Step It Out!

Find Me!

When you need to solve a problem or complete a task, it can help to step it out—that means thinking about the steps you need to do, and then doing them in order. This computational thinking skill is a creative way of thinking that can help children solve problems in more organized ways. Try the ideas below to practice this skill with your child.

**Watch the Story**
**To Win the Prize, Be Wise**
Ask your child:
• What problems did Fred and Daisy have when they tried to win Ellie?
• Why did the monkeys decide that Bo should do the beam first, the ladybug second, and the tree last?
• What would you have done to win Ellie? Explain.

**Do the Activity**
**Find Me!**
Follow the directions on the next page to do the activity.
You’ll need:
• Scissors
• Stuffed animal or doll
• Arrows cards (printed and cut; see last pages)

**Watch the Music Video**
**Don’t Go, Mr. Flamingo**
Watch the monkeys sing as they encourage Mr. Flamingo to keep trying, even when he gets frustrated!

**Read a Book (Optional)**
**Henry’s Map**
by David Elliot
Ask your child:
• Why do you think Henry wanted to make a map?
• What can a map help you do?
• What place would you like to draw a map of?

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Total time needed: 15–20 minutes
**Do the Activity**

**Find Me!**

You and your child will take turns hiding a stuffed animal or doll. Then you’ll **step it out** by making a trail of arrows to the hiding place. You can **step it out** to solve all kinds of problems and do all kinds of tasks!

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### Introduce the Activity

- **1.** Before inviting your child to play, find a hiding place for the stuffed animal or doll. Then place arrows on the ground leading to it.
- **2.** Have your child join you. Hold up an arrow and say:
  - *This arrow tells you to walk in a certain direction.*
  - *Can you show me which way this arrow tells you to walk?*
- **3.** Tell your child:
  - *I’ve hidden a stuffed animal for you to find.*
  - *How are you going to find it?*
- **4.** After your child finds the stuffed animal, explain that it’s her turn to hide the animal. (Following your arrows was probably easy for her, but **stepping out** her own trail of arrows will be more difficult!)

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### Step It Out!

- **1.** Before your child begins, help her think it through. Say:
  - *Now it’s your turn!Hide the stuffed animal and then make a trail of arrows so I can find it!*
  - *Think about where I should start walking and where I should finish walking. Then set up the arrows for me to follow—that’s called **stepping it out**.*
- **2.** Cover your eyes while your child sets up the arrows.
- **3.** As you follow the arrows, talk about what you’re thinking. You might say:
  - *This arrow means go straight.*
  - *This arrow means turn the corner.*
- **4.** When you’ve found the stuffed animal, remind your child of what she did:
  - *You stepped it out by thinking about how to use the arrows to lead me to the hiding place!*

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**TIP:** Space the arrows

There are only 12 arrows. Part of **stepping it out** is spacing the arrows so they don’t run out before you get to the hiding place. If this happens, say: *There aren’t any more arrows to follow! I don’t know what to do next! Can you set up some arrows in front of me so I know where to go?*

**TIP:** More ways to practice

Try it again, but challenge your child to make a longer trail. Can the trail go into another room or up a staircase? Help your child **step it out** from start to finish.
Arrows