**WEEK 4 – Daily Physical Education Coding**

**Unit:** Number

**Grade:** Primary (K-3)

**Curriculum Expectations**  
 Recall and demonstrate addition facts for numbers up to 20, and related subtraction facts  
**SEL**- See themselves as capable math learners, and strengthen their sense of ownership of their learning, as part of their emerging sense of identity and belonging

**Activity** Algorithm: a list of rules to be followed in order to make things happen in games or other computer programs.  
Sprite: the character that does the movement in the game by following the algorithm.  
  
1)Students will complete the codes below and do the corresponding action.  
2)Students will start by solving the following mathematical equation to see if the answer is correct.  
Note- Grade 2’s and 3’s should try to use mental math to solve the equations while younger grades may use math manipulatives.

3)If the answer is correct students should do the action following the then statement, if the answer is incorrect they should do the action following the else statement in the code.  
  
Note-Students may use a separate piece of paper to write the corrected equations and to show their work.

**Check for Understanding**   
I engaged with the computational process and understand the importance of each piece of ‘code’  
I can solve problems involving the addition and subtraction of whole numbers to 18, using a variety of mental strategies and/or manipulatives

**Materials**   
 Coding sheets (attached below) and a big empty space  
Optional- pencil, separate piece of paper, math manipulatives to count (blocks, fingers, etc.)

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Do 15 jumping jacks

Jump 10 times

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18

Run on the spot and count to 30

Touch your toes 20 times

Do 10 squats

Do 15 jumping jacks

Run on the spot and count to 20

Jump and turn 5 times

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15

Jump then touch the floor 15 times

Do 15 star jumps

Do 10 squats

Do 5 push ups

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