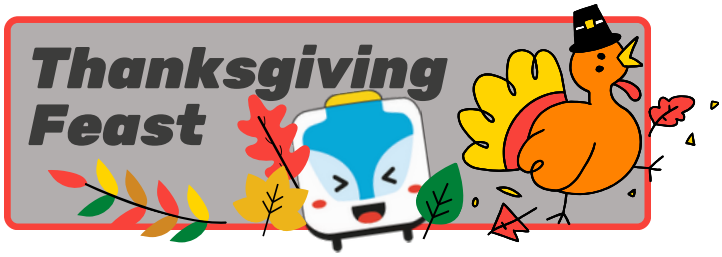

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intelino coding challenges

About this Challenge

In this challenge, intelino is part of your Thanksgiving Feast. Students have to program the train to stop at every dish on the Thanksgiving table so they can load up their plates. Some action snaps are already placed on the track, but some of them don't work properly. It's up to the students to fix the track and fill up their plates!

There are two different difficulty levels, one for ages 3-7 and one for ages 8+. While both levels are self-guided, really young programmers may need a bit of help.

Students need to be familiar with the intelino train and action snaps to do this activity. Great starter lessons are the one-session Driving Test Challenge or the more in-depth Snap Training Series.

If you are new to teaching with intelino, take a look at our Teacher's Quick Start Guide!

Ages

- differentiated for ages 3-6 and 7+

Code Modes

- mode 1 (action snaps)

Time

- one session
- 30 min

Group

up to 5 students per group

Prerequisites

knowledge of the train and action snaps (see above)

Supplies

per group:

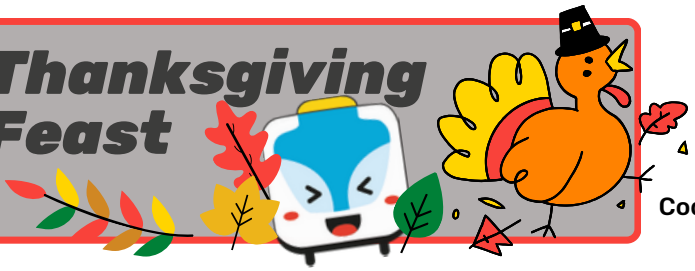
- 1 intelino starter set or classroom set track box
- charged engine
- command sheet
- printout of pages 1-2 or 3-4, depending on difficulty
- scissors

Standards

- CSTA: 1A-AP-08, 1A-AP-11, 1A-AP-14, 1B-AP-12, 1B-AP-15
- Common Core: CCSS.MATH.PRACTICE.MP1, CCSS.MATH.PRACTICE.MP3
- ISTE: 1.1.a, 1.1.d, 1.5.a, 1.5.c, 1.6.b, 1.7.b, 1.7.c

Questions? email julia@intelino.com

Thanksgiving Feast



Difficulty:
●○○ page 1
●●○ page 3

about 30 min

Code Modes:
mode 1 - snap commands

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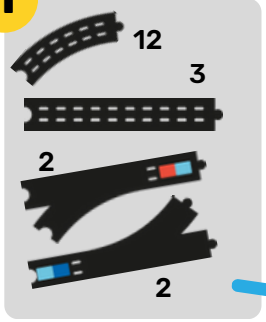
NAME

Happy Thanksgiving! Look at that feast!

Try to fill up your plate with all these goodies. But wait, there is something wrong with the track. Figure it out or your plate will be empty!

