



Fall FEAST!



Copyright © 2023 by CodeVA

All rights reserved.

No portion of this publication may be reproduced without written permission by the publisher, except as permitted by U.S. copyright law.

Cover art and illustrations by Angelo Natale

Course 1 by Jennifer Hicks

Course 2 by Jennifer Hicks

Course 3 by Christopher Custalow

Course 4 by Angelo Natale

Edited by Perry Shank and Alan Ireland

Published by CodeVA's Eureka Workshop

www.codevirginia.org

What is Snail Mail?

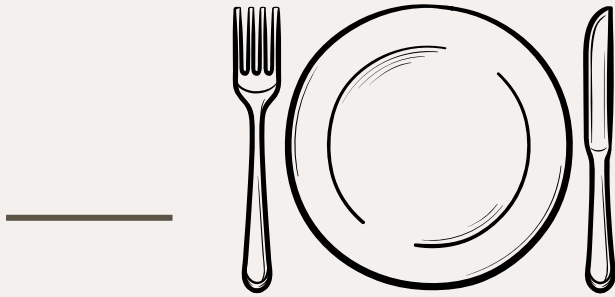
Learning can happen without computers, tablets, or smartphones! All of the resources in this booklet are accessible and include instructions for games you can play at home, a craft or activity, and additional resources for parents, caregivers, educators and students.

Snail Mail is a free quarterly publication by CodeVA's Eureka Workshop. We get students (and their families) excited about computational thinking and the ideas behind computer science. Students are introduced to essential skills while fostering creative thinking through a variety of ways.



Join us in receiving a new Snail Mail each quarter - always 100% free! Classrooms and other educational programs can sign up and include Snail Mail in their activity offerings as well. Sign up yourself or a friend at CodeVA.info/SnailMail.

FEAST Menu



**05 This issue's theme:
Fall FEAST!**

**06 Course 1 - Write an
algorithm**

**08 Course 2 - Program a
family workout**

**10 Course 3 - Indigenous
Peach Pit game**

**12 Course 4 - Codie gets
ready for the feast!**

15 Resources

This issue's theme is Fall FEAST!

Welcome to the Fall FEAST edition of Snail Mail! This issue features a menu of activities that can be completed with family and friends. What is a feast?

The dictionary defines it as a meal served at a celebration. What a great way to celebrate Computer Science by doing fun and engaging activities with others!

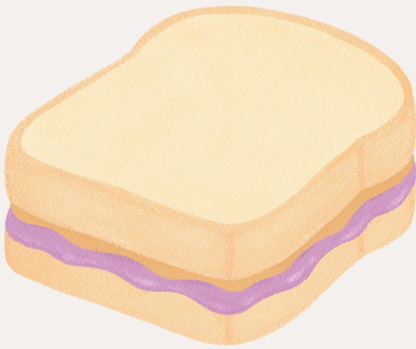
Inside this edition you will find activities that are:

Festive
Engaging
Awesome
Special
Thoughtful

Get ready for a four course meal that will leave you full of learning. We hope the computer science skills you learn will help you now and in the future!

Course 1

Write an Algorithm



An algorithm is a set of instructions followed to perform a task. Create a step-by-step set of instructions on how to make your favorite snack or meal! Use the example below to see how to write out your instructions. Be sure to give detailed directions that someone can easily follow. You can print the next page to write out your algorithm.

How to make a Peanut Butter & Jelly Sandwich

- Take one piece of bread and spread peanut butter all over it with a knife.
- On another piece of bread, spread jelly all over it with a knife.
- Put the 2 slices of bread together with the peanut butter and jelly facing each other.
- Cut the bread in half with a knife.
- Serve and enjoy!

Write out your
algorithm below

HOW TO MAKE...

