SPACE-THEMED CODING CHALLENGE

MATERIALS

- Computers or tablets.
- Access to coding platforms like Scratch or Python.

DESCRIPTION

Introduce students to programming by having them code a simple simulation of a satellite orbiting Earth or a Moon landing game.

INSTRUCTIONS

1. Choose a coding platform and introduce its basic features.
2. Provide step-by-step instructions for creating a simple simulation.
3. Allow students to customize their projects and share their work.

OBJECTIVES

- **Develop basic coding skills.**
- **Learn about orbital mechanics and satellite functions.**

TIPS FOR THE EDUCATOR

- Use pre-built templates to guide beginners.
- Highlight real-world applications of coding in space exploration.

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