

Byte-Sized Brain Break

Maker Activity

Pseudocode is like a plan that coders draw out on pencil and paper before they write the code. Write pseudocode for a task such as making lemonade. Where do you see loops, or things you have to repeat? Where do you see if statements, or places where you have to make a choice? Try to use your pseudocode like instructions. How did the lemonade turn out?

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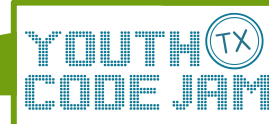
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Refactoring is taking a piece of code and changing it to work better. Is there something in your room that could be better? Refactor (or redo) the way you organize your toys to make them fit in their box. Or refactor a collection of yours to make things easy to find!

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What's your favorite online game? What makes it fun? Is it talking to others, collecting things, competition, or something else? Take two or three game elements that you enjoy and turn them into a real life game of your own! Use what you have around the house and your imagination!

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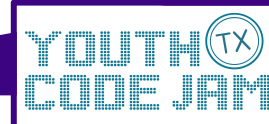
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Programmers often reuse code to save time and money. You can take parts of one program and use them to make a whole new one. What else can you make from reused pieces? Socks with holes can become puppets or new stuffed animals. Plastic spoons can become the bodies of toy soldiers. Use your imagination!

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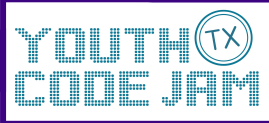
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A matrix is a grid where you can store information and easily find it using the row and column. The game battleships hides ships on a matrix. Chess boards are matrices too. Make your own matrix board game. What are the rules? How can you move your pieces? How do you win?

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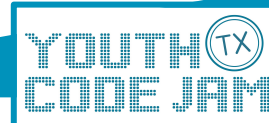
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A stack in computer science is sort of like a pile of folded clothes: Whatever is on top, the last thing you put on, is the first thing you take off. They're helpful for doing things in forwards then reverse order. Come up with a few exercises and as you do each, add it to your stack. Then start removing items from your stack and do each as you go!

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A queue is like a line: the first thing to enter the queue is the first thing that leaves the queue. Items leave a queue in the order they arrive. Coders use queues to help them keep track of the order things happen. Create a queue of tasks you want to do today. Start with the first one you wrote down, then the second, and so on until you've done them all!

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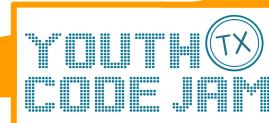


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Create your own coding-inspired activity!
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