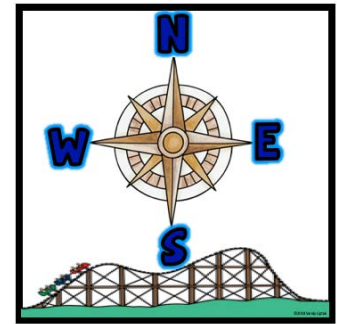


# Start



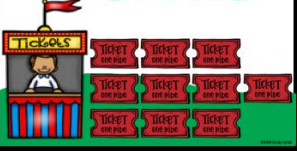
# How to Code a Rollercoaster: An Unplugged Activity

Everything you need to create a fun coding activity to go along with the book "How to Code a Rollercoaster" by Josh Funk



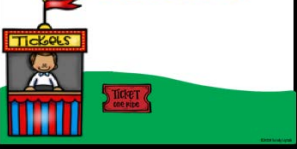
Use these signs for non-readers or early readers

# Get 10 Tokens



Use these signs for readers

# Get 1 Token

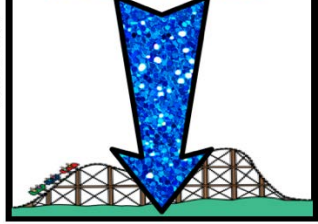


# North



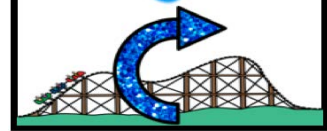
Use these signs for non-readers or early readers

# South



Use these signs for non-readers or early readers

# Turn Right

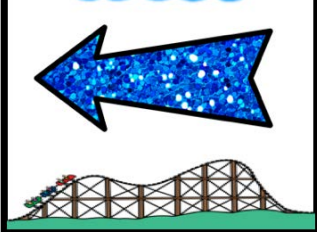


Use these signs for readers

# Leave Tokens

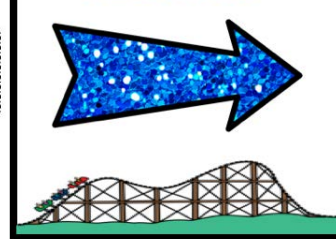


# West



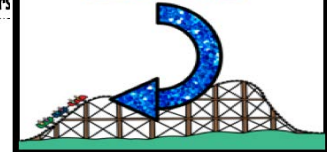
Use these signs for non-readers or early readers

# East

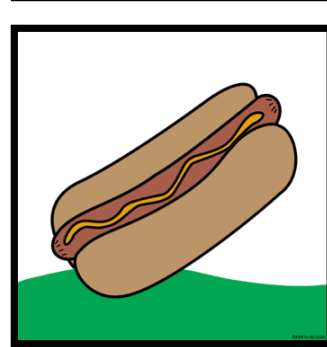
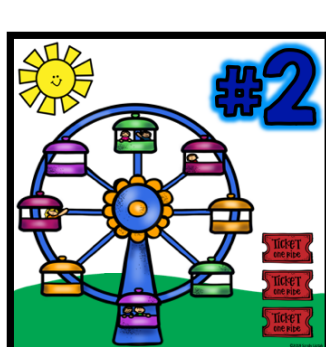
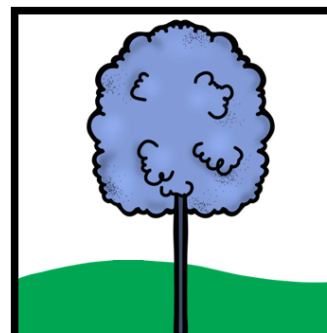
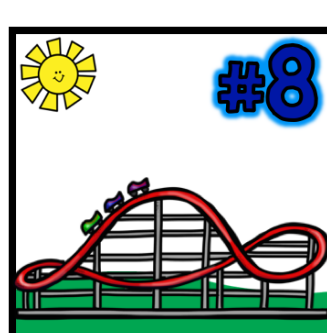
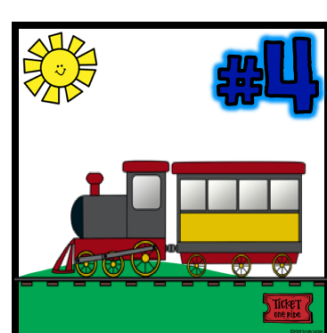
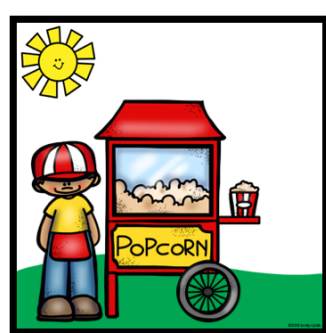
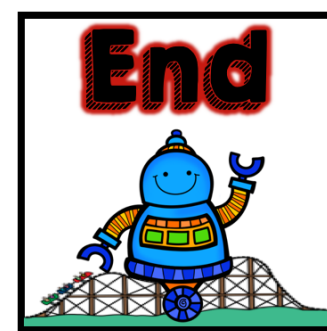
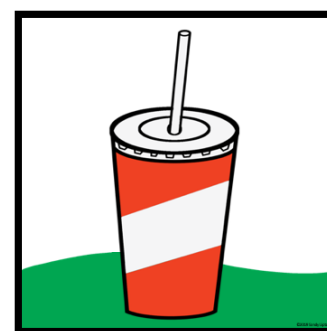
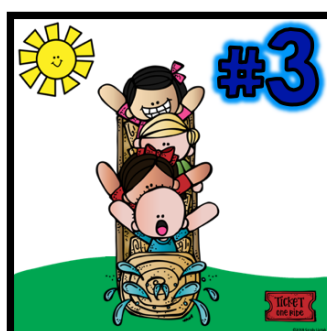
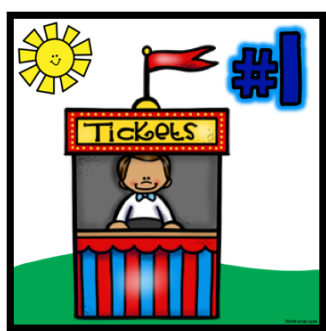
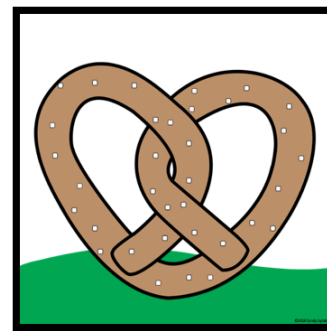
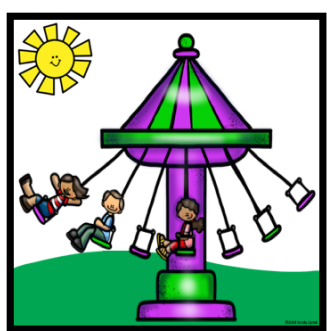


