# Coding Unplugged

## SCREEN-FREE PROGRAMMING CHALLENGE

### What Students Do

Students play a hands-on coding game in an unplugged environment, creating algorithms, sequencing commands, using loops, recognizing patterns, and debugging their way through increasingly challenging paths.

| 24 | 60-90 | 3-8 | 0 |
|---|---|---|---|
| STUDENTS | MINUTES | GRADES | DEVICES REQUIRED |


### KNT Classroom Pack Includes

- Teacher Guide and facilitator resources
- Student Activity Book and reflection materials
- Coding and command card sets
- Maze/path tiles and game pieces
- Challenge cards and debugging activities
- Algorithm and debugging recording sheets

### Students Learn To

- Build and explain step-by-step algorithms
- Sequence commands in the correct order
- Use loops to repeat actions efficiently
- Identify bugs and revise a program
- Apply computational thinking and problem solving
- Test whether instructions produce the intended result

### How It Works

1. **BUILD** Create the game route or maze.
2. **PLAN** Arrange commands into an algorithm.
3. **PLAY** Run the code exactly as written.
4. **DEBUG** Find errors, revise, and test again.

### Built for Flexible Expanded Learning

The core experience is fully unplugged - no student accounts, internet, or devices are required. Coding Unplugged can be delivered as a 60-minute activity or extended to 90 minutes with additional challenges, role rotations, and reflection.

**Pairs with KNT curriculum, classroom kits, staff training, and expanded-learning implementation.**

**Kids N Technology**
Hands-on AI + STEM learning for schools, afterschool, summer, and youth-serving programs.

**Discuss Curriculum + Kits**
kidsntechnology.net/contact