Paper Coding Treasure Hunt

Materials needed:

- > 16 blank note cards
- Notebook paper
- > Pen or Pencil
- 1. On one note card, draw a treasure chest or write the word *Treasure*.
- 2. On a second note card, write the word Start.
- 3. Now lay all the note cards, including the *Treasure* and *Start* cards, in a square, with 4 note cards going across and 4 going down. It doesn't matter where you place the *Treasure* or *Start* cards as long as they are not right next to each other.
- 4. Your goal is to write a very simple code to get your friend from the *Start* card to the *Treasure* card. On your notebook paper, write the word *Start*. This is the first step of your code.



- 5. Look at where the *Start* card is and determine what the second step should be. On the next line of your paper, draw an arrow to show your friend which way to go.
- 6. Continue using arrows to show which way to go to get to the *Treasure*. You should draw one arrow per line on the notebook paper. Each arrow represents moving one note card. So, a
 - ← means to move one note card to the left, and a ↑ means to move one note card up.
- 7. At the end of your code, write **Stop**. This tells your friend they are finished.
- 8. When you are finished writing your code, flip the *Treasure* card over so it is hidden.
- 9. Have a friend (or brother or sister) follow your code. Can they find the hidden *Treasure*? If not, is there a problem with your code? Check it and rewrite it if needed.

In this activity you wrote out a series of steps for your friend to follow. These steps were written in a specific sequence. Writing a sequence is one of the basic steps of computer programming Your friend was acting as the computer as they followed your code.

- > Try doing this with 25 cards instead of 16. This will allow you to have more steps in your sequence.
- \blacktriangleright Mix up the cards and write a new code. This time instead of using an arrow for every separate step, try combining similar steps. This is called repetition. For example, instead of \longrightarrow
 - \longrightarrow try writing \longrightarrow (3) to mean your friend should go 3 note cards to the right.