KIDCODER: LET'S BAKE A CAKE!

Abstraction

10min

20min

STAGES 1-3

Aim of activity

How do we decide on what we need to complete a task? Sometimes it comes naturally and other times we have to think! In both cases we are using computational thinking...

What you'll need

- Plenty of objects and ingredients found in the kitchen, including those needed to bake a cake!

What you'll get out of it

- Understand what it means to use abstraction
- Learn how to use abstraction to bake a cake!

Abstraction is part of computational thinking and we do it when we focus only on the important information that helps us to complete a task. You probably used abstraction today when choosing what utensil to eat your breakfast with! We're going to use abstraction to help us choose what we need to bake a cake!

What to do

(1) Get into small teams and stand on one side of the room, and place the items randomly on the other side of the room.

(3) For every correct item found, your team gets 1 point! If a wrong item is selected, then 1 point is removed from your team's total.

(2) In your teams, take it in turns to find one item needed to bake a cake and bring it back to your team as quick as possible!

(4) Once all the correct items have been found, every team should add up their points. The team with the highest score wins!

Using in the classroom

Get into pairs and draw 6 items you think are needed to bake a cake. Make sure to label each item so you're ready to feedback to the rest of the class!

Take it further

Pick one of the items that your team found and pick another item that is not needed to bake a cake. Can you think of why we need one of the items to bake a cake but not the other? Tell your leader what you think!