Teacher Guide: Code Monsters

https://www.tynker.com/hour-of-code/codemonsters

Time: 30 minutes
Grades: 3+
Difficulty: Intermediate

Students complete a set of 21 coding puzzles that introduce them to all the basic coding concepts they need to program their monsters.

Activity Requirements: This activity requires computers with a Web browser and an Internet connection. Headphones recommended.

Programming Activities

Solve 20 Coding Puzzles (30 minutes)

Students solve a set of 21 coding puzzles to learn how to program the monsters that they collect. The first puzzles are very simple and introduce basic concepts. As students progress through the set, they collect new monsters that they can program and the puzzles become more challenging. They learn and apply computational thinking concepts like sequencing and automation. At the end of this activity, students understand basic programming concepts like conditional logic and sequencing.

Hour of Code Certificate

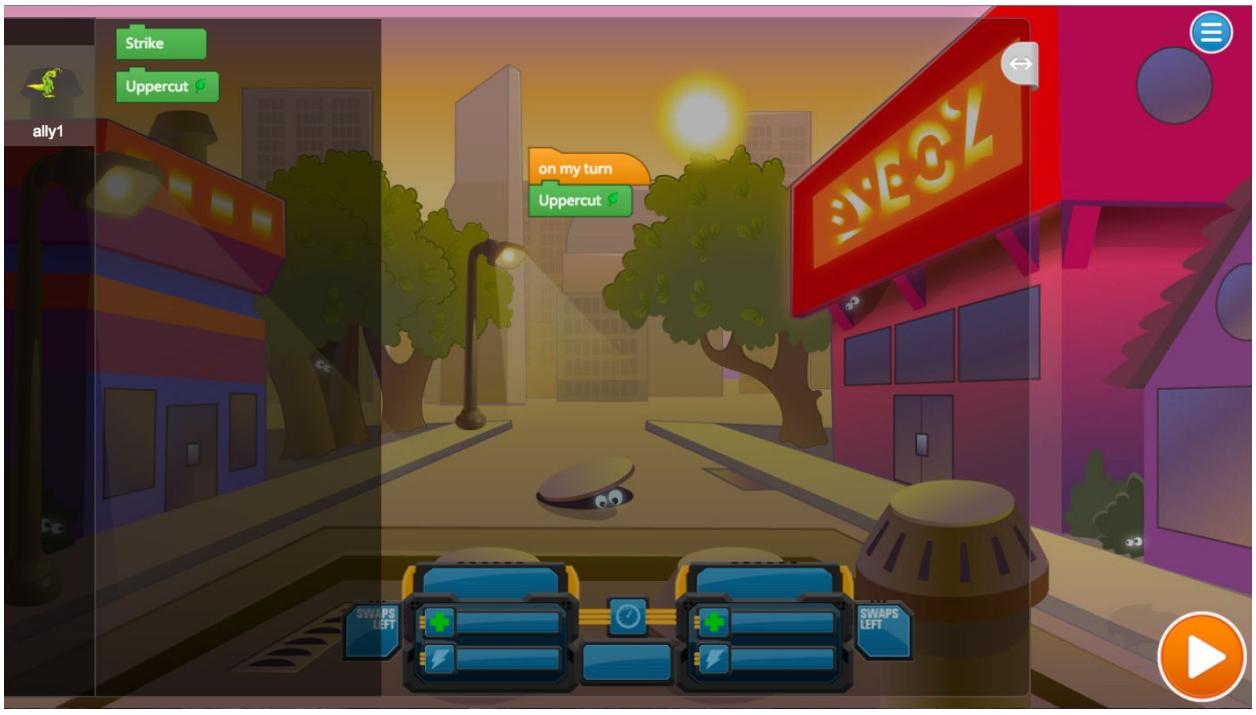
Be sure to download a personalized certificate for your students when they complete this activity.

