

potato
pirates

Preschool Unplugged

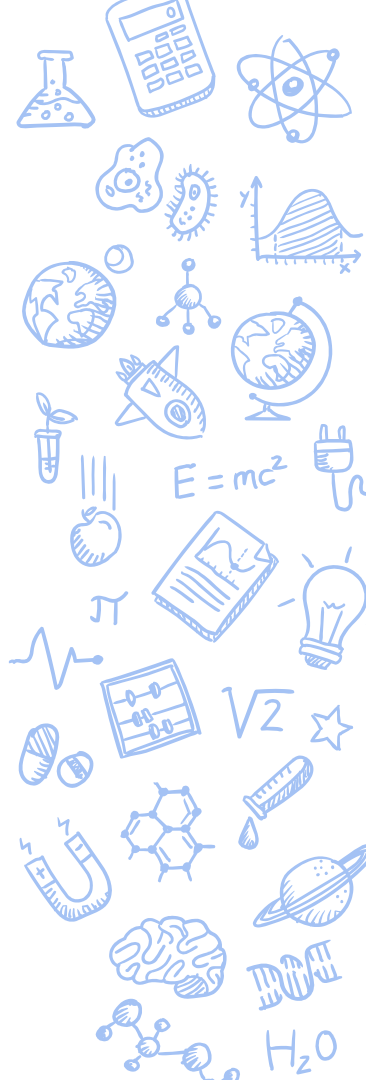
Save the Potato King!





Lesson Objectives

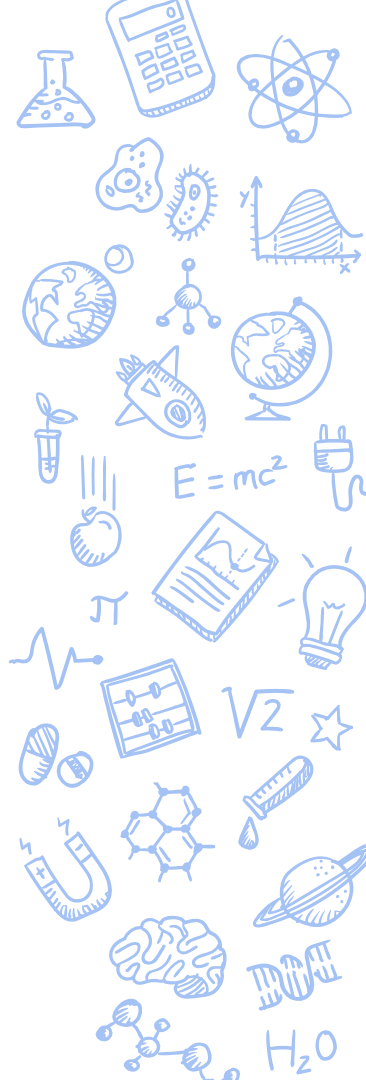
- ✘ Understand what are programs
- ✘ Learn about sequential programming
- ✘ Able to debug their own “code”





Materials

- ✘ 1 Potato
- ✘ Bluetack
- ✘ Masking tape
- ✘ Scissors
- ✘ Paper
- ✘ Color pencils/crayons
- ✘ Printed cutouts of arrows (Appendix A)
- ✘ Blindfold (optional for more excitement)





Lesson Plan

Lesson Preparation:

- ✗ Use masking tape to create a maze (see next slide for examples)
- ✗ Decorate the potato to make it look like a pirate
- ✗ Stick it at the end of the maze using Bluetack or other adhesives
- ✗ Cutouts of arrows (laminates them for reuse)

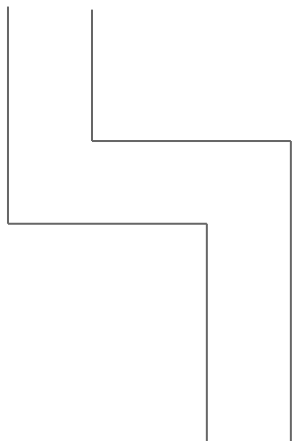
Lesson Outline:

