

Codesaurus

Codesaurus: A Coding Concepts Game for all ages

Game PDF Printing instructions: It is suggested that you print all game PDFs on Card Stock. To print the game board (20 inches by 20 inches) choose print from the Adobe PDF menu and select "Poster" as the page size option. You will print out a 20x20 grid on 6 sheets of 8.5x11 paper. Simply cut and tape the board together. The game pieces and cards can be printed and cut to size. Fold the game pieces and tape so that they stand on the board with a visible front/back (see picture). Cards can be printed either 2 sided to include the printed back or print "odd pages only" single-sided to save ink.



Object of the Game: To be the first dinosaur to reach the nest!

In the box:

- 10x10 grid game board
- 4 dinosaur game pieces
- 80 playing cards (52 black cards for everyone, 20 red card add-ons for elementary level and 8 green (obstacle) cards for older players.)

Set up:

- Each player selects a game piece and puts their piece on the start square closest to them. (Note Players must face the game piece in the same direction as indicated by the Dinosaur Footprint.)
- Shuffle the deck of cards.
- Pass out 4 playing cards for each player

Rules:

- NOTE: Each player must move their game piece according to the card laid with respect to the direction that the game piece is facing. For example:



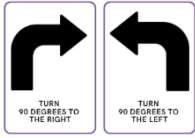
- The youngest player goes first.
- Player takes a card from the draw pile and plays a card from their hand. The card is placed in front of the player to show the "written code" for the game piece. You must make a move each turn. If you cannot make a move, discard a card from your hand to the bottom of the draw pile and wait until your next turn. (Just like a programmer would take a break when they cannot make a move.) Cards are laid face up, in a pile in the order that they are played.
- Two players cannot occupy the same space. If the space you want to go to is occupied, you cannot go that way.
- Play proceeds in a clockwise direction.
- The player that reaches the nest first is the winner!



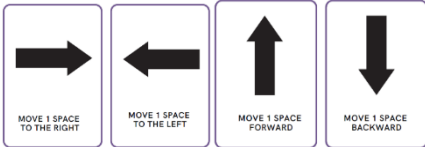
(The nest is the center 4 square area of the board. As long as the game piece is on one of the nest squares, they are in the nest.)

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Basic Cards: Use only this set for pre-readers (52 Black Cards)



Turn your game piece 90 degrees to the left/right.

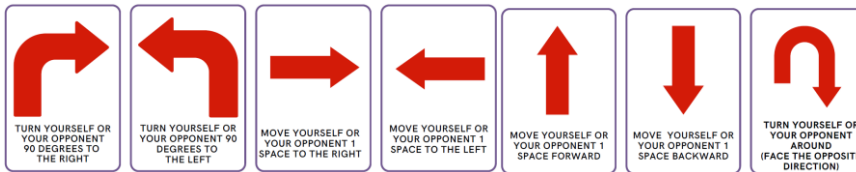


Move (Right, Left, Forward, Backward) one space.



Turn your game piece 180 degrees (This is helpful to use some cards.)

Elementary Add-On Cards: Use the Basic Card Set and Add in the 20 Red Cards



- The red card set does exactly the same thing the black card set does, except you can move your game piece or your opponent's game piece.
- When a card is played on an opponent's game piece, the card used is placed in that opponent's card stack.

Expert player Add-On Cards: Use Basic Cards, Red (Elementary) Cards and Green (Obstacle) Cards



The Obstacle card is used to place an obstacle on the game board on the brown spaces only. This can be played to thwart an opponent's effort to reach the nest. There can only be a maximum of 2 Obstacles in each quadrant of the game board. Obstacles cannot be placed on the green spaces on the board.

Game Theory:

This game was developed to introduce a dialogue of coding to children. Each card in a player's hand represents a coding command that can be used to move the game piece toward the goal (the nest). When we use code to create a program, each line moves us further toward the goal. At the end of the game, try to duplicate your results by "running the code" again.

Adding the Red Cards simulates coding when an unexpected event occurs. Adding obstacles again simulates adding another level of influence under the coder's control.