Choose your difficulty
1 - page 1
2 - page 3

1



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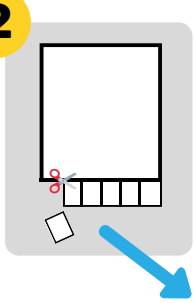
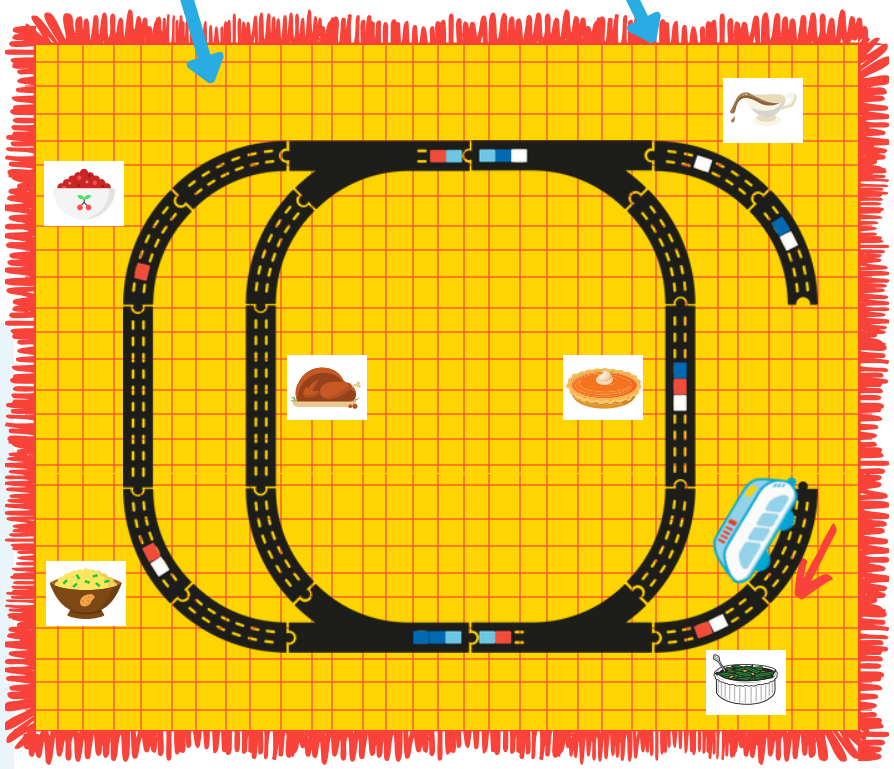


3

6 white
4 red
3 blue

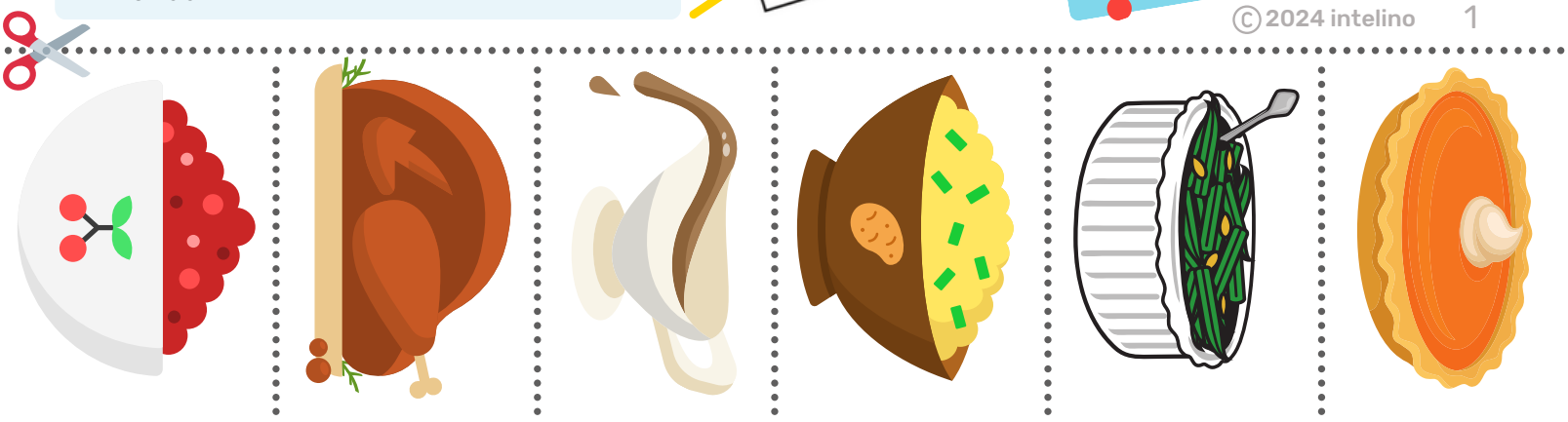
4



Dinner Table Rules:

- Engine starts at the spot shown on the table above.
- Fill your plate by stopping (for 2 sec) next to a dish.
- Try to get some of all 6 types of food!
- You can move, remove, or change any action snaps that are on the track already.
- Add as many action snaps as you need.
- Look up commands on the command sheet!

Tips on the next page!



Tips
For the Helper

Go Step-by-Step

Start by asking your child/students which snaps are making the train stop at the first dish. Then, ask where to go at the split, and so on!

Going slowly, step by step, helps kids understand the commands and their sequence. Much like planning and writing a program line by line!

Try, then Adjust

Correct a few snap commands, then let the train run. Watch what happens, add or adjust snaps, and repeat this process.

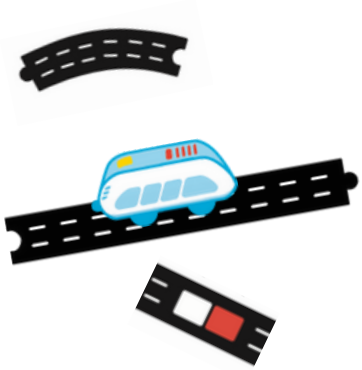
You are, in fact, programming and debugging like this!

```
> Coding
> Connection
```

Simulate the Train

Help your child/students visualize what the train will do by moving your hand over the track as if it were the train. Stop at snap commands and talk about what the train would do.