- ✗ Challenge Story: Saving Potato Pirate King
- ✗ Create a superhero Potato Pirate
- ✗ How do the Potato Pirates move?
- ✗ Introduce Left, Right and Move forward arrows
- ✗ Pair up and assign 1 student to be the “brain” & the other student be the Potato Pirate
- ✗ Each “brain” will guide their Potato Pirate friend through the maze to find Potato Pirate King
- ✗ Increase difficulty by changing the maze to require more steps (or use a blindfold)
- ✗ Lesson Review

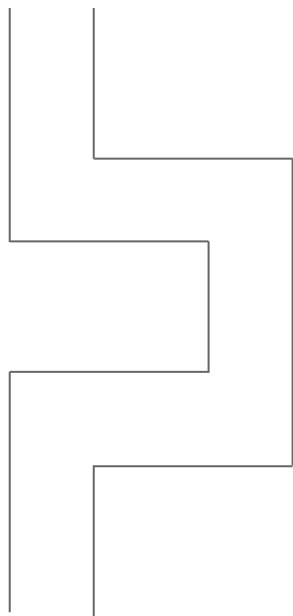




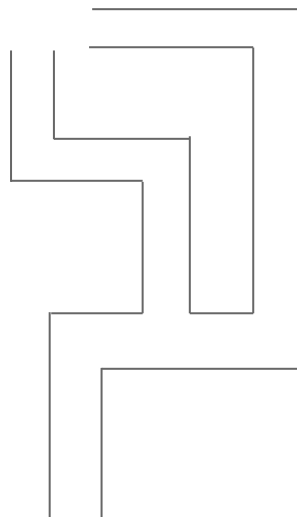
Example layouts of maze



Beginner



Intermediate

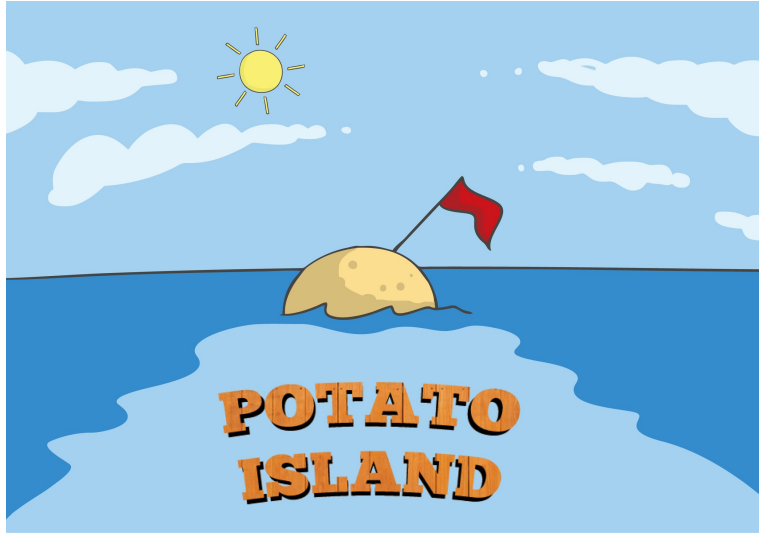


Advanced





The Story of Potato Pirates



Once upon a time, there was a place called
Potato Island and on the island there lived...
Potato Pirates!





The Story of Potato Pirates

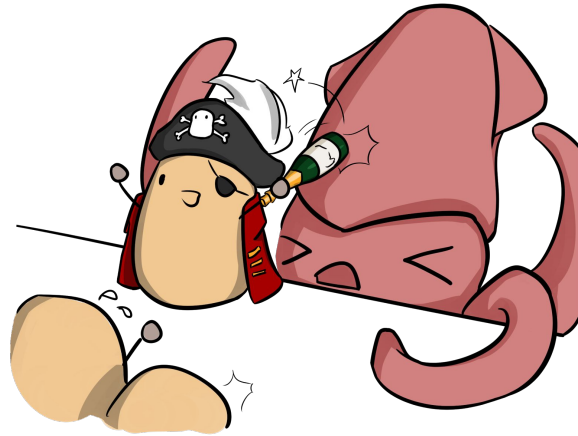


The island is ruled by a clumsy Potato King who got himself in all sorts of starchy situations every day. One day...





