



Image from “Relay Programming”
Course 2: Stage 9

Throughout this book, you will see dozens of “unplugged” activities that have been created to be run without access to the internet, and often, without the use of any technology at all!

Why Unplugged?

Unplugged activities are more than just an alternative for the days when the computer lab is full. They are intentionally placed kinesthetic opportunities that help students digest complicated concepts in ways that relate to their own lives. Designed for groups or entire classrooms, these computer science activities increase exposure to collaboration, creativity, and solution design (planning).

At Code.org, we use unplugged lessons to introduce each idea group before we present them online. This gives students a shared physical experience for teachers to relate back to when working on complex puzzles.

Can I Skip Unplugged Activities?

We highly suggest that you don’t! Unplugged activities might take a little more prep the first time you teach them, but the effects are indescribable. Students react well to physical learning, and a single thirty minute unplugged activity can save many hours of confusion in the computer lab.

How Can I Get Help Understanding Unplugged?

We have gathered some videos and resources for you at code.org/curriculum/unplugged. Visit that site to see helpful videos, or to witness select activities in action!