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J-KIT STEM

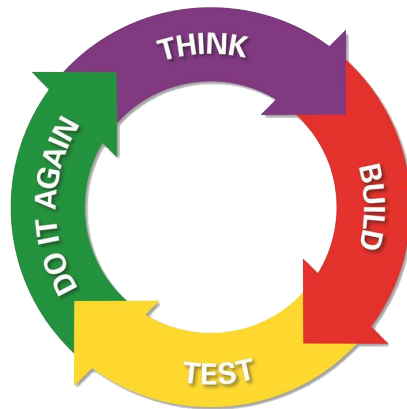
Coding for Preschoolers

Engineering Design Process

Think, Build, Test, Do It Again

That's the process engineers use when they tackle a problem. Engineers don't have official rules telling them to follow this set of steps. But, over time they've learned that **they get the best results this way.**

They **think** and brainstorm about a problem and factors they have to consider to solve it. They come up with an idea and **build** a prototype. They **test** the prototype. And, then they **repeat** the process to improve their results.



It Takes a Lot of Back and Forth

Engineers often **move back and forth within the loop**, repeating two steps over and over again before moving forward. It's a key to engineering success. Sometimes, engineers will focus on one specific step, and when complete, pass the project off to another team with a different skill set.

Engineers are creative problem solvers!

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Scientific Concept: Computer Coding

Recommended Ages: 3 to 6

Scientific Practice: Computational thinking

What to know about this kit:

Practice the beginning blocks of coding with the Coding Critters: Scrambles the Fox . Kids will get practice with sequencing and planning as they learn how to control the direction Scrambles moves. Follow along with Scrambles's story or draw your own black-line paths for him to follow.

Please note: This kit must be returned to a staff member at an Anchorage Public Library location.



Kit Contents & Replacement Costs		
Item Type	Description	Cost
Object	Coding Critters Go-Pets 14 pieces	\$20
Book	<i>How to Code a Rollercoaster</i>	\$15
Book	<i>Hello Ruby: Journey Inside the Computer</i>	\$11
Packaging & Processing Fee:		\$25
Total Kit Replacement Cost:		\$71



Please verify all parts are present before returning.