Making Your Code

Decide what the people following your code will do. Step 1

Create actions like walking in a certain direction, jumping, or twirling.

Make a key for each of your actions. Step 2

Match each action you decided on to a symbol.

Create your algorithm. Step 3

Using your symbols, write a list of instructions for people to follow.

Step 4 Test your alogrithm.

Get a friend, family member, or neighbor to go through your code!

Example Key:

$$\sqrt{}$$

= Walk Backward



= Follow the Line



= Run in a Circle

