

Programming With Cups

The objective is for youth to learn programming by writing a program for their partner to use to stack cups.

- 1) Ask youth to stack cups in the design that he/she wishes to
- 2) Then, ask them to use arrows and draw a program that another teammate can use to build that same design. Give them a sheet of paper and a pencil and tell them to start a new line for each cup. It might look something like the example below.

