

Maze: Loops

Lesson time: 30 Minutes

LESSON OVERVIEW

Building on the concept of repeating instructions from Getting Loopy, this stage will have students using loops to more efficiently traverse the maze.

TEACHING SUMMARY

Getting Started

[Introduction](#)

Activity: Maze: Loops

[Maze: Loops](#)

Extended Learning

[Extension Activities](#)

LESSON OBJECTIVES

Students will:

- Identify the benefits of using a loop structure instead of manual repetition
- Create a program for a given task which loops a single command
- Break down a long sequence of instructions into the smallest repeatable sequence possible
- Create a program for a given task which loops a sequence of commands
- Employ a combination of sequential and looped commands to reach the end of a maze

GETTING STARTED

Introduction

Review with students the Getting Loopy activity:

- What are loops?
- Why do we use them?

ACTIVITY

[Maze: Loops](#)

As students work through the puzzles, see if they can figure out how many fewer blocks they use with a loop vs. not using a loop.

EXTENDED LEARNING

Use these activities to enhance student learning. They can be used as outside of class activities or other enrichment.

So Moving

- Give the students pictures of actions or dance moves that they can do.
 - Have students arrange moves and add loops to choreograph their own dance.
- Share the dances with the rest of the class.

Connect It Back

- Find some YouTube videos of popular dances that repeat themselves.
- Can your class find the loops?
- Try the same thing with songs!



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