



## Deck of Cards

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**Let's get Unplugged! This computer science activity is simple and fun! It helps introduce students to coding.**

**This activity challenges your students to think creatively but also logically!**

**Materials Needed:**

A deck of cards, some tape,  
And some toys.



**Step 1:** Split students into pairs and have them set up a 7x7 grid that is secured with tape to the ground.

**Step 2:** One student will place a bunch of toys on random cards to make it difficult for the other student to get from start to finish.

**Step 3:** The student solving the maze will look at the path from start to finish and create a set of instructions for their toy to make it through without hitting an obstacle.

**Step 4:** Start your main toy at the beginning of the “maze” and then give the toy the instructions to move and see if it gets to the finish line.

**Tip:** If your toy fails you can fix the “bug” and rework your instructions to successfully complete the maze.