

Instructions

Coding: is like giving instructions to a computer or robot to tell it what to do. It's kind of like writing a recipe or making a list of steps for a game—if you tell it the right steps, it will do exactly what you say!

"When you're coding, you have to be very specific, just like when you're giving directions to a robot. A robot or computer doesn't guess what you mean—it only does exactly what you tell it to do. So if you leave out a step or say something the wrong way, it might get confused or do the wrong thing!"

You can use a fun example like this:

Example Game: "Robot You!"

Tell one student they're the robot, and another student gives them directions like:

"Walk to the door."

If the "robot" doesn't know how many steps, which direction, or what door, they might not move at all—or walk into a wall!

Then say:

"See? That's why coders have to be clear and exact. Computers don't guess—they follow every word, one by one!"