Standards Mapping

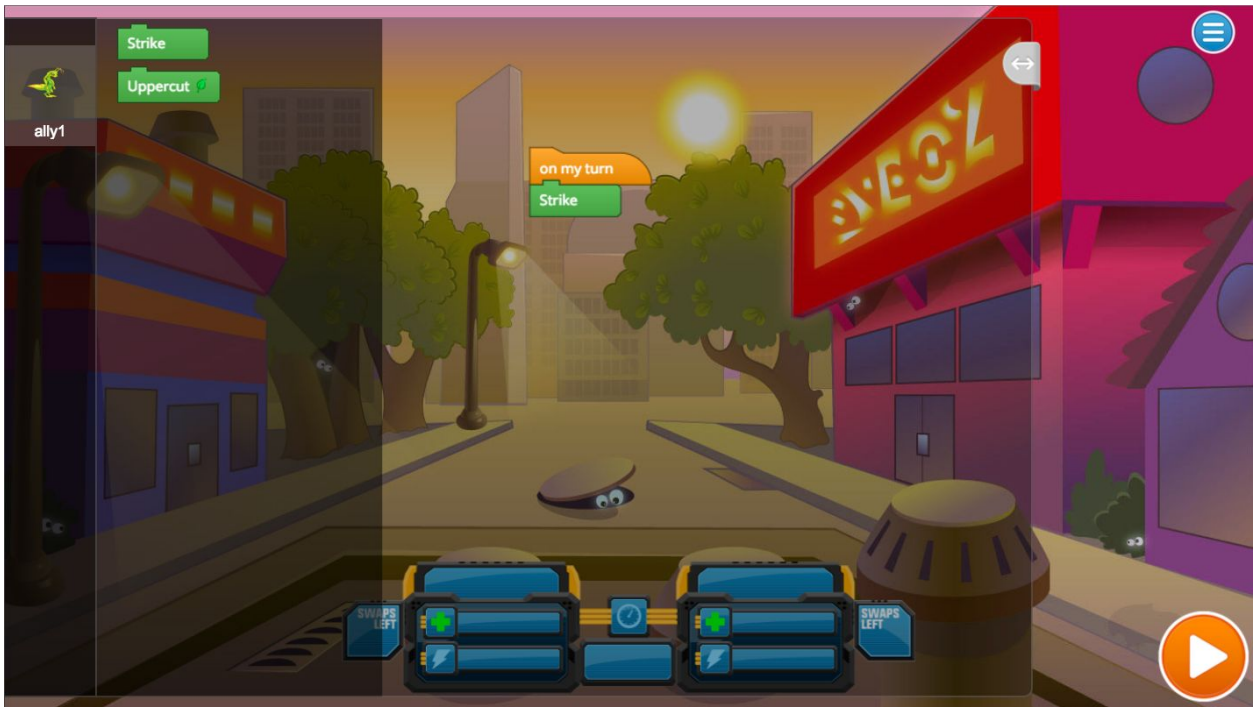
CCSS ELA: RI.3.3, W.3.6, RI.4.5, RI.4.3, RI.5.10, RST.6-8.4, RST.6-8.7, RST.9-10.5, RST.11-12.3
CCSS Math: MP.3.2, MP.3.8, MD.4.5, NF.4.7
CSTA: L1:6.CT.1, L1:6.CPP.5, L1:6.CPP.6, L2:9.CT.1, L2:9.CT.3, L2:9.CT.5, L2:9.CT.12, L2:9.CPP.3, L2:9.CPP.5

Puzzle Solutions

Puzzle 2



Puzzle 3



Puzzle 5

Puzzle 6

Puzzle 6

Puzzle 7

Puzzle 8

Puzzle 9

Puzzle 10

ally1
ally2
ally3
if is first turn? then
else if full energy? then
else
switch to ally1
Strike
Uppercut
Pray
Swiftness
on my turn
if is first turn? then
switch to ally3
else if full energy? then
Pray
else
Strike
SWAPS LEFT
SWAPS LEFT

ally1
ally2
ally3
if is first turn? then
else if full energy? then
else
switch to ally1
Fin Blade
Soak
Hydroshock
on my turn
if full energy? then
Hydroshock
else
Fin Blade
SWAPS LEFT
SWAPS LEFT

Puzzle 10 Cont.

Puzzle 11

Puzzle 12

Puzzle 13

Puzzle 13 Cont.

Puzzle 14

ally1
ally2
ally3
if attack boosted? and full energ
else if attack boosted? and ener
else if attack boosted? then
else
Body Slam
Thunderclap
Lightning Punch
Supercharge
on my turn
if attack boosted? and full energy? then
Lightning Punch
else if attack boosted? and enemy weak to my element? then
Thunderclap
else if attack boosted? then
Body Slam
else
Supercharge
SWAPS LEFT
SWAPS LEFT