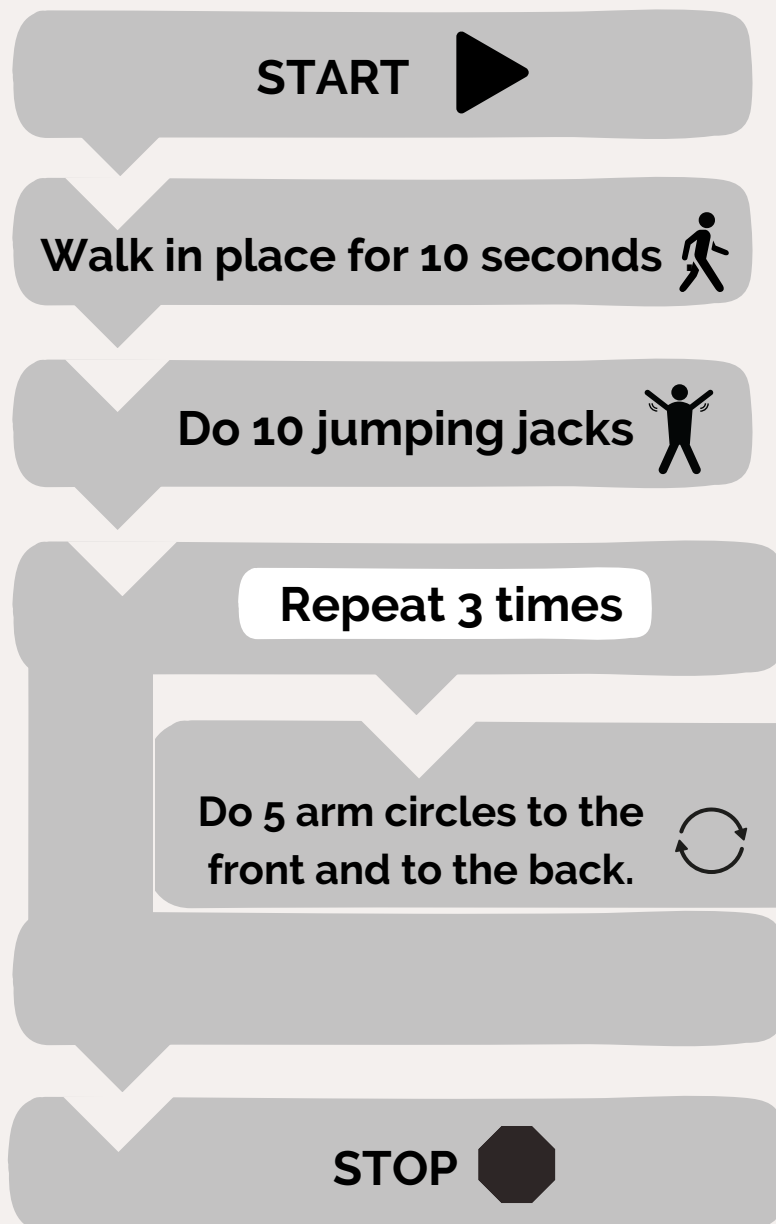


A large white rectangular area with horizontal lines for writing an algorithm. The area is bounded by a thin grey border and contains 18 horizontal lines spaced evenly down the page.


Course 2

Program a family workout


Program a family-friendly workout for after your feast! Use the example below to help create your own workout. You can print the block code on the next page if you want to write out your program.



Write out your program for your workout below.

START 

Repeat 3 times

STOP 

Course 3

Indigenous Peach Pit game

Peach Pit is a well known indigenous game often played in mid-winter or harvest times. Typically, the game is played when you need to settle a situation or problem. When a decision can't be agreed upon, then play the game with others to solve the problem.

How to play the game:

- Use 5 game pieces that are made from a peach pit (or provided cut outs on next page).
- Color one side and leave the other “natural”.
- Game can be played in teams or as 2 individual players.
- Put the “peach pits” in a bowl and turn/flip the bowl over with your hand.
- The score is determined by counting the number of peach pits that come up on the side that is colored.
- The rules and total score vary from person to person and community.

Peach Pit game

How to score:

