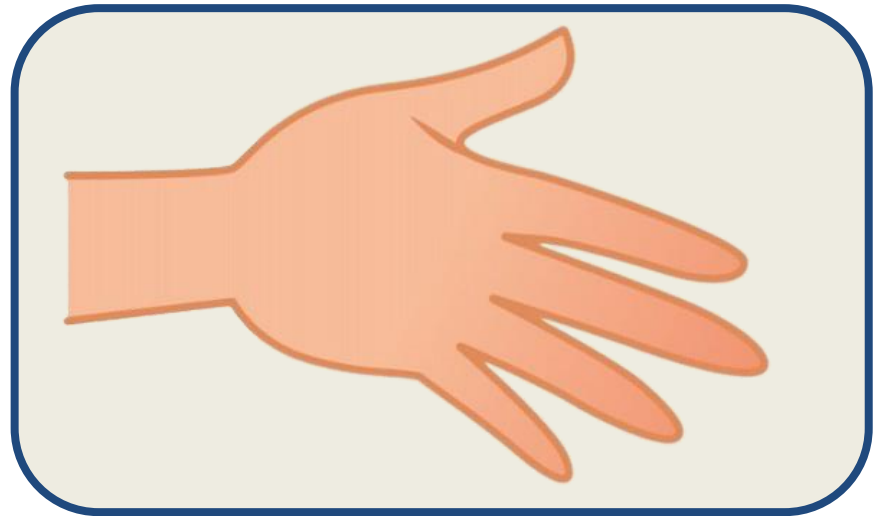
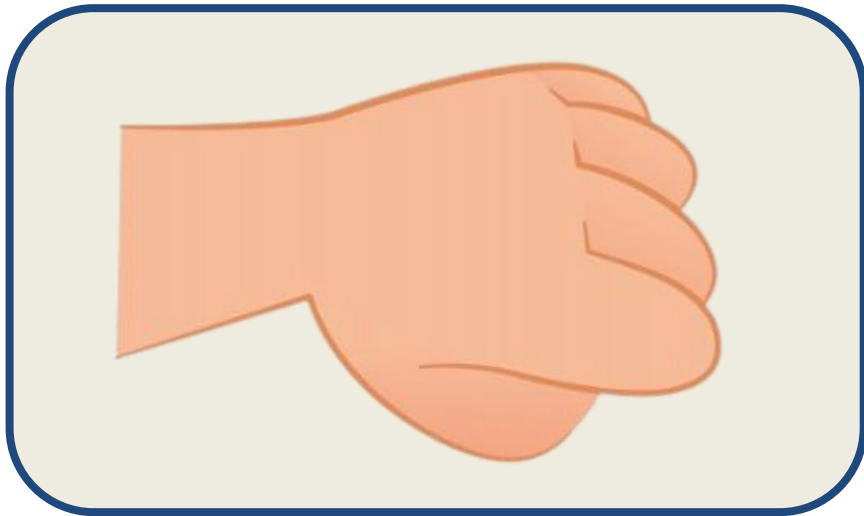
