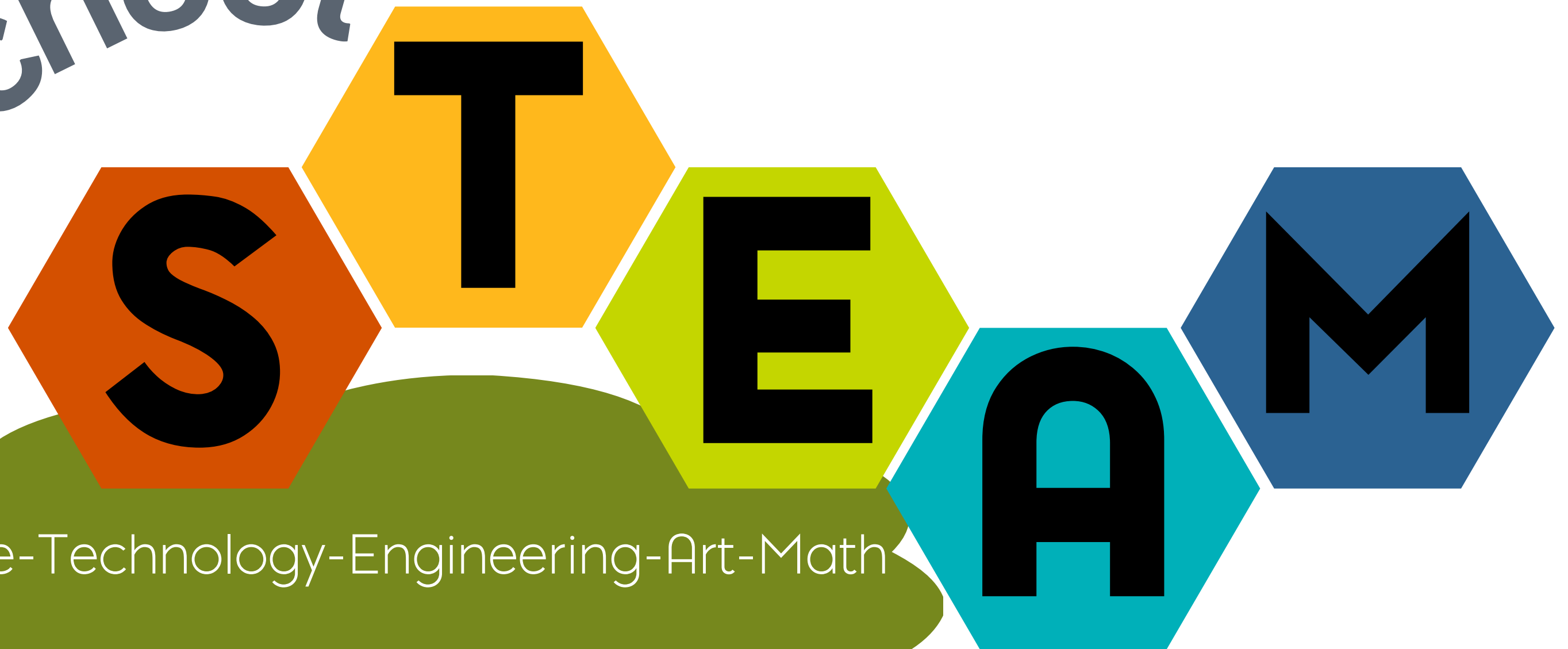# Preschool STEAM

Science-Technology-Engineering-Art-Math

Mondays   **1:30-2:00 pm**
Tuesdays   **10:30-11:00 am**

Registered Program

Ages 4-6

Linda Smith Story Room

Explore different parts of science, technology, engineering, art, or math in this 30 minute program. Each session focuses on a specific part of STEAM.

Check out our page on the Grande Prairie Public Library website for past activities.

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Questions? Contact Kate at 780-357-7497

Preschool STEAM

Science-Technology-Engineering-Art-Math

Tech: Coding

Coding is a way of communicating. It relies on patterns to tell you what to do, where to go, and when.