5 Color Side Up: 5 points

4 Color Side Up: 4 points

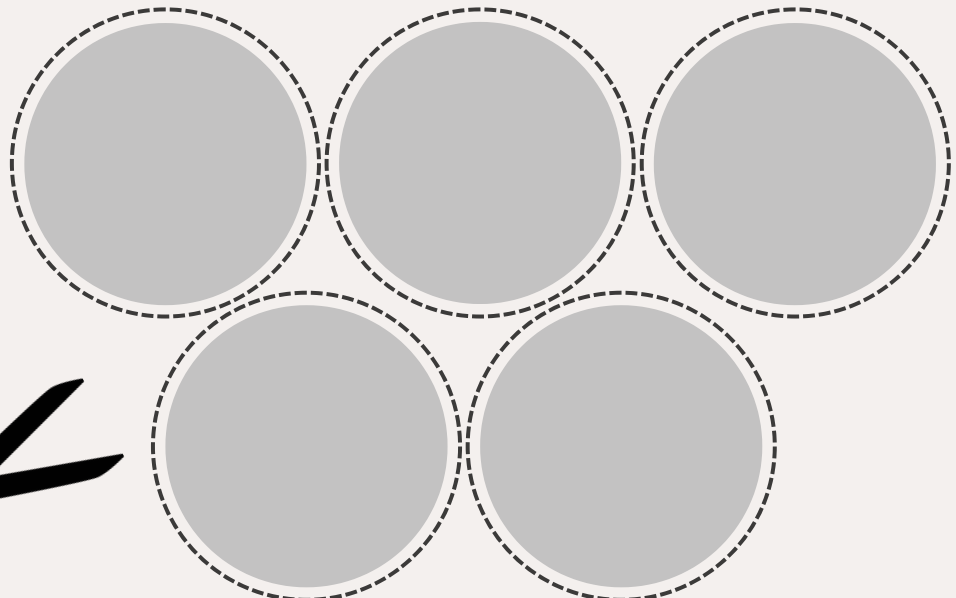
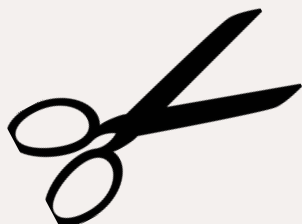
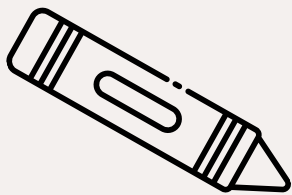
1 Color Side Up: 1 point

2 or 3 Color Side Up: 0 points

If the player/team drops any of the game pieces outside of the bowl then they receive ZERO points.

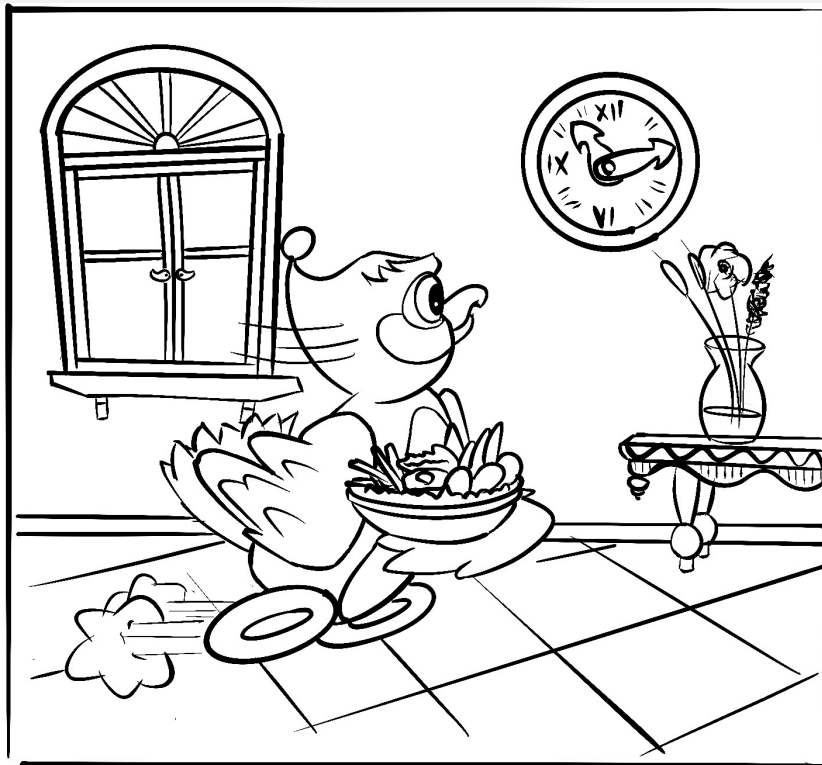
First player or team to 15 wins!

Color and cut out the game pieces.
OR - use peach pits or other game pieces that can be colored.



Course 4

Codie gets ready for the Feast!



Codie has organized a grand banquet with family and friends for this evening, and he's in a frenzy to get everything just right. Guide him through the rooms and create a list of step-by-step instructions for his tasks.

Codie's objective of this game is to set the dinner table by placing plates and food items in the designated squares. Use the following commands to guide Codie: GO UP (x steps), GO DOWN (x steps), GO LEFT (x steps), GO RIGHT (x steps), PICK UP, DROP DOWN. Codie can carry only one item at a time. Use the rectangles on the right to program the correct sequence.

