```
373
374
375
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```
```
<a href="#">
  <div class="hover-text">
    <h4>Logo Design</h4>
    <small>Branding</small>
    <div class="clearfix"></div>
    <i class="fa fa-plus"></i>
  </div>
  <img src="images/portfolio/02.jpg" class="
  img-responsive" alt="...">
</a>
</div>
</div>
</div>
```
```
192
193
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202
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```
```
inset transparent; }
border-top-width: 13px;
border-bottom-width: 13px;
top: 8px; }
.mfp-arrow:before, .mfp-arrow .mfp-b {
border-top-width: 21px;
border-bottom-width: 21px;
opacity: 0.7; }

.mfp-arrow-left {
left: 0; }
.mfp-arrow-left:after,
border-right: 17px
margin-left: 31px; }
.mfp-arrow-left:before,
margin-left: 25px;
border-right: 27px
```
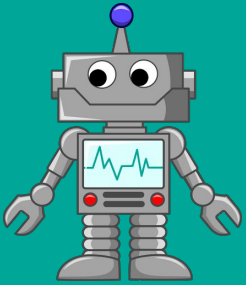
Cool Coding

Materials

Puzzle Print Out

Commands Print Out

Click the Robot below to access materials.

Students will be introduced to early coding and programming ideas without electronics.

K - 2nd Grade

What is Coding?

Coding is a list of instructions that tells a computer or other electronic device what to do. In order to code, you have to think about each step in the order that it will happen.

Directions

1. Print and cut out the pieces from the commands cut out page.
2. Choose one of the 3 puzzles available and begin by placing the robot cut out on the space labeled "Place Robot Here".
3. Find a partner and do this together. One person will be the developer and place the command pieces to write the program. The other will be the robot who will follow and carry out the program. The goal is to get the robot to the outlet to recharge its batteries.
   a. If a space is filled in, it cannot be passed through.
   b. If your robot has water blocking the path, it must jump over the space using the spring cut out.(⧢)
   c. Avoid the magnets. Magnets will cause your robot to get stuck and not be able to move.

If you don't have access to a printer, you can recreate the printouts by drawing it out on paper.