The Story of Potato Pirates

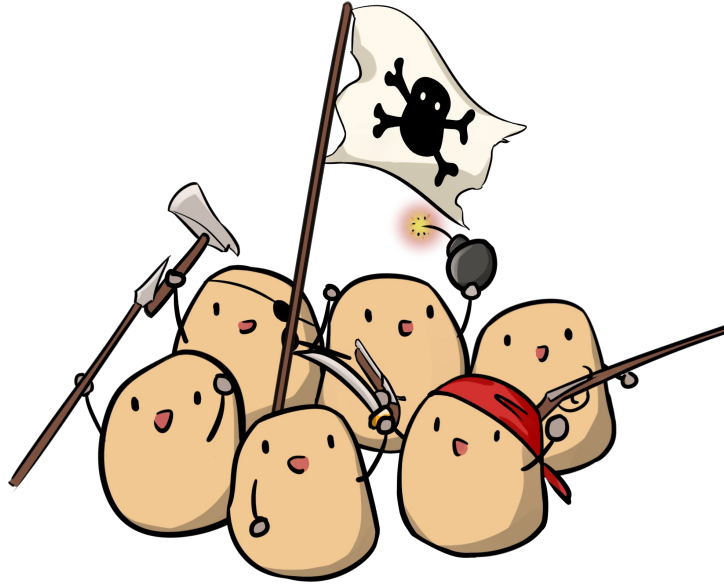


The Potato Pirates were out in the sea and a giant octopus climbed up the ship. He used his tentacles to grab the Potato King and swam away!





Your Task

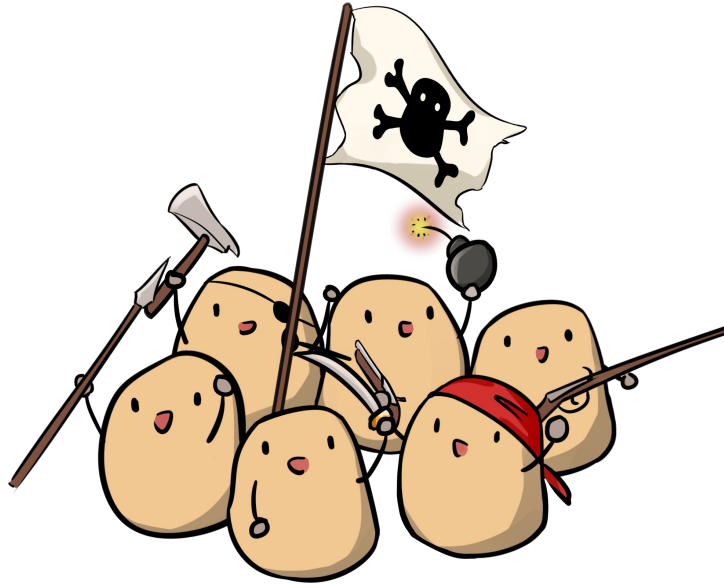


We must save the Potato King!





Your Task

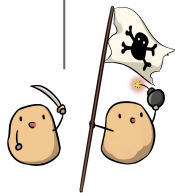


Are ya ready, pirates!?

