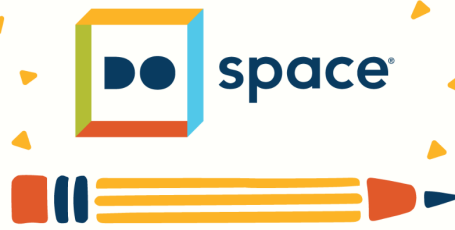


# AFTER SCHOOL CLUB



AGES 6-12  
@ 5:00 PM

## KID CODERS - MAZE RUNNERS

### INTRODUCTION

Join us in January for a very puzzling program! Design your own labyrinth with twists and turns, then attempt to escape other students' mazes by coding our mobile Finch robots. Will you be able to escape?.



### Subjects:

- Puzzle Solving
- Block-Based Coding

### Standards:

- K-2 ETS1-2
- 3-5-ETS1-2

[nextgenscience.org](http://nextgenscience.org)

### Maker

### Capacities:

- Notice Everything
- Prototype and Test

[agencybydesign.org](http://agencybydesign.org)

### Key Terms

- Algorithms
- Permutations

### WHAT WE'LL BE USING:

Laptops (Macs and PCs available)  
Hummingbird Finch robots  
Painter's Tape

### How do I solve a maze?

The next time you find yourself in at a harvest festival or trapped on the island of Crete with a minotaur, try the "wall follower" algorithm! At the entrance, choose either the left or right wall. Keep your hand on that wall as you move through the space. If the maze is simply connected, you will inevitably arrive at the exit (although it may take you a long time!)