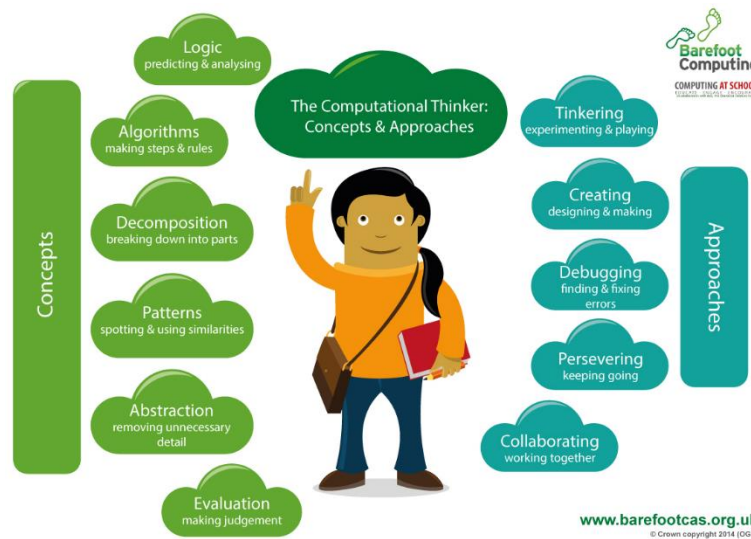# Unplugged Activities

These activities require no technology but are great for developing our computational thinking skills:

Teacherbot/ Parentbot/ Dinosaurbot etc.

One person pretends they're a robot and the other has to give them clear instructions. The robot has to follow them precisely. For example, I might be a robot making a sandwich and the instructor tells me to put the butter on the bread. Maybe I put my hand in the butter because they forgot to tell me to use a knife! This game teaches children how to debug by going back and being more precise with instructions.

Origami

Origami is a really creative way to follow instructions. If you don't follow the instruction (or the algorithm in computing) correctly, the end result isn't want you wanted. This teaches children the importance of following instructions accurately, just as a computer would.

Follow the Sequence

This is a great activity for anyone who loves music and can therefore be done with any age range. One person creates a sequence – this could be a beat, an action and so on, and the other person/ people follow the sequence. This activity allows children to follow an instruction and then change (or debug) if they do it incorrectly. This is exactly what a computer would do!

There are many activities that can be completed to develop a child's computational thinking. Even though they may seem simple, they teach children skills that help develop their logic, which in turn, helps with being able to understand processes in coding such as writing code, reviewing and debugging.