# Littlecodr

The 'maker movement' is more than robots or coding or building things. It is a mindset that encourages curiosity and exploration. Seen in roles from engineers to artists, they solve real-world design challenges by inventing and reinventing.

In this active, hands-on game, players are the "game pieces" who follow action cards. The "programmer" lays down cards to represent a path for the other player to follow. If the person moving runs into an obstacle, the programmer stops to problem solve ("debug") in order to get the person on the right track.
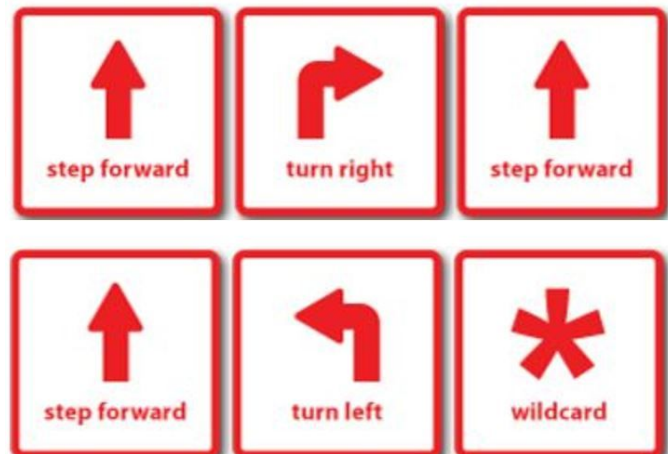
After learning the basics of coding, deepen understanding by completing a variety of mission and lab cards (included in the game).

Start with the Basics:
Game requires at least two players.

Random Walk (Mission Level 101): First player selects 10 random action cards (or can be any number depending on age group) and lay them out in any order. The other player can start anywhere and physically move around the room to follow the order of cards. If they hit an obstacle, debug your code and try the instructions again from the beginning.

Obstacle Course (Mission Level 103): Create instructions to get other player from A to B around an obstacle.

Forwards Backwards (Lab 101): Try the instructions again but this time walking backwards. What happens to the left and right? Do you end up where you started?