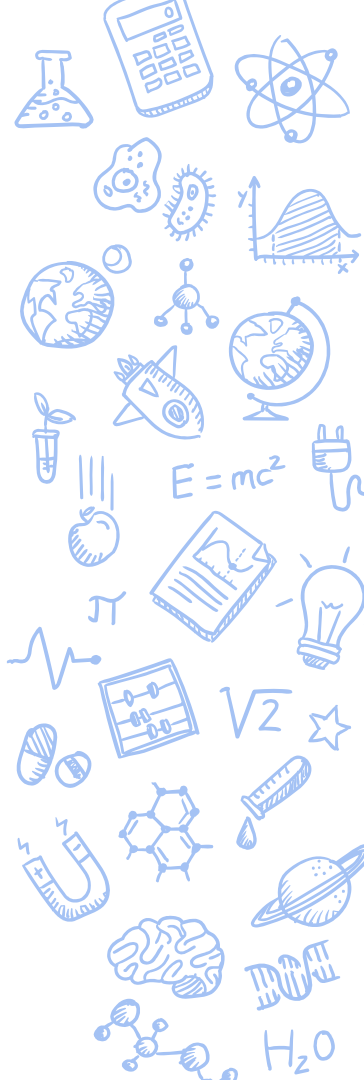




Your Task

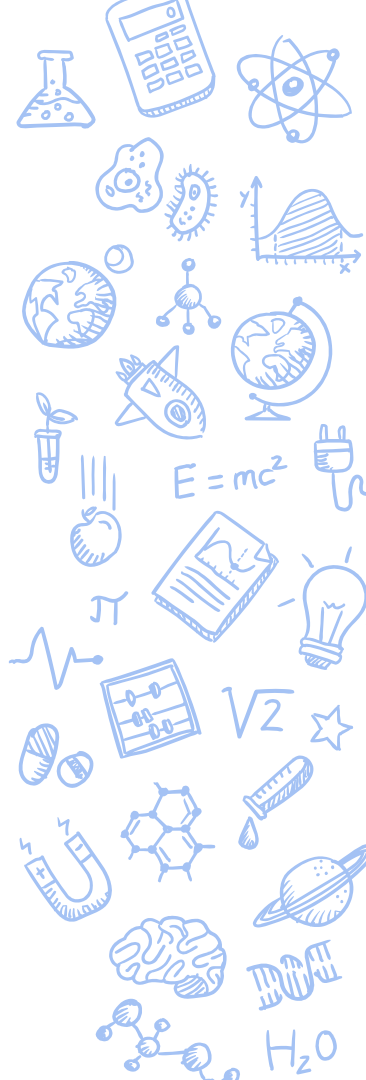
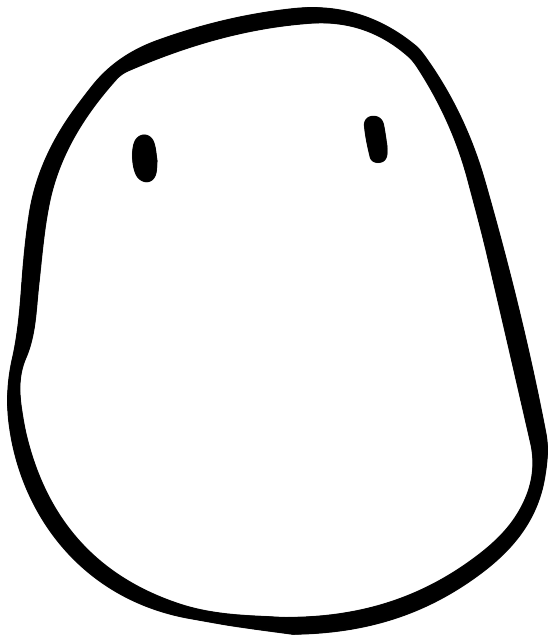


Start





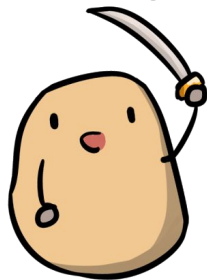
Design Your Superhero Potato Pirate!





Writing a program to control your Potato Pirate

How do
I move?