Activity
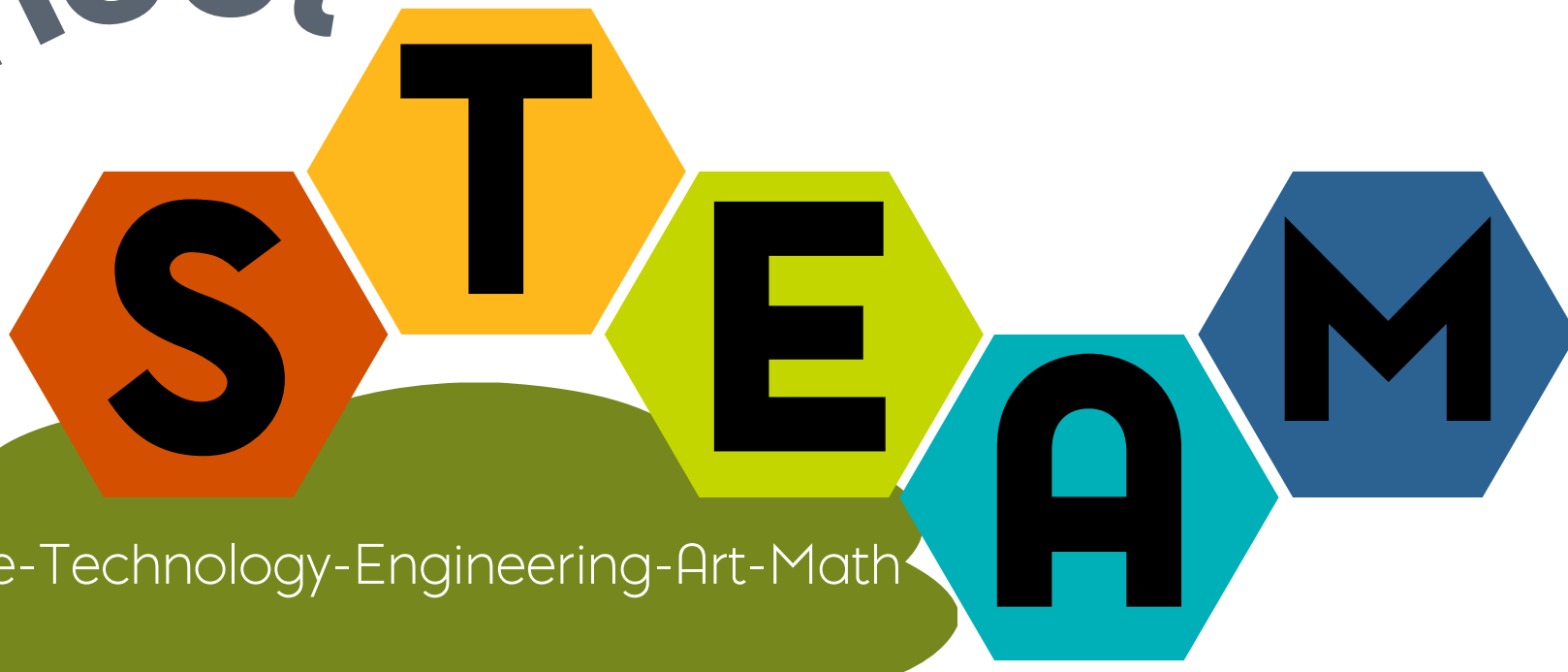- Coding Caterpillar
- Coding Mice

Steps
- Coding Caterpillar
  - Each piece of the caterpillar can perform a specific action (go straight, turn left, turn right, play a song)
  - Try putting the pieces in different orders and guessing where the caterpillar will go