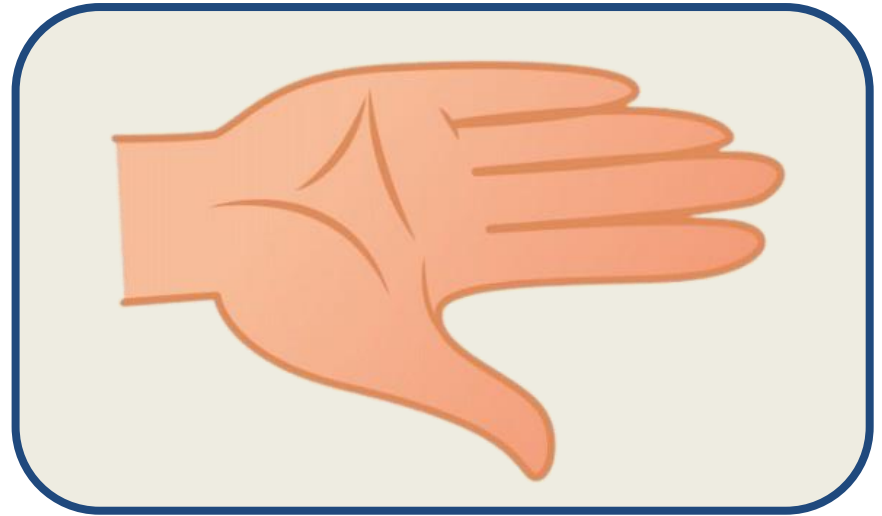
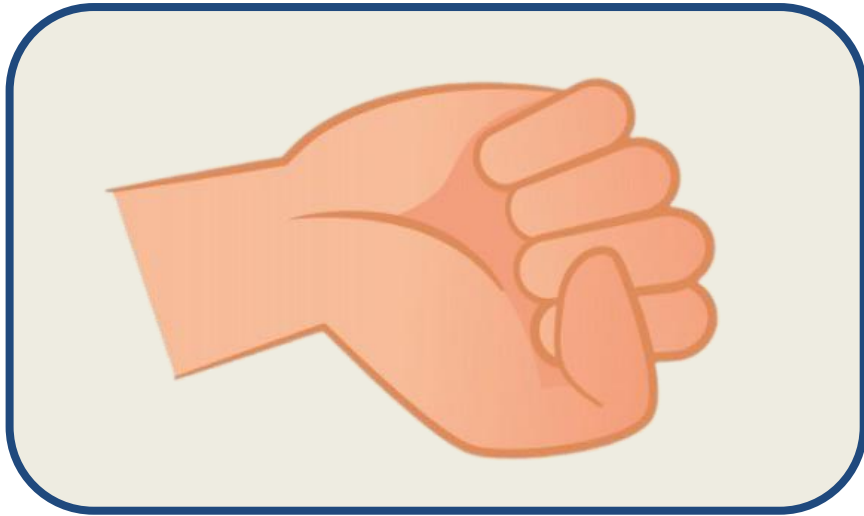
Cards for this activity