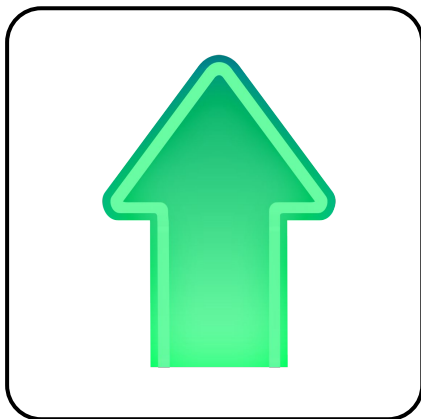




Writing a program to control your Potato Pirate



Turn Left



Go Forward



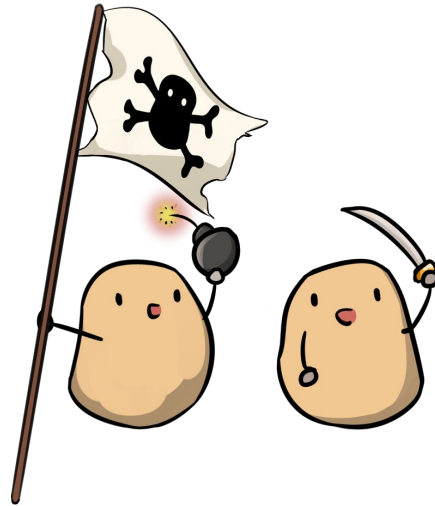
Turn Right

Teacher
Demo



Pair up with a Potato Pirate buddy!

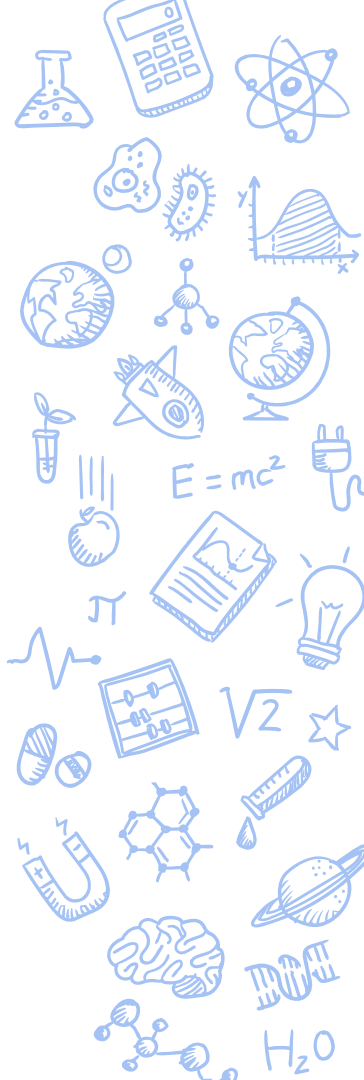
One potato will program the other potato on where to move





Potato Pirate Programmers Unite!!!

1. Think of how to go from the start to Potato King
2. Use the arrows to “code” the instruction for your superhero friend
3. Once all the arrows are laid out, read out to your Potato Pirate buddy who will walk through the maze
4. Shout “top” and move to the next arrow when your buddy is going to hit the masking tape





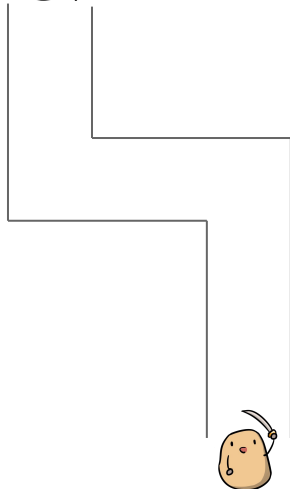
Potato Pirate Buddies

1. Listen to your friend's instruction
2. If your buddy gives a wrong instruction and you hit the white masking tape, shout **“Uh-oh!”**
3. Go back to the starting line and debug the code with your friend