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Preschool STEAM

Science-Technology-Engineering-Art-Math

Tech: Coding

Steps
- Coding Mice
  - Press the red circle to tell the mouse you will be giving it orders, then use the arrow buttons to tell it how to move
  - Push the green circle and it will do the actions
  - Push the yellow circle to clear all orders
  - Note: left and right arrows make the mouse turn. To make it move that direction once it has turned, you'll have to hit the forward arrow after the turn arrow.
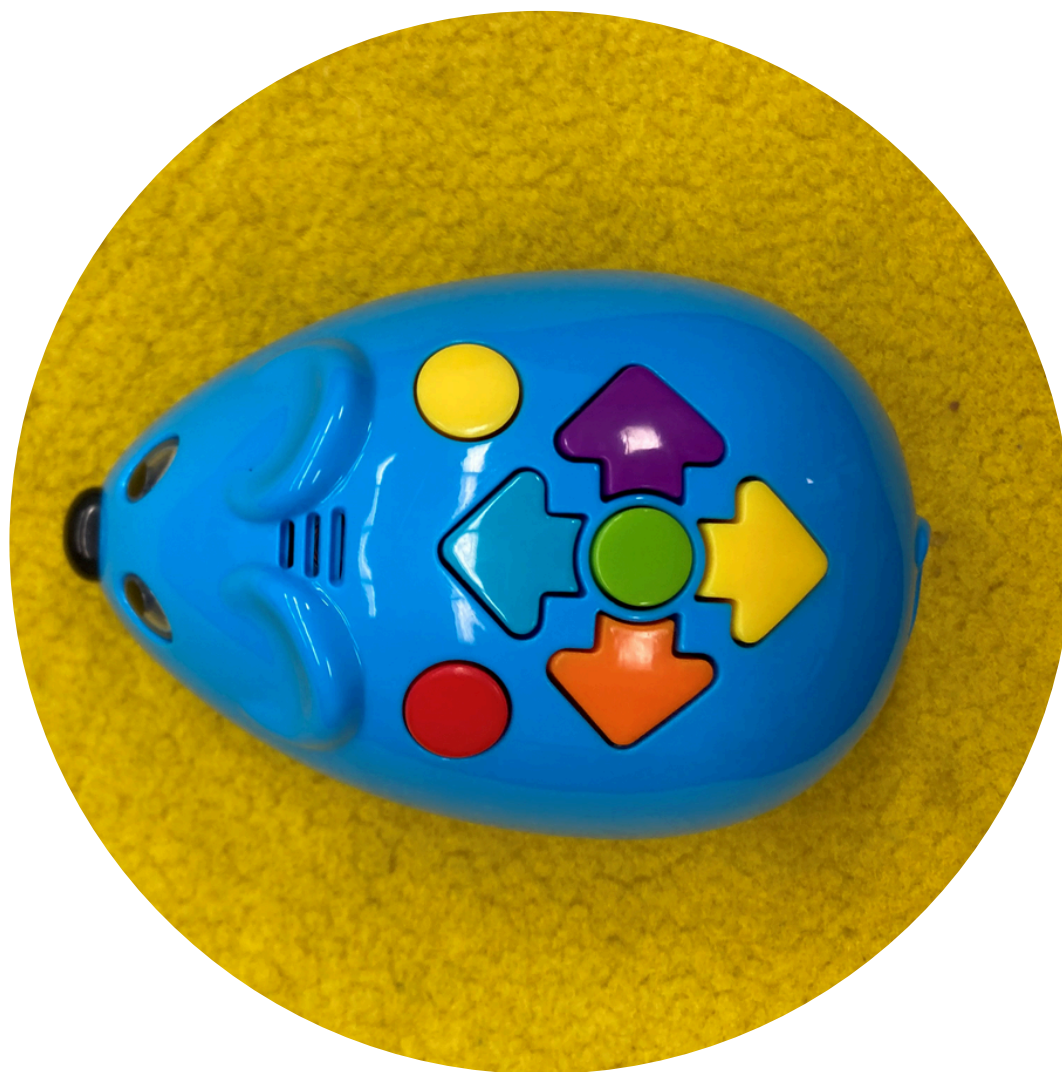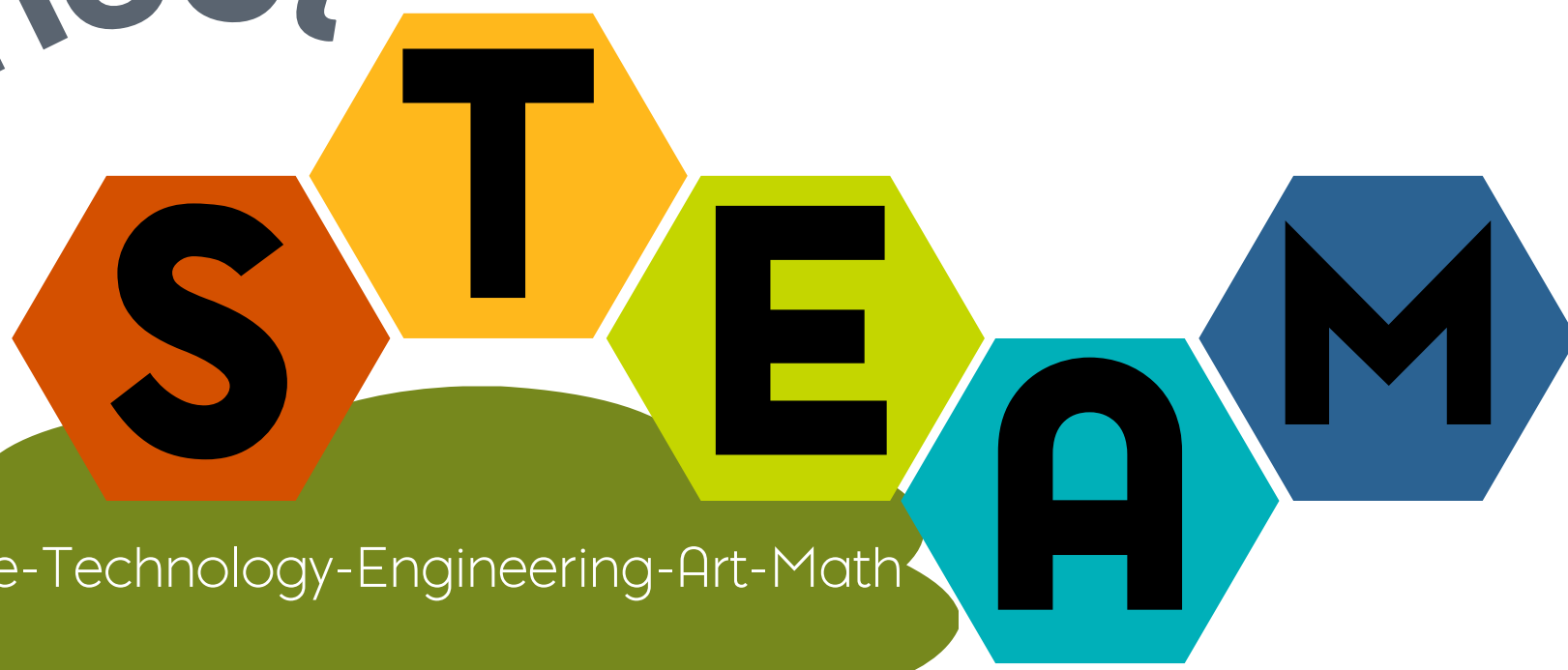

Book
- Ava in Code Land by Jess Hitchman
  - Ava lives inside a video game with her best friend, Pixels. But their super fun life is thrown into disarray when the villainous Max Hacksalot hacks the game. Ava has to use her coding skills to save the world.

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Tech: Coding

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Further Learning
You can practice coding even if you don't have a computer or robot on hand.
- In Simon Says, you get one order at a time. Try playing Simon Says where Simon gives a few orders (stand on one foot, hop, hop, put foot down). Then trying to combine commands into "code" (e.g. hop, hop becomes hop twice).
- Build a maze and create commands on paper (straight, turn right, turn left, stop, move back) that will move a toy through the maze.

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