

Cup Stacking

Activity Overview: The students will gain the basic idea of programming by engaging in an “un-plugged” activity.

In this activity students, using a set of symbols in place of code, will design algorithms to instruct a “robot” to stack cups in different patterns. Students will take turns participating as the robot, responding only to the algorithm defined by their peers. This segment teaches students the connection between symbols and actions, the difference between an algorithm and a program, and the valuable skill of debugging.

<https://curriculum.code.org/csf-1718/courseb/6/>