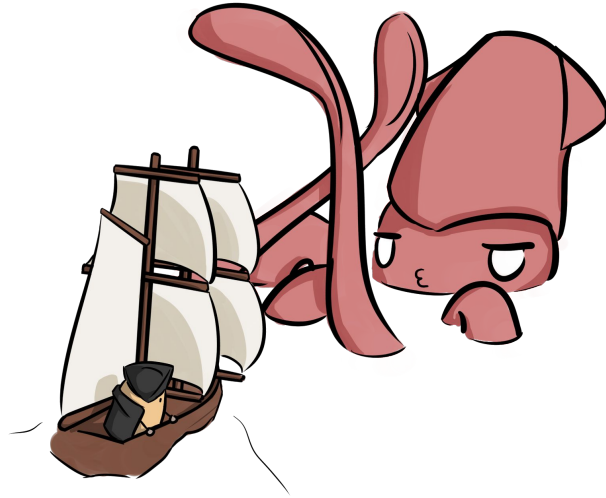




Beginner Stage!

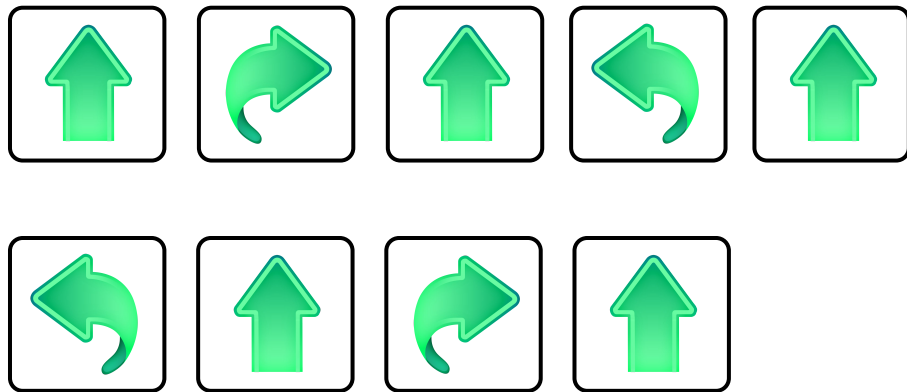


Easy?
Let's go to the next stage!

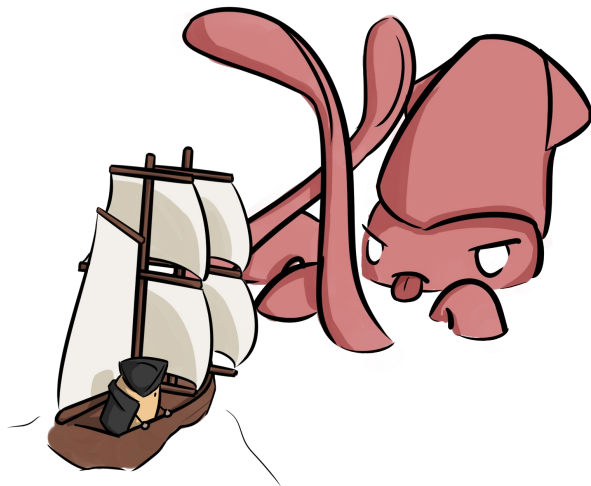




Stage 2

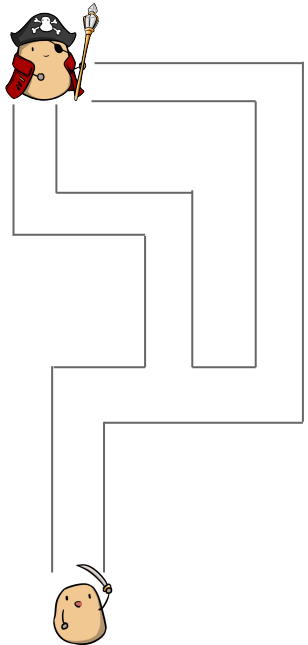


Final Stage!
Are you ready?

