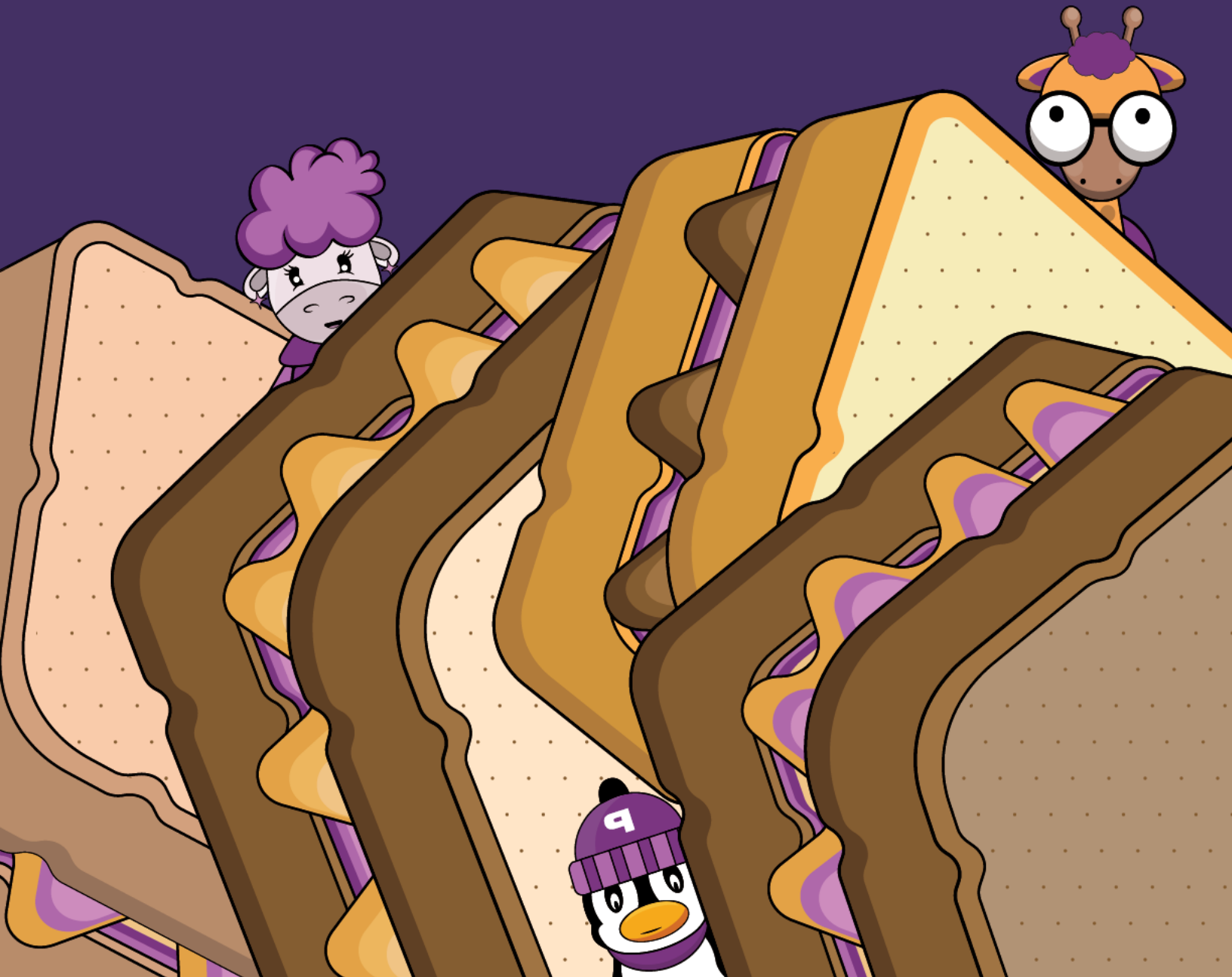# HOW TO CODE A
PEANUT BUTTER
SANDWICH

Program someone at home to make a
Peanut Butter and Jelly Sandwich!

For this activity, you will be programming someone to make a peanut butter and jelly sandwich! You will need to think about all the steps to making a sandwich. It takes very detailed steps for a computer to do a task, the same goes for when you are giving directions to someone to do something.

You will need to find your materials!

Peanut Butter, Jelly, 2 slices of bread, and a knife or something to spread items with.

Brainstorm!

Think about how you make a peanut butter and jelly sandwich, think about all of the steps and all of the details

Write it down!

Write down your steps for making the sandwich. Remember you need to be very specific, someone will be following these directions.

Make the Sandwich!

Have someone at home follow your directions, first they will need to read their Sandwich Maker overview!

Time to Eat!

Eat the sandwich you have just directed someone to make for you!

Reflect!

What would you have done differently?

Brainstorm

Think about it, how do you make a peanut butter and jelly sandwich?

<u>Draw</u> the steps to making the sandwich in the boxes below to help you plan out your writing

Step 1	Step 2	Step 3
Step 4	Step 5	Step 6

Writing

Write your directions below for someone to make your peanut butter and jelly sandwich.

*Remember, you want to think hard about detailed directions, use your drawings to help.

Step 1	
Step 2	
Step 3	
Step 4	
Step 5	
Step 6	

Sandwich Maker Instructions

Your student has written out the instructions to make a peanut butter and jelly sandwich.

🥜 Here is your task 🥜

- Explain to your student how computers have to follow very specific directions to complete a task, if the directions you code into the computer are not exact, you will not get the desired outcome from the device.

- Use the above mindset when following the directions your student has written out.

- For example, if the directions say to put peanut butter on a slice of bread, do just that! Don't spread it, just put it on the slice.

- When your student tries to direct you further and say you are doing it wrong, remind them that you are doing EXACTLY what the directions state!

- Discuss with your student the outcome of their directions, you followed them exactly, but did they get their desired outcome?

- Discuss how this is related to when you're writing the code for a computer, everything must be very specific

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Reflect!

Well, you are eating your peanut butter and jelly sandwich, but did it turn out like you wanted it to?

Let's think about what we did

What went well? How is your sandwich?	
What did not go well?	
What would you write down different next time?	
Did whoever made your sandwich follow your directions?	