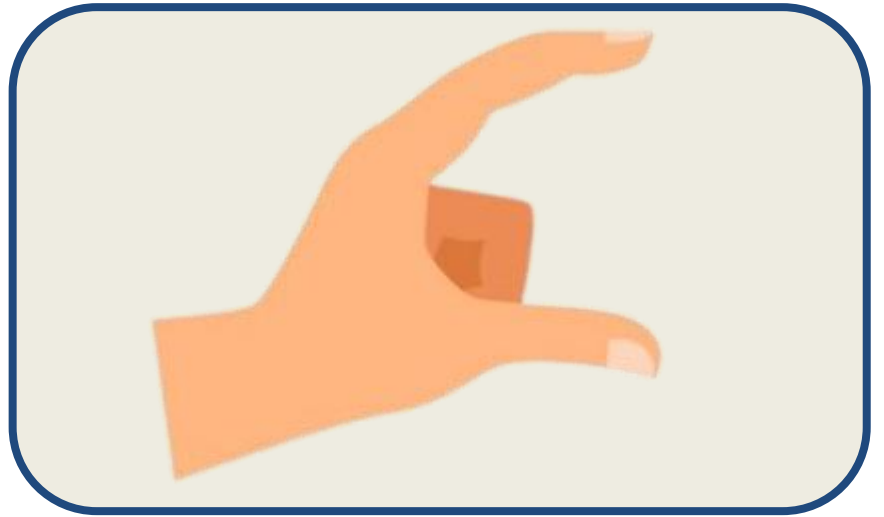
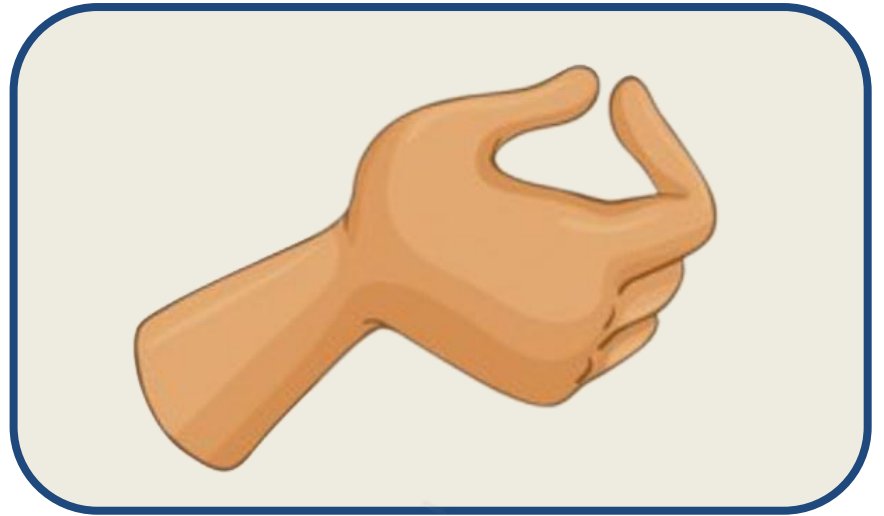
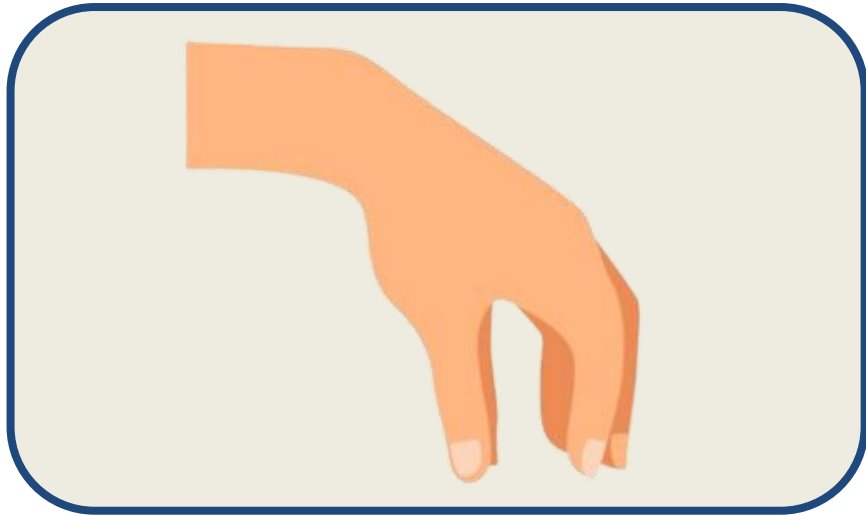
Educators: These cards can be printed and left as full pages or cut up for maximum coding flexibility.

