# Coding Without Technology

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| **Lesson Title:** | Mouse Trap |
| **Grade:** | Kindergarten |
| **Curriculum Area(s):** | The Four Frames of the Kindergarten Program |
| **Prior Knowledge:** | None |

## Program Expectations:

1.  communicate with others in a variety of ways, for a variety of purposes, and in a variety of contexts (BC, SRWB, DLMB, PSI)
7.  participate actively and regularly in a variety of activities that require the application of movement concepts (SRWB)
13. use the processes and skills of an inquiry stance (PSI)
14. demonstrate an awareness of their surroundings (BC)

## Grouping:

Individual, Small group (based on interest of children)

## Assessment:

*Educators observe, listen, and ask probing questions in order to document and interpret the children's thinking and learning and, in their interactions with the children, to develop a shared understanding of what they are learning and what the next steps in their learning should be.*
(The Kindergarten Program, 2016, p.36)

## Materials/Resources:

Grid floor mat (or use floor tiles and mark them off with masking tape)
Mouse on Cardstock
Mousetraps on Cardstock

Educator Video: Coding Knowledge          Transcript

Educator Video: Next Steps          Transcript

*Coding in Elementary:  A Professional Learning Resource for Ontario Educators, TELO*

## Learning Opportunity or Plan for Provocation

Children review directional movement vocabulary - forward, back, side, side.    Show children the materials for the game (grid floor mat, mouse on cardstock, mousetrap on cardstock).  Invite children who are interested to play the game.

Explain that you are going to be creating a maze with the mousetraps on the mat.  The object of the game is to get the mouse safely from one side of the mat to the other side without landing on a mousetrap. If you move incorrectly and land on a mousetrap, the mouse will be caught.



Discuss the importance of following directions.  Children take turns moving through the maze.



| Modifications: |
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This provocation could take place over several days based on interest.

The number of children completing the provocation may vary depending on their interest.

## Next Steps:

Children could give the directions to other children to successfully avoid the mousetraps. Introduce the word coding as "specific instructions to follow in order to complete a task".

## Extension Links

www.hourofcode.org

Using the CodyRoby game cards create your own theme based board. Children place the card over the object (dinosaur in this video) and turn or move it in the direction of the card to get to the food source.     Video of Unplugged Extension Idea