

Why Won't It Move?

DEBUG PUZZLE

Duration: 15 min • Grades 6–8 • Facilitator-led

Overview

A printable card deck. Each card shows a small program with one bug. Students circle the error and write the fix — no computer required, perfect for a warm-up.

Learning Objectives

- Read and trace code line by line
- Identify common bug patterns (order, syntax, logic)
- Build confidence in computational thinking

Materials Needed

- Printed puzzle deck (12 cards)
- Pencils

Facilitator Flow

- 1 Model (3 min): work card 1 together on the board.
- 2 Solo (7 min): students work cards 2–8.
- 3 Partner check (3 min): trade decks and spot-check answers.
- 4 Wrap (2 min): reveal the three most-missed cards.