This process is like stepping through your software program in a simulator - something that programmers do often while debugging!



Thanksgiving Feast

Difficulty:
●○○ page 1
●●○ page 3

about 30 min

Code Modes:
mode 1 - snap commands

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NAME

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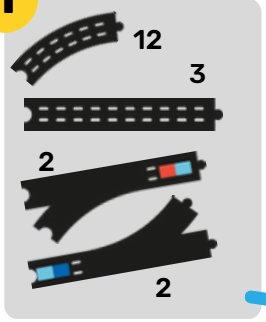
1



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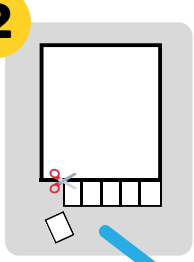
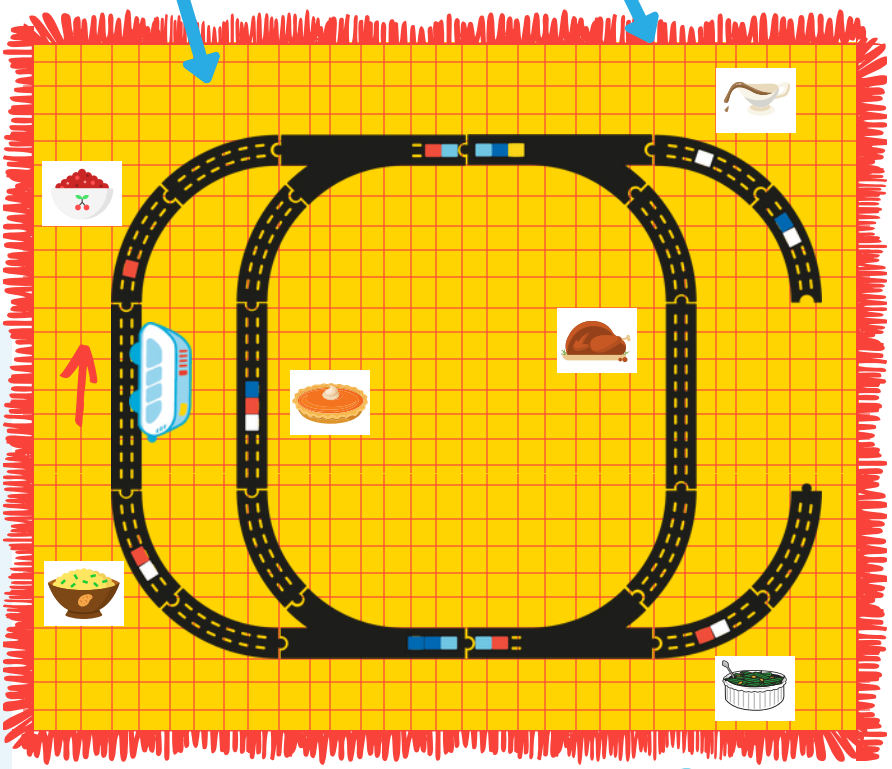


3

5	white	
4	red	
3	blue	
1	yellow	

4



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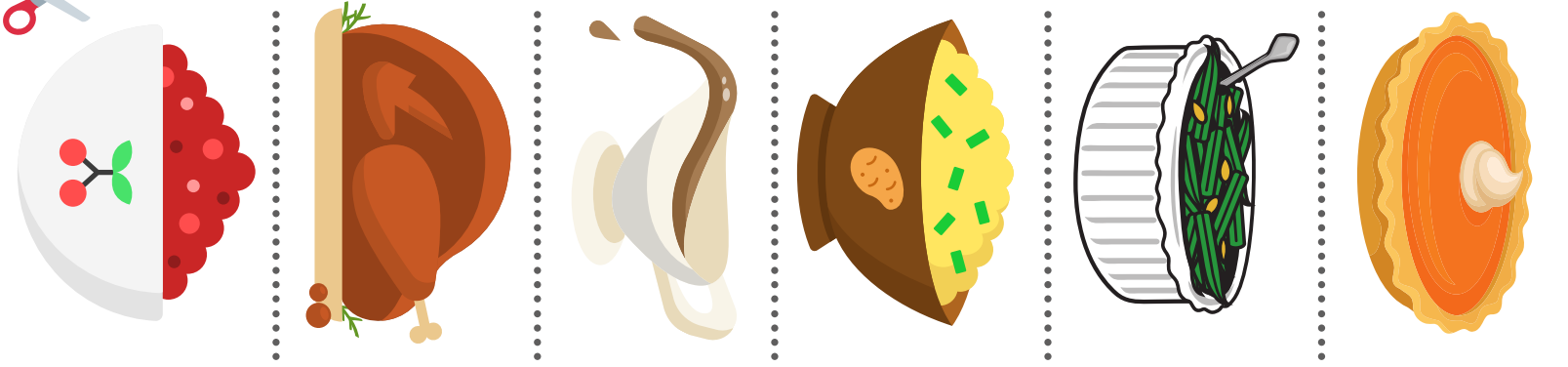

