



Choosing a Warm Up

What to look for:

- ✓ Is it fun?
- ✓ Does it get everyone up and moving around?
- ✓ Is it simple to explain, or demonstrate?
- ✓ How long will it take to do it? (10 minutes is a good maximum)
- ✓ Does it link to the creative coding project in some way?

(e.g., It might help families to understand the rules of the game you'll be making, or it might help them understand if/then logic or sequencing.)

Ideas:

- ✓ If your project involves making a game, try playing it off-screen as a warm up
- ✓ If your project involves making music or sounds, get everyone making those sounds themselves
- ✓ Role plays are great fun! Let one person direct the action and decide what sequence the others will perform their actions in – try to match the project code
- ✓ Invent your own warmup, the sillier the better!

If you're really stuck and can't think of anything, these are some old favourites that rely on logic and sequencing:

- Simon Says
- Red light, green light
- Quiz - adults vs. children
- Obstacle course
- Duck, duck, goose