



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.

Total time needed: 15–20 minutes



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!



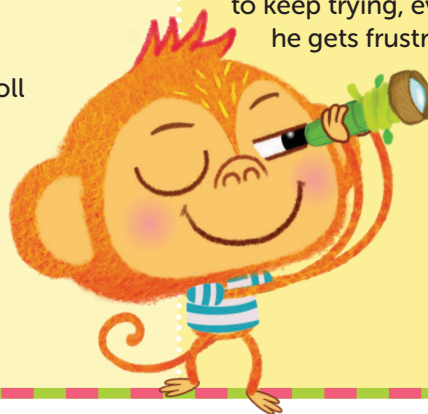
Read a Book (Optional)

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?



For AHA! Island videos and activities, visit: ahaisland.org → Username: aha → Password: island

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!



Introduce the Activity

(see materials on first page)

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!)

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!*

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.

AHA! Island is produced by:



Funding for AHA! Island (wt) is provided by the National Science Foundation and the Heising-Simons Foundation.



This material is based upon work supported by the National Science Foundation under Grant No. DRL-1612642. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation. © 2019 WGBH Educational Foundation. All rights reserved.

Arrows