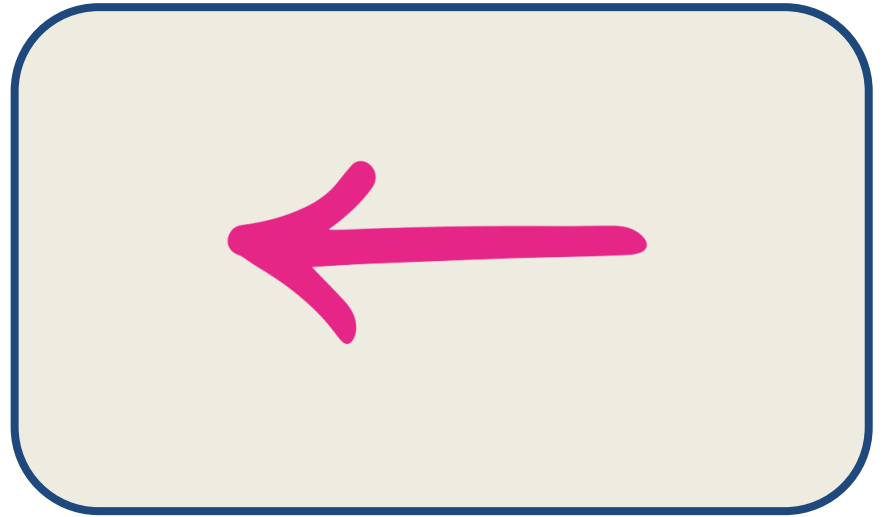
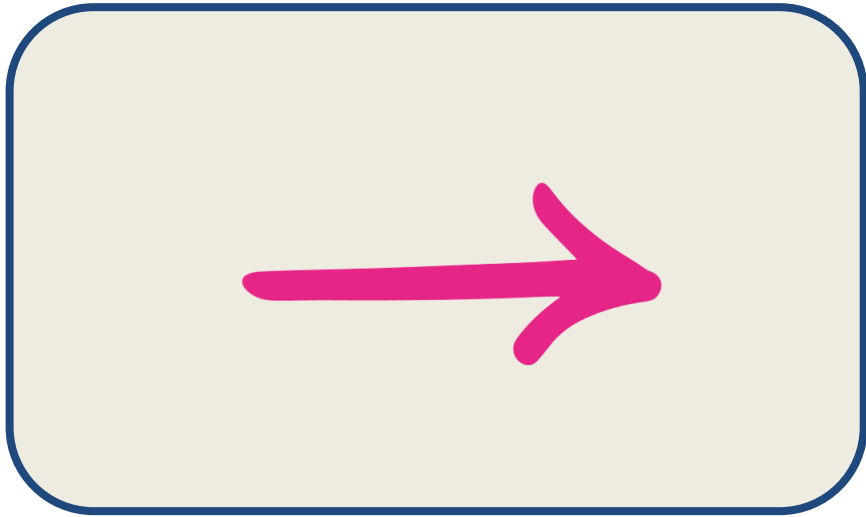
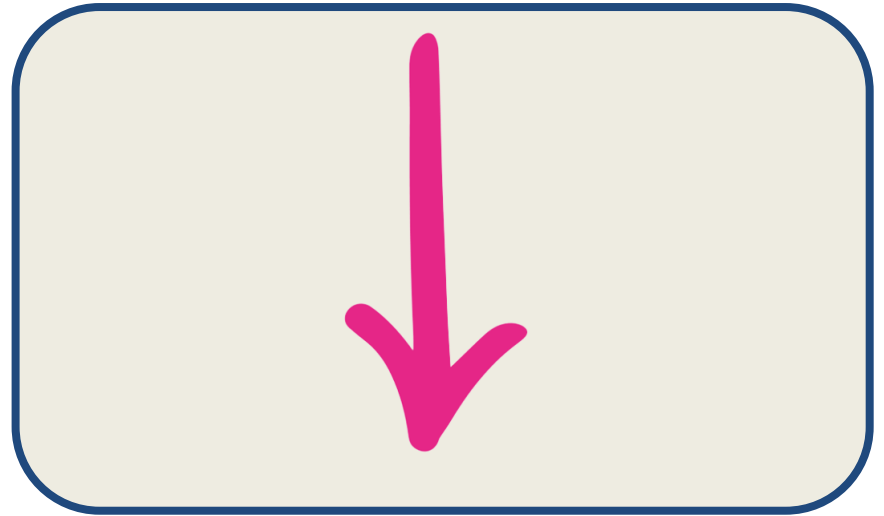
Blank cards are included for your students to create their own options.