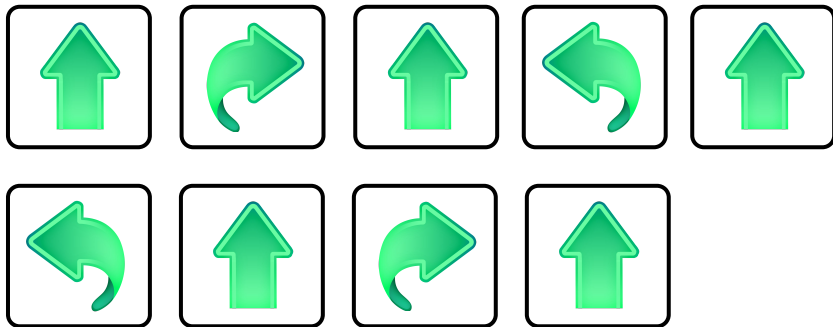




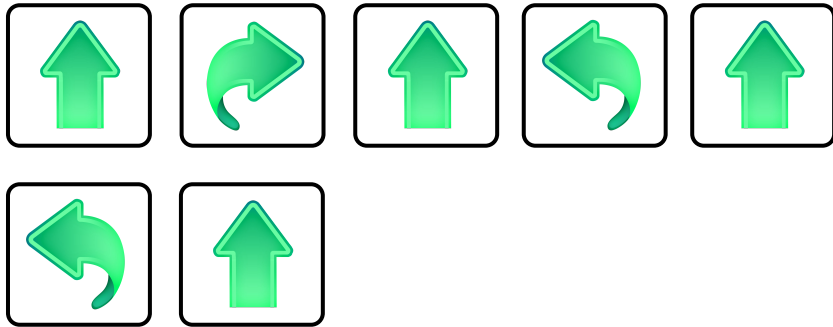
Final Stage!



One way



Another way





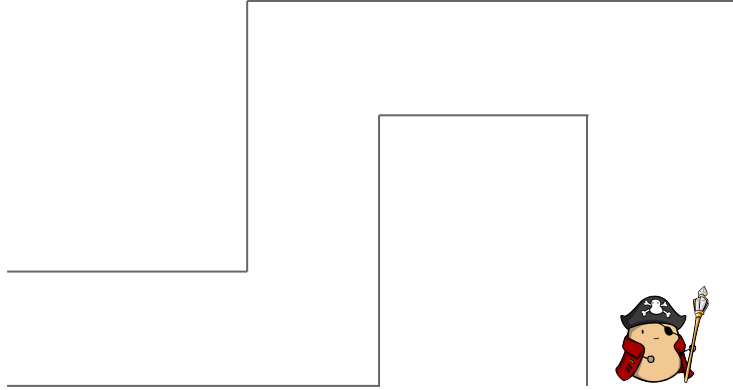
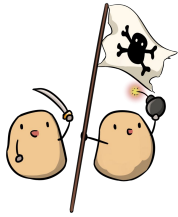
Lesson Review

- ✘ Our brains tell us how to move and we can also write computer programs that tell machines like (potato) robots how to move
- ✘ Understand debugging and get them to understand the spirit of failing and trying.
- ✘ Show a sequence of arrows with a “?” in between , and let students guess what that arrow should be (next slide)





Final Challenge!

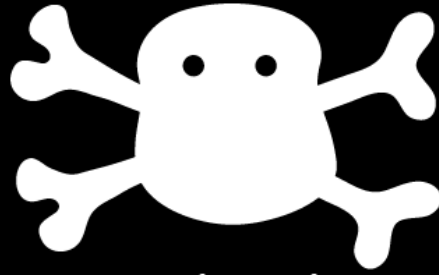


Hooray! You saved Potato King!



Visit us at www.potatopirates.game for more adventures of Potato Pirates!





potato
pirates

COMING SOON
TO
KICKSTARTER

SIGN UP today for early-bird offers when we launch

www.potatopirates.game

Lesson Materials (Appendix A)

