JOIN MASKI FOR ANOTHER EXCITING ADVENTURE

STORY 9

MEET THE CODING CREW

The whirring of tiny gears, quiet rubber feet and the soft glow of LED eyes filled the classroom. Today was a special day at Maski Primary School.

The Grade 2 learners are getting a visit from the **Coding Crew**! They are three very special robots that live in a magical digital space called the Logic Lab.
Logic Lab is the place where all the coding, algorithms and ideas are created.

The **Coding Crew** are best friends!

Each of these three robots has a unique personality and ability.
They love working as a team and having fun, teaching young learners about technology, artificial intelligence, and unplugged coding skills.

You could hear a pin drop in the classroom.

Everyone, including Mrs Kelly, was holding their breath with excitement. They've been waiting two weeks for this day to meet the Crew.

First to zoom to the front of the classroom was Pixie.

She is a cute, pink robot with a large screen for a face and a big magical sketchpad on her front panel. Pixie loves to teach children about algorithms and creative coding. Pixie also loves to dance.

'**Hello, future coders!**' she bleeped. '**I'm Pixie, and I'm here to show you how much fun coding can be!**'

Hello FUTURE CODERS!

On her magical sketchpad screen, a blank canvas appeared.

'**Did you know that coding can create art? I can draw anything you can imagine, as long as you provide the code.**'

The class gasped in anticipation.

'**Let's try something exciting. Let's make a pattern of different shapes that are repeated. Can anyone tell me what shapes to draw?**'
The learners shouted, '**A circle!**' '**A star!**' '**A heart!**'

Pixie said. '**If you say 'draw a circle', I will draw it! What shape should I draw next?**'

The learners giggled as they watched her draw the pattern, learning how to give her instructions.

'**That's enough drawing art for now**,' said Pixie. '**Who wants to dance?**' she asked.

Everyone raised their hands and shouted with excitement.

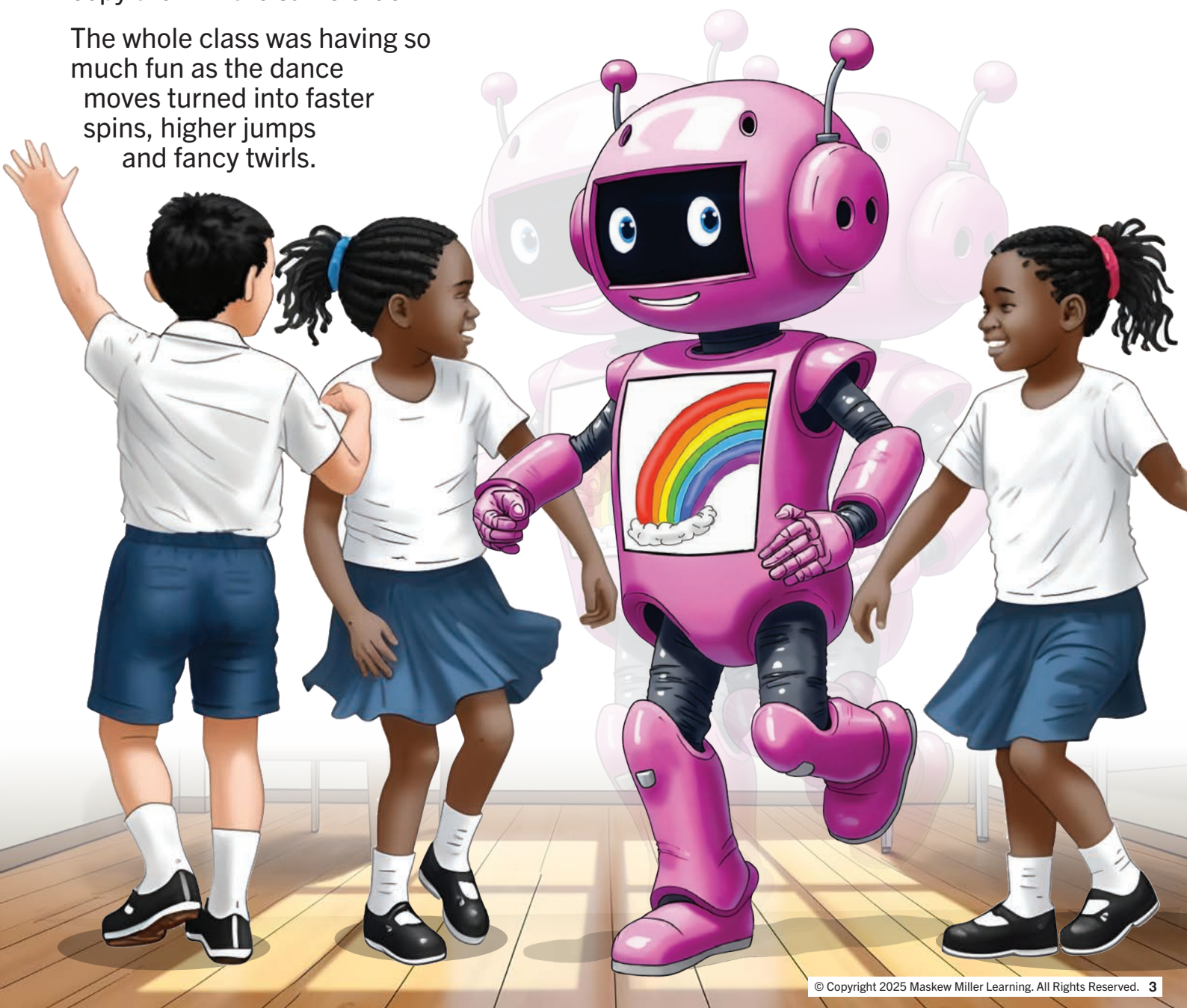
She showed a simple dance routine, her movements changing with each line of code or sequence a learner suggested.