UP



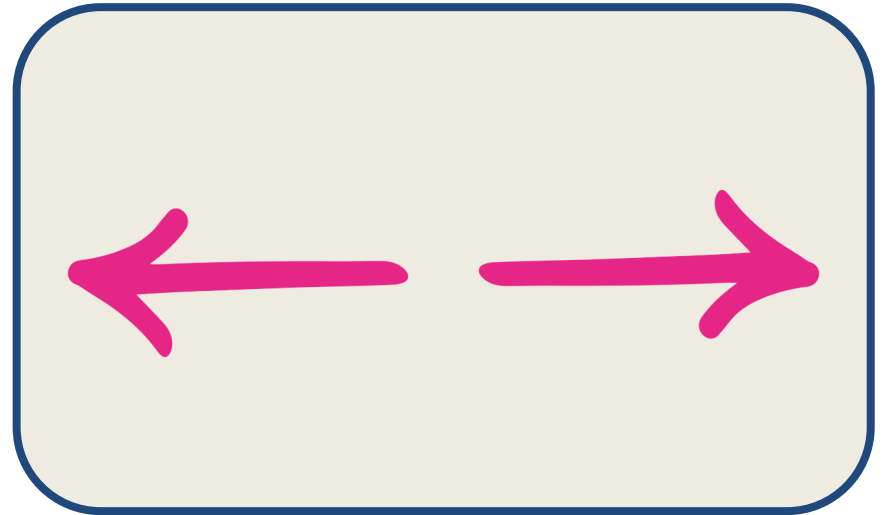
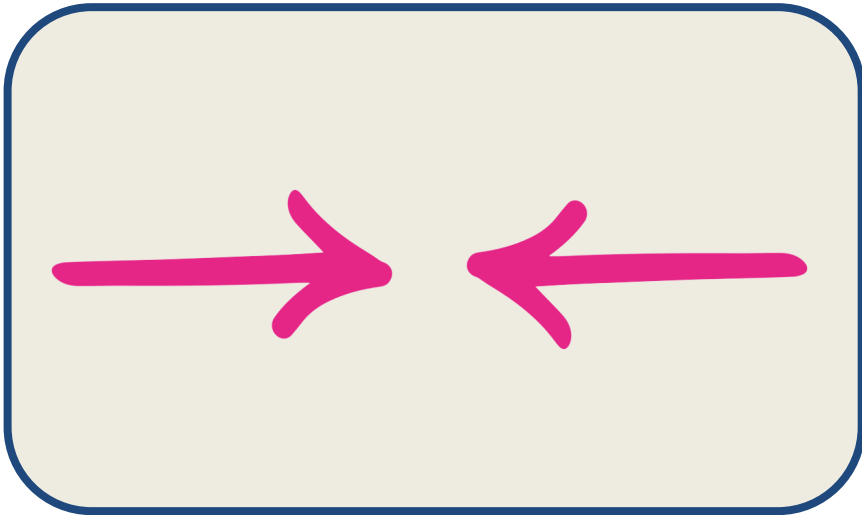
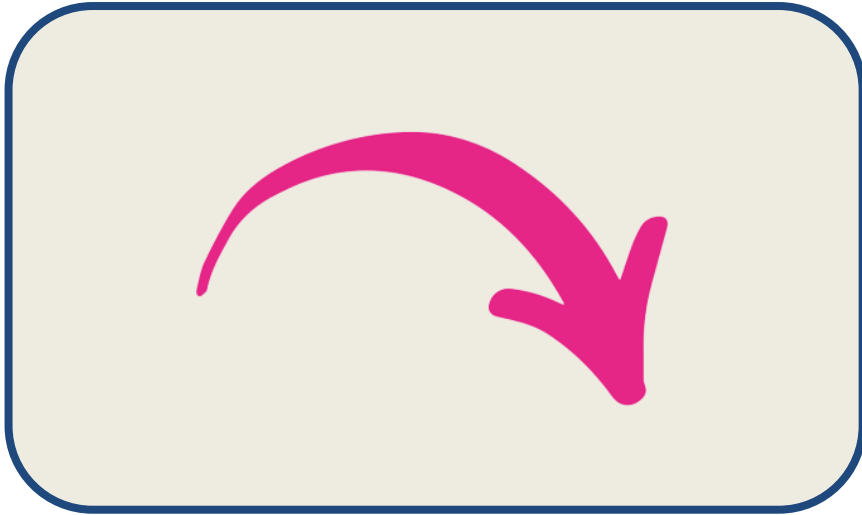
DOWN