The maze is a 5x5 grid with several obstacles and items:

- Top-left (1,1):** A red and blue bird icon (Codie).
- Top-right (1,5):** A plate of food.
- Middle-left (3,1):** A plate with a fork and knife.
- Middle-right (3,4) and (3,5):** A brown rectangular obstacle with a turkey and a plate with a fork and knife.

Gray rectangular blocks are placed at the following grid intersections: (1,5) and (2,5), (2,1) and (3,1), (3,5) and (4,5), (4,1) and (4,2), and (4,3) and (4,4). Dashed lines indicate the maze boundaries.

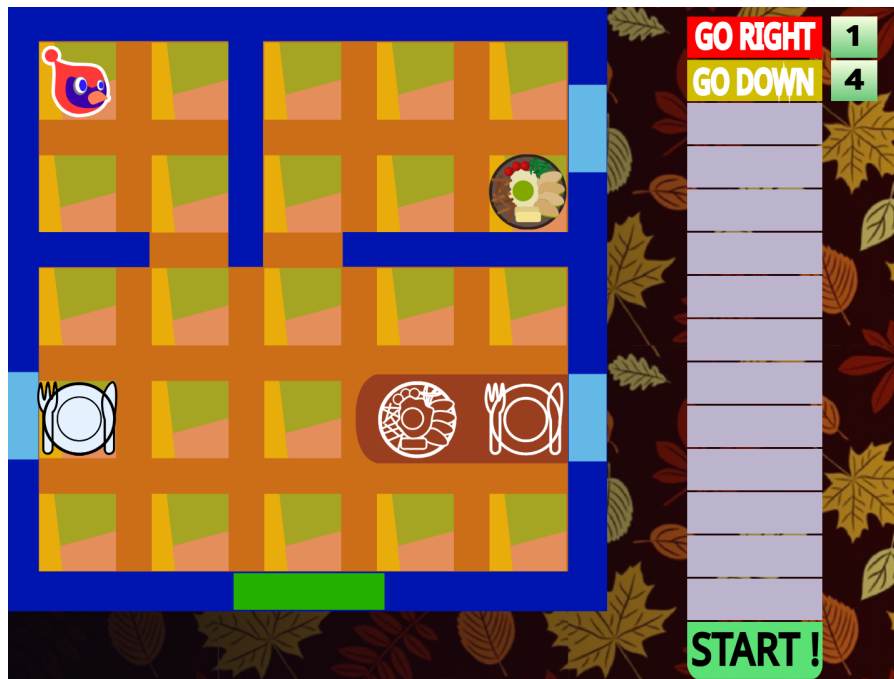
To the right of the maze is a programming interface consisting of a 12x2 grid of empty boxes. At the bottom of this grid is a rounded rectangle labeled "START".

Is there more than one way to complete the game?

You can play a Scratch version of the game called **Codie gets ready for the feast!**



scratch.mit.edu/projects/919840836



The possible solutions for this game can be found on p. 16.

**A big thanks to Meta
for sponsoring
Snail Mail.**

Also thanks to our other
contributors and
distributors.

Interested in getting
involved? Learn how
we do it!



Resources

Computer Science

adafruit adafruit.com

hour of code hourofcode.org/learn

micro:bit microbit.org

VEX vexrobotics.com

Art and Game Design

earsketch earsketch.gatect.edu

gb studio gbstudio.dev

makecode makecode.com

piskelapp piskelapp.com

processing processing.org

scratch scratch.mit.edu

Feast ideas

Thanksgiving recipes

<https://www.allrecipes.com/recipes/198/holidays-and-events/thanksgiving/>

 **Meta**



[Snail Mail sign up and archives](#)

Solutions for "Codie gets ready for the Feast!"

SOLUTION #1

1	GO RIGHT
3	GO DOWN
1	GO LEFT
	PICK UP
4	GO RIGHT
	DROP DOWN
2	GO LEFT
2	GO UP
2	GO RIGHT
	PICK UP
2	GO LEFT
2	GO UP
2	GO DOWN
1	GO RIGHT
	DROP DOWN
2	GO LEFT
2	GO DOWN
1	GO RIGHT
	DROP DOWN
1	GO RIGHT
	PICK UP
4	GO RIGHT
	DROP DOWN

SOLUTION #2

1	GO RIGHT
2	GO DOWN
1	GO RIGHT
1	GO UP
2	GO RIGHT
	PICK UP
2	GO LEFT
2	GO LEFT
2	GO DOWN
	DROP DOWN
3	GO LEFT
	PICK UP
4	GO RIGHT
	DROP DOWN



CodeVIA 
Eureka Workshop