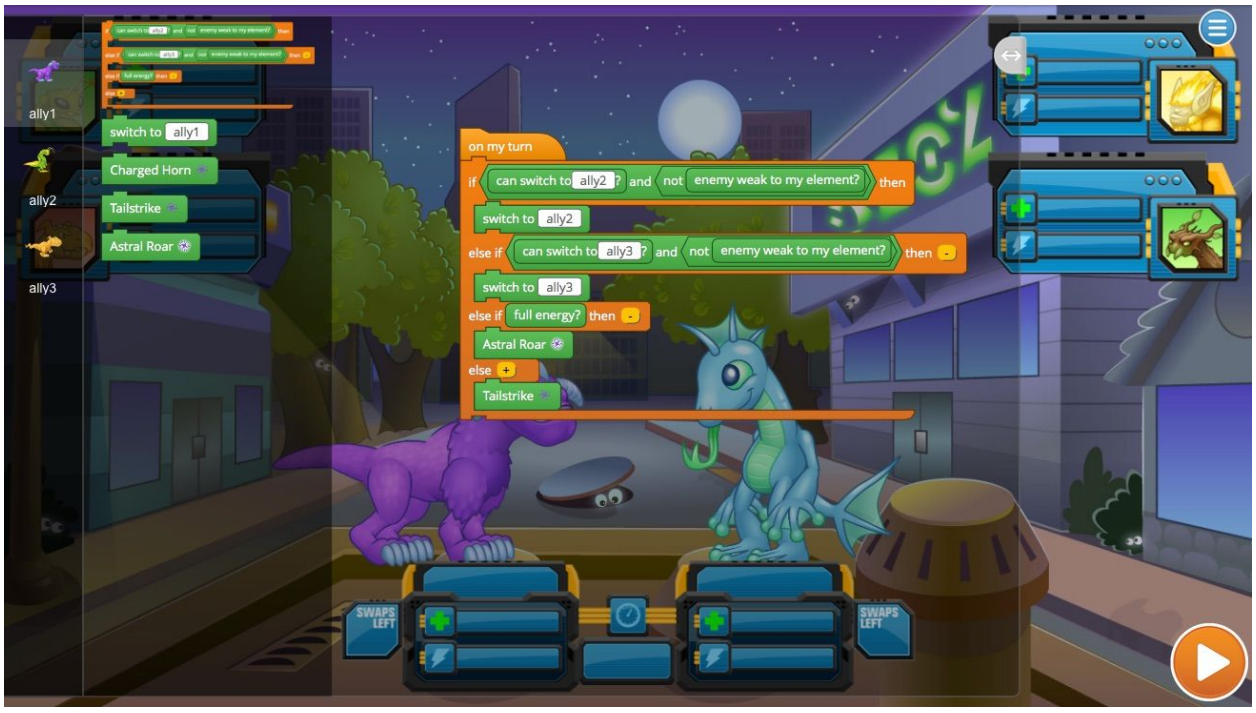
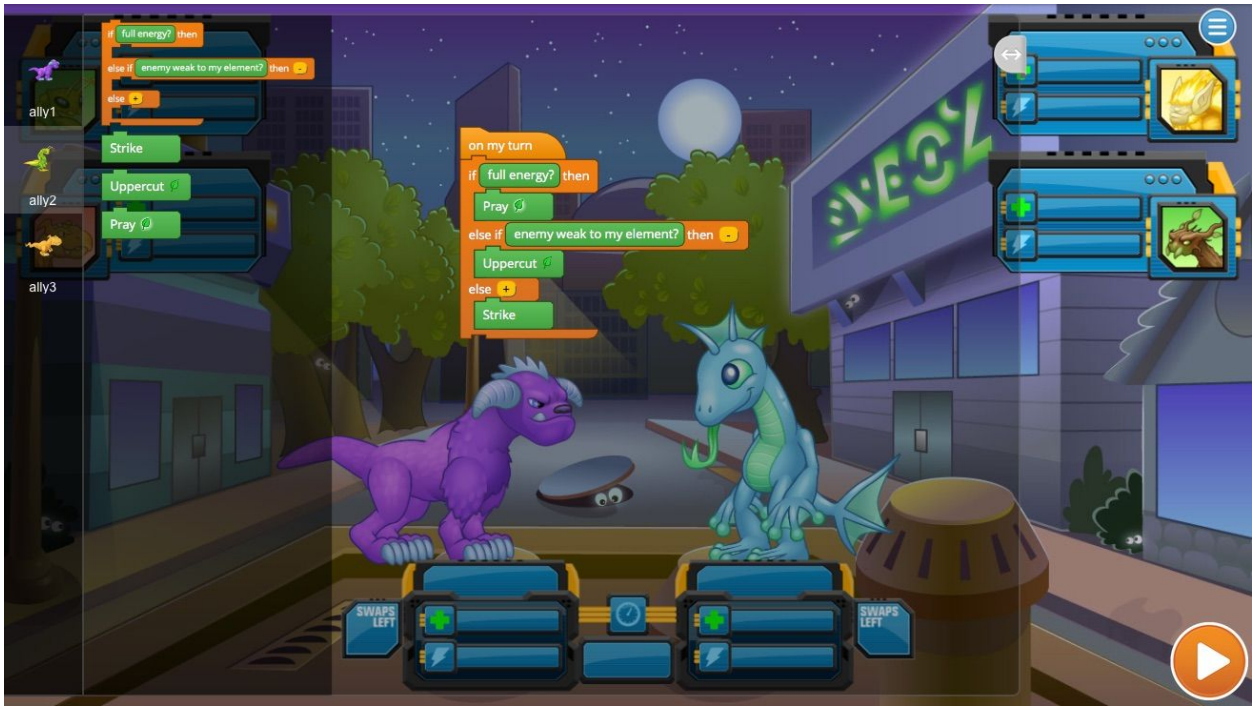
ally1
ally2
ally3
if full energy? then
else if enemy weak to my element?
else
switch to ally1
Strike
Uppercut
Pray
Swiftness
on my turn
if full energy? then
Pray
else if enemy weak to my element? then
Uppercut
else
Strike
SWAPS LEFT
SWAPS LEFT

Puzzle 14 Cont.

Puzzle 15

Puzzle 16

Puzzle 17



Puzzle 17 Cont.