Feed The Mouse

This game teaches children about **algorithms**, which is a group of instructions written by the programmer to tell the computer what to do. They will also learn the concept of **debugging**, which is how to fix a problem in a program.

In this game, teachers and parents can design a path for the mouse using a deck of card and place some yummy treats for him throughout the path.

The objective of the game is to move the mouse through the path without missing any treats on its way.

Materials Needed

A deck of cards

A toy Mouse

A few toy yummy treats

How to play

One child acts as the Computer (who moves the mouse by listening to the programmer's instructions). The other child acts as the Programmer (who gives the commands). The Programmer gives verbal instructions like 'Move Forward' (state how many card spaces), 'Move Backward' (state how many card spaces), and 'Turn Right' or 'Turn Left' to guide the computer/mouse throughout the path, without missing any of the yummy treats.

The challenge level of the game can be increased by creating a more complex maze and putting obstacles in pathways that the mouse has to escape from or maneuver around.