Use these signs for non-readers or early readers

# Turn Left



Use these signs for readers

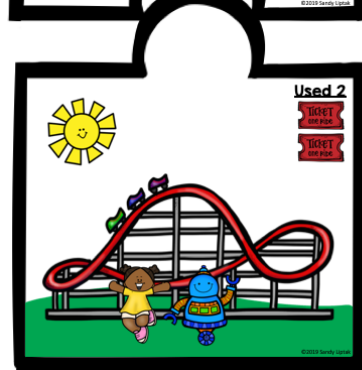
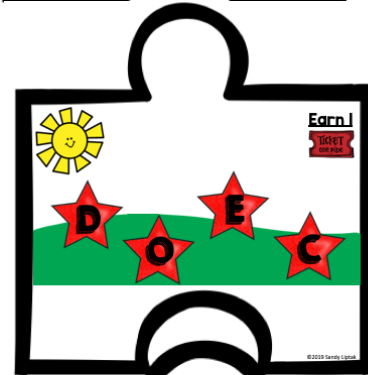
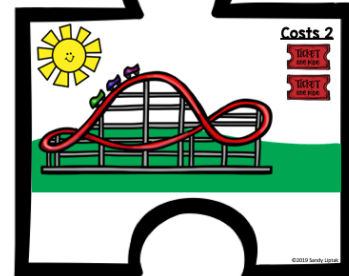
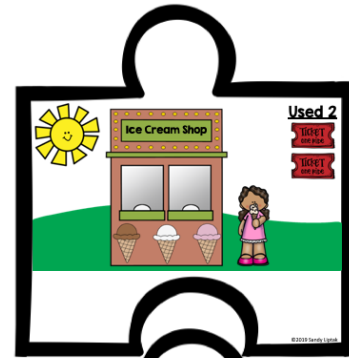
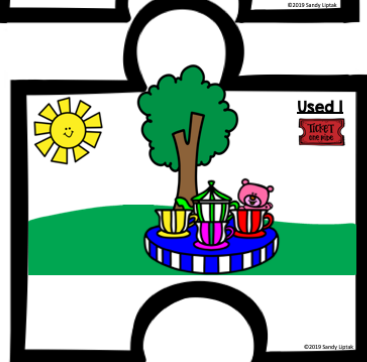
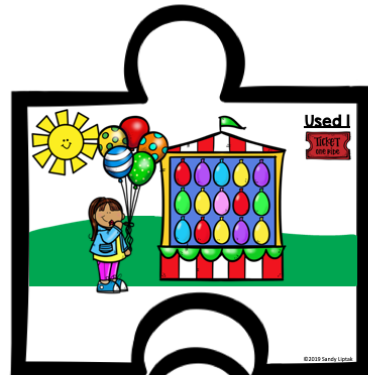
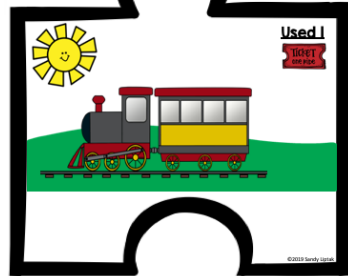
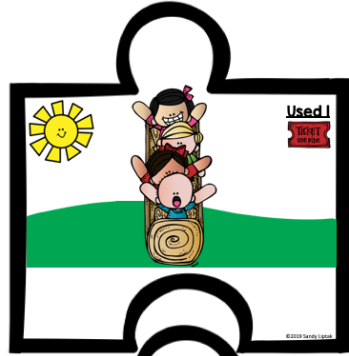
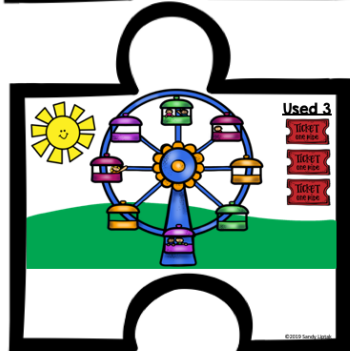
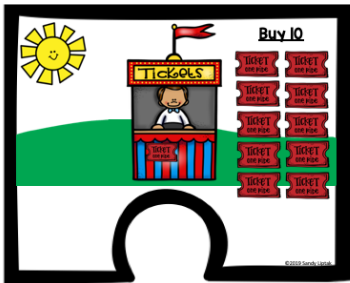


All signs available in color and black and white.  
Just print them out on cardstock and laminate!

# SEQUENCE



The order of events happening in the story (first, second, next, last)



Retelling  
puzzle  
pieces