

<p>Name: Conditionals with Cards Made by: Code.org with Thinkersmith Description: Teaching conditionals using a traditional deck of playing cards Lesson plan: https://code.org/files/ConditionalsHoC.pdf Tutorial: https://www.youtube.com/watch?v=TbUaEnAYPjI</p>	8 years+	<ul style="list-style-type: none"> • algorithms (following and describing) • data collection (properties, sources and collection of data) • data representation (symbolism and separation) <p><i>Computational thinking (CT)</i></p>
<p>Name: Laser Maze Made by: Thinkfun Description: A logic maze game that teaches STEM skills. The game requires players to use mirrors, beam-splitters, a little science and brainpower to direct the laser through a series of mind-challenging mazes to light up the target.</p>	8 years+	<ul style="list-style-type: none"> • abstraction • algorithms (following and describing) • specification (descriptions and techniques) <p><i>Computational thinking (CT)</i> <i>Systems thinking (ST)</i></p>
<p>Name: Cat Stax and Dog Pile Made by: Gamewright Description: Players use cats/dogs of different shapes and sizes, a series of challenge cards and computational thinking to work out the correct way to stack the cats/dogs together. They must be fitted precisely into the supplied grid in order to solve a range of easy to difficult puzzles. This game provides an opportunity to discuss branching in algorithms. An individual or multiplayer game.</p>	10 years+	<ul style="list-style-type: none"> • algorithms (following and describing) • specification (descriptions and techniques) <p><i>Computational thinking (CT)</i></p>

Search online for more information about these games such as more detailed descriptions, reviews and videos of the games being explained or played*.

See <https://www.australiancurriculum.edu.au/resources/digital-technologies-in-focus/> for further resources and support materials.

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