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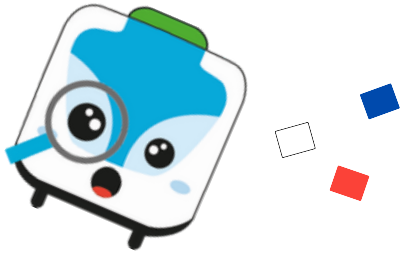

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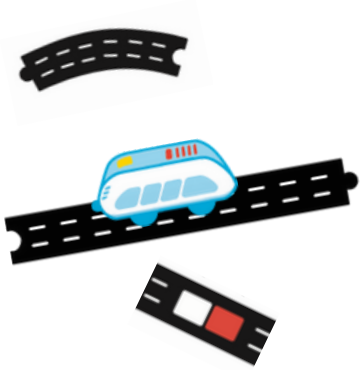

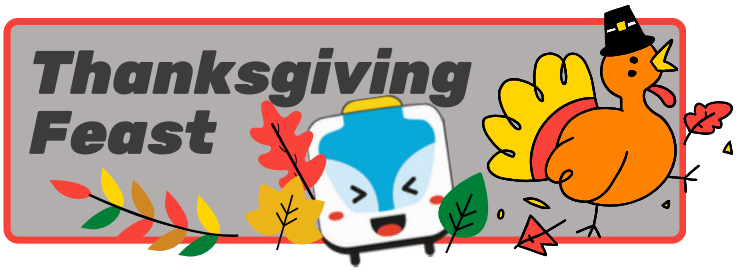

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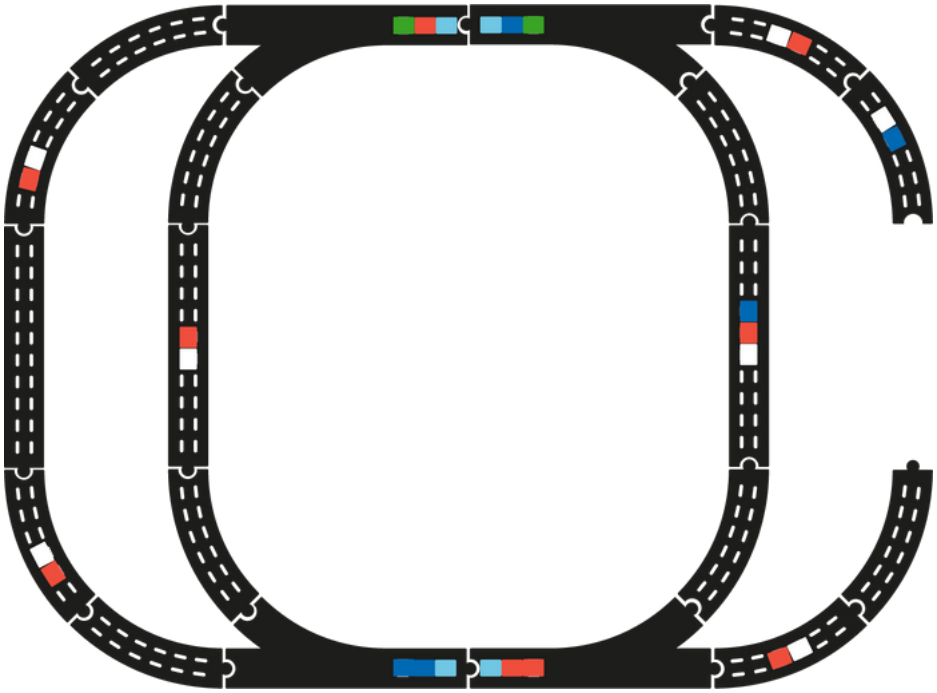
Standards:

- **CSTA:** 1A-AP-08, 1A-AP-11, 1A-AP-14, 1B-AP-12, 1B-AP-15
- **Common Core:** CCSS.MATH.PRACTICE.MP1, CCSS.MATH.PRACTICE.MP3
- **ISTE:** 1.1.a, 1.1.d, 1.5.a, 1.5.c, 1.6.b, 1.7.b, 1.7.c

Ages 3-6
example solution:



Ages 7+
example solution: