


 *Activity 1 – What is Programming?*  **Audience:** All Students  **Duration:** 30–40 minutes  **Objective:** Understand what programming is through real-world analogies and hands-on tasks.

## What's Inside

- A fun definition of programming in student-friendly terms
- A relatable real-life scenario (giving a robot instructions)
- Step-by-step reflection prompts
- Group task: Creating and presenting a human algorithm
- Quick quiz (with answers on the last page)
- Coloring-style bonus section: “Draw Your Instruction Bot!”