Program a Friend Maze

Goal: Familiarize students with the idea of coding specific instructions when programming

Materials -
   ○ maze (i.e. painter's tape marking out a maze on the floor)

Procedure -
   1. Pair up so you have a Partner A and Partner B
   2. Have Partner B start at the maze entrance
   3. Partner A tells Partner B how to get to the maze's exit. Partner B can only do exactly what Partner A says.
   4. Once Partner B reaches the exit, switch roles and have Partner A enter the maze.

   ☆ Explanation: Programs need exact instructions in order to function. This allows for students to practice giving specific directions, much like how programmers code their programs.

Image(s) -