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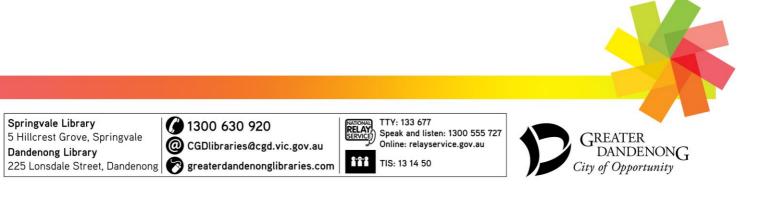imagine, explore, discover

Unplugged Coding: Feed the Mouse

About the game

Use a deck of cards to design a path for a mouse. Place some 'food' on the path for the mouse to collect. Move the mouse through the path without missing any food.
This game teaches about **algorithms** and **debugging.**

An **algorithm** is a group of instructions written by the programmer to tell the computer what to do. **Debugging** is finding and fixing a problem in a program.

Things you will need

- Two players

    o One person will give instructions on how to move the mouse (**Programmer**)
    o The other person will move the mouse based on the instructions (**Computer**)

- A deck of cards

- A small toy/object (this will be the mouse)

- Small toys/objects (this will be the food)

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How to play

Set up a path for the mouse using the deck of cards. The path can be as long or short as your space allows. We created a small maze on a desk – see photo below.

The **Programmer** gives instructions to guide the mouse through the path to collect the 'food'.
For example, *'Move Forward 2 cards'… 'Turn Left'… 'Move forward 2 cards'*.
The **computer** moves the mouse as instructed.

The difficulty level of the game can be increased by adding more cards to make a complex path or by adding obstacles that the mouse must avoid.

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