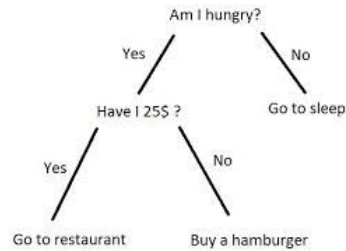


Byte-Sized Brain Break

Coding Activity

In adventure games, often times you get to make a choice. Depending on the choice you make, the game might end or you might get to make another choice. If you map out all the choices, you get what's called a tree. Think of a game where you get to make choices, and map out those choices on a decision tree!



Share with us using the hashtag **#wecanjam**



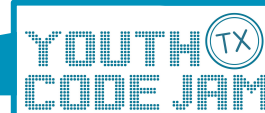
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Byte-Sized Brain Break

Coding Activity

One of the fastest ways to look for something is a binary search. Take a hard copy dictionary and think of a word to look for. Then, open to the middle of the dictionary. Does the word come before or after that page? If it belongs in the first half, open up to the middle of the first half. If it belongs in the second half, open up to the middle of the second half. Repeat the process until you find the word you're looking for!

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Byte-Sized Brain Break

Coding Activity

Computer programmers often use **if/then statements** to tell a computer what to do. It's kind of like a Simon Says game. Try it at dinnertime. One person is "Simon" or the programmer. Everyone else is the computer. Try if/then statements like: "If I eat a vegetable, then you eat a vegetable." What other if/then statements can you come up with to make dinnertime fun?

Share your work with the tag: **#wecanjam**



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Byte-Sized Brain Break

Create Your Own!



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