**Coding, Language Arts, and Math – Drawing a Robot**

Coding is another word for computer programming. To make a computer do something, you need to code a very specific set of step-by-step instructions. This week and next week, we are going to practice coding. We are not going to use computers though. We are going to practice coding by making step-by-step instructions.

Today’s coding task will be to get someone in your family to copy a robot that you have drawn.

Here are the steps:

1. Draw a robot using geometric 2-D shapes. All of the shapes should be shapes that have names: square, circle, rectangle, triangle, hexagon etc. Don’t make your drawing too detailed (you’ll understand why later).
2. Find a family member to be a drawing machine.
3. Give them a piece of paper and a pencil. Don’t let them see your robot drawing.
4. They should hide their piece of paper from you as well. Sitting back to back is a good way to sit so that they can’t see your drawing and you can’t see their drawing.
5. Give your partner step by step instructions for drawing a copy of your robot. Remember to be specific.

Here are a few rules:

* You can’t look at each other’s paper until the activity is finished
* Your partner, the drawing machine, can’t ask questions. They can only ask you to repeat something if they didn’t hear.

When you are finished, take a picture of your robot and your partner’s copy. Do they look the same?

If you are having any trouble understanding these instructions, here is a [video](https://www.youtube.com/watch?time_continue=4&v=fjF2ALrdd5A&feature=emb_logo) of a family trying this activity. They recorded and wrote the instructions, but you will just say them.