LEFT



RIGHT

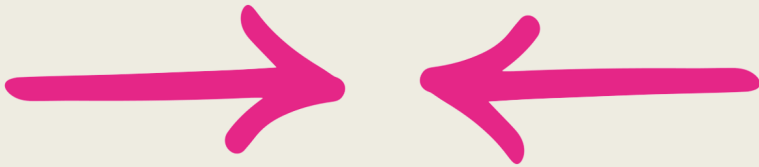




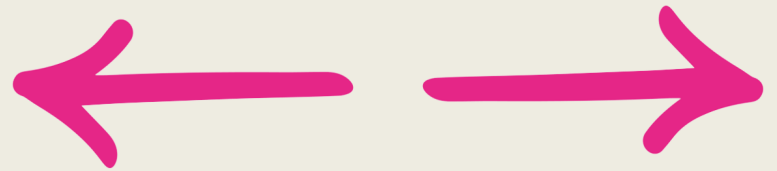
TURN



FLIP



PUSH



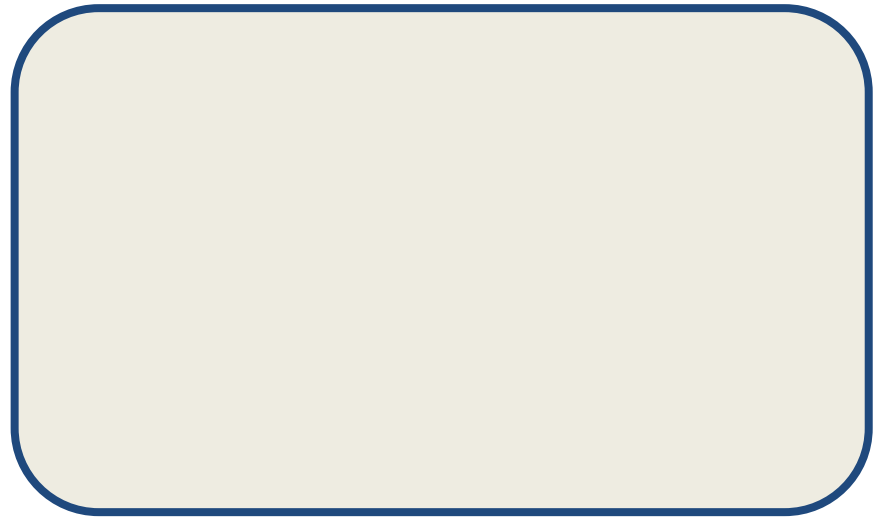
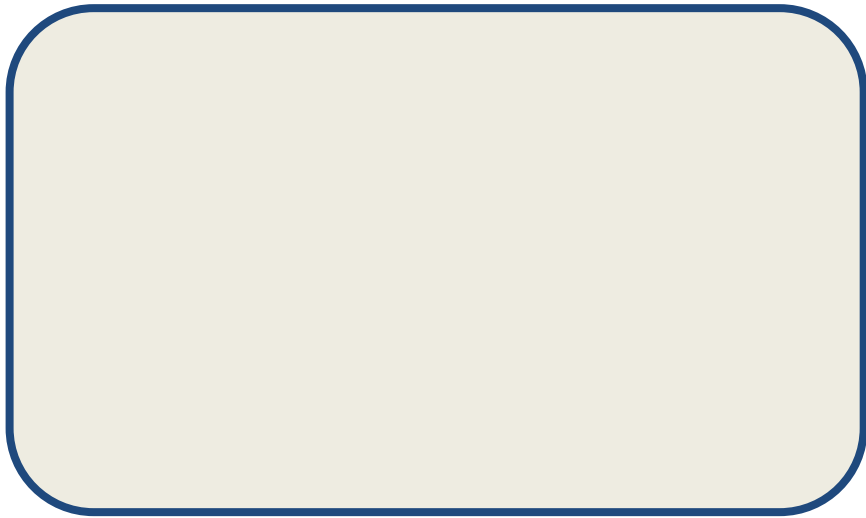
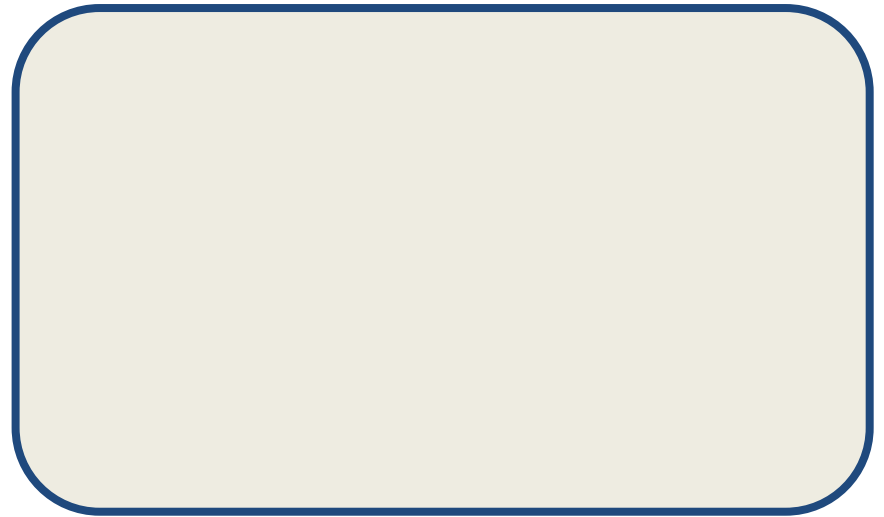
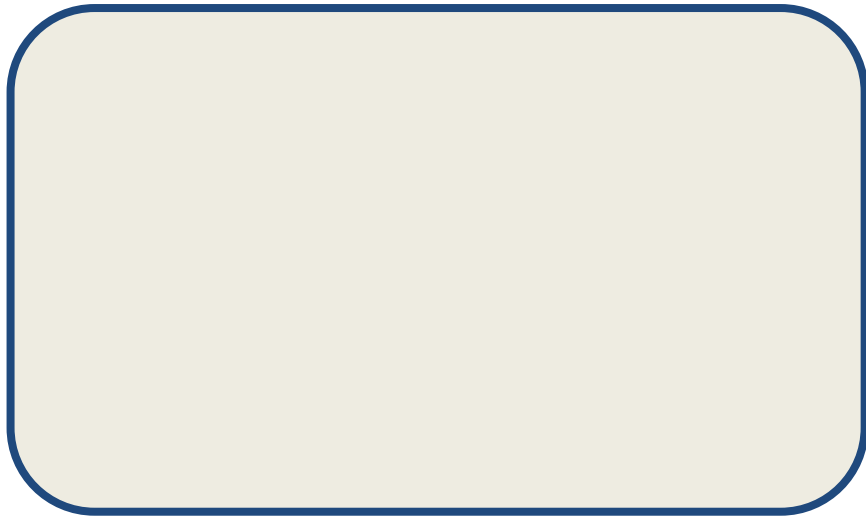
PULL



Blank Cards

The following slide contains blank task cards for you and your students to get creative in your class.

You can use them to draw new foods, make different arrow instruction cards, or create your own robot activity!



Other ways we use algorithms (advanced)





DÉCODE LES
ALGORITHMES
ET
LES **DONNÉES**