Explore the wonder of Dot and Dash with your group using the following apps on the iPads.

- Dot & Dash Wonder
- Dot & Dash Go
- Dot & Dash Path
- Dot & Dash Xylo
- Dot & Dash Blocky
With your partner log on to a computer. Go to the Hour of Code tab on our LibGuides page and explore the many types of bot-coding.
With your partner explore the many types of bot-coding found on the iPad.

Lightbox Hour of Code

Tynker

Hopscotch

Scratch Jr

The Foos

Kodable
With your partner use the handout to code how your partner should build a design using Lego and the Lego boards.
With your partner play two games to learn some coding vocabulary.

**Game 1:** Match the coding word with its meaning. Answers on back, but don’t look until you are finished.

**Game 2:** Place cards face down and find the code word with its meaning.
Coding Words Matching Game
- Answer Key

- **bug**: An error in a program that prevents the program from running as expected.
- **block code**: A visual programming language.
- **code**: One or more commands designed to be carried out by a computer.
- **command**: An instruction for the computer.
- **debugging**: Finding and fixing errors in programs.
- **loop**: The action of doing something over and over again.
- **program**: An algorithm that has been coded into something that can be run by a computer.
- **Bot Coding**: Moving a robot (or object) from one place to another using block code.
- **Open Space Coding**: Using block code to create games, stories, and simulations.
With your partner use the handout to code how your partner should move to get from the Start to the Stuffie.
Code Hour of Reflection

Now that you have completed your hour of code

1. What did you learn about coding?
2. What skills do you need to code?
3. What was something you did well during this time?
4. What is something you think you could do better next time?