

Mrs. Anderberg's computer students were introduced to coding at the very basic level where they learned what coding is and how it works in technology. Since this is a new concept for the students, we felt we needed to start simple to get a good foundation. Students turned to a simple game of Simon Says where Mrs. Anderberg was Simon and "programmed" the students on different challenges. But, only if Simon said! They learned that they could not make a move unless Simon Said. They easily associated that childhood game with the beginning steps to 'speak' to a computer through the computer's language. The next step in learning how to program was to type a how-to paragraph using their keyboarding skills. They typed instructions for their robot to travel to Allsup's to buy them a coke for lunch and bring it back. They learned how specific the instructions must be to gain the results they were looking for.

Students exhibited determination, respect, innovation, problem solving, leadership, confidence, resourcefulness, and hard work in the exercise.

