

# Blizzard Bag

## Grade 3 Technology

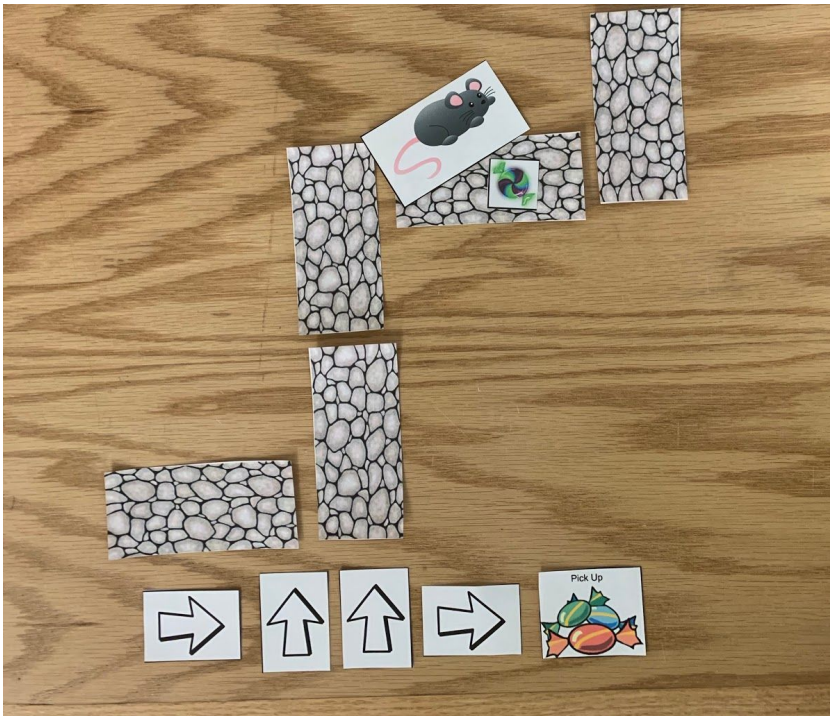
Muddy Brook Specialists believe in the importance of educating the whole child. We value creative problem solving, self-expression, health and well-being and imaginative play. We also value family time spent working together developing children's skills and conversation.

Attached is a technology based activity that can be done in the event of a snow day.

### **Feed The Mouse**

This activity teaches children about **algorithms**, which is a group of instructions written by a programmer to tell the computer what to do. They will also learn the concept of **debugging**, which is how to fix a problem in a program.

In this activity, students & parents can design a path for the mouse using the stone path cards included on a separate page or playing cards and then place the yummy treats (also included in this activity sheet) for the mouse to collect along the path.



The objective of the activity is to move the mouse through the path without missing any treats along the path.

### Materials Needed

- Cut out the stone path cards included in the activity sheet (or use playing cards).
- A Mouse - cut out the mouse included in the activity sheet.
- A few yummy treats - cut out the treats in the included activity sheet.
- Programmer cards - cut out in the included activity sheet. (arrows to indicate which way the mouse is to move)

### How to play

The parent or child acts as the **computer** who creates the path and adds the treats. (Keep the first path simple without multiple turns) The child acts as the **Programmer** and uses the arrow cards to direct the mouse along the path. Layout the cards in order of how they will be used. Example: Two up arrows and a pickup card will move the mouse two spaces forward and then pickup the treat in the path.

**Challenge:** Try paths with multiple turns, turn options and obstacles that need to be jumped over to move along the path.

