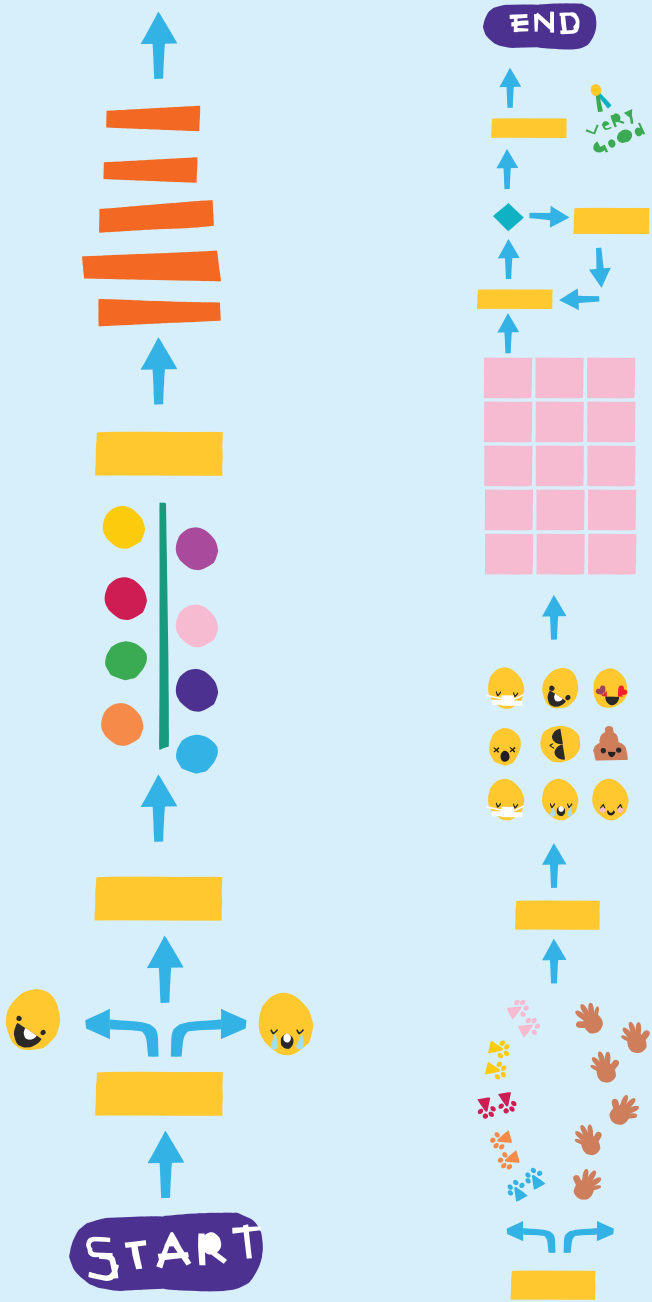
ASPHALT CODE



EC PP 1-6

This activity supports the development of students' algorithmic thinking and problem-solving skills through group work, encouraging them to tell stories and use their imagination to enhance learning.

Asphalt code

The group is divided into seven small groups. First, each group chooses a section of the grid and creates a movement code using actions like ”step right,” ”jump forward,” or ”walk backward.” Practice performing your code within the grid.

Next, groups teach their code to others and demonstrate how it works. Once all groups have shared, the whole class completes the full track together, performing each section in order.

Tip: *Choose a comfortable spot in the playground to tell a story related to your asphalt code.*

Digital Competency Path Objectives:

- I can give simple instructions to a classmate or robot and follow the instructions given by others **(Grades 1-2).**
- I can use loops in a graphical programming environment **(Grade 4).**
- I can break problems into smaller parts, give step-by-step instructions, and follow them **(Grade 4).**
- I can give step-by-step instructions to a robot **(Grade 5).**

Curriculum connections:

- **Early Childhood Education:** Various forms of expression, Mathematical thinking, ICT skills
- **Pre-primary:** Thinking and learning to learn, Mathematics, Communication and expression, ICT readiness
- **Grades 1-2:** Students learn basic arithmetic and express ideas clearly (Mathematics, Mother Tongue and Literature).
- **Grades 3-6:** Students apply mathematical skills and develop their linguistic expression (Mathematics, Mother Tongue and Literature).