

SPRING LEARNING CHALLENGE MARCH 23 TO APRIL 9, 2018

Coding is how we give instructions to a computer to tell it what to do. You can use coding to design your own games, apps, computer programs and more!

Learn more about coding with Chicago Public Library's Spring Learning Challenge:

- Read a book about coding
- Explore a coding activity online
- Design a game or app you want to make
- You decide: how can you be a coder?

Check out our booklist and other fun activities at chipublib.org/kidscode

Complete the following:

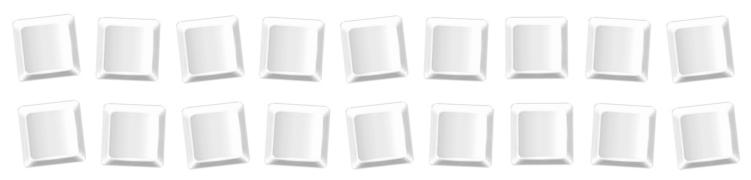
- 1. Read anything you want for 20 minutes a day for at least 5 days.
- 2. Discover something about coding or create your own coding project! Draw or write about it on the log sheet.

When you have completed the challenge, return it to your branch library by April 16 to receive a prize.

Name		Grade or age
Phone	Email	
School		
Branch		

KIDS CODE! Log

Color a key for each day that you read at least 20 minutes.



MY CODING PROJECT:

Explore an online coding activity
Invent a new app or game
Other:

Draw or write about it below.