Pixie's dance movements were surprisingly smooth, which showed her advanced coding.

All the learners giggled as they watched Pixie follow their instructions. They learnt that even small changes in the code and sequence of patterns could create big differences in her dance moves.

Mrs Kelly asked the learners to join Pixie, to watch her dance movements, and copy them in the same order.

The whole class was having so much fun as the dance moves turned into faster spins, higher jumps and fancy twirls.



Bit couldn't hide his excitement anymore.
He was patiently waiting in the back of the classroom while his coder robot friend Pixie and everyone else were having coding-dance fun.

Bit rolled to the front of the class.

Bit is a little robot with bright blue panels, always cheerful, and was originally created to teach learners about binary numbers.
***(*Binary numbers is a way to count using only two digits: 1 and 0. It is a special language just for computers**.)*

Bit sometimes speaks in ***1*** and ***0's*** when he gets too excited.
You see, Bit is all about logic and problem-solving.

'**Greetings**, **everyone**.' Bit said.
The class settled down.

On his screen was a maze.
'**This maze needs a solution.**
To get through the maze, I need your help - I need instructions or a command.
If you say go left, I will go left.

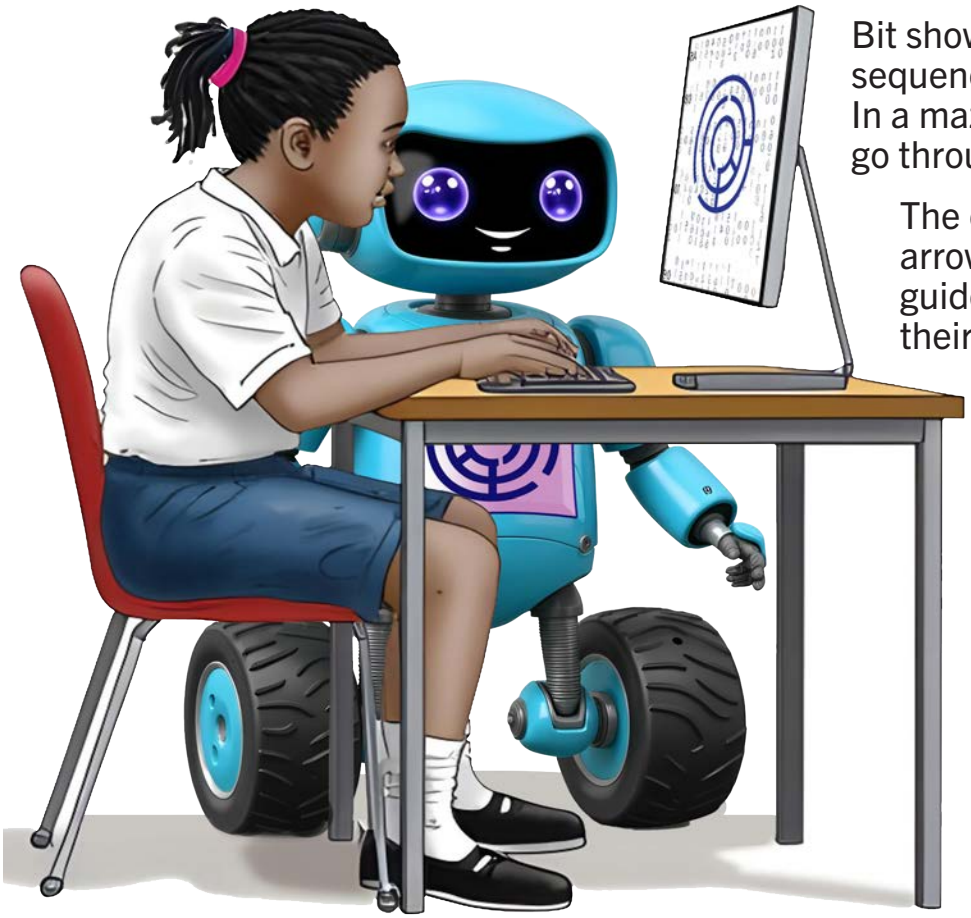
Can anyone help me navigate the maze?
What steps should I take?'

The learners shouted their ideas.
'**RIGHT!**' '**LEFT!**' '**UP!**' '**DOWN!**'

They watched as Bit tried to follow their instructions. Sometimes he got stuck, but they figured out how to guide him.

Together they created an algorithm
(*A list of steps to follow to solve a problem.)

This was similar to the instructions they gave to Pixie for her dance sequence.



Bit showed how different code sequences could lead to different results. In a maze you could reach a dead end or go through to the end.

The children, using colourful arrows as code commands, guided Bit through the maze with their own coded instructions.

They learned about debugging. ***(*Debugging is when you identify and fix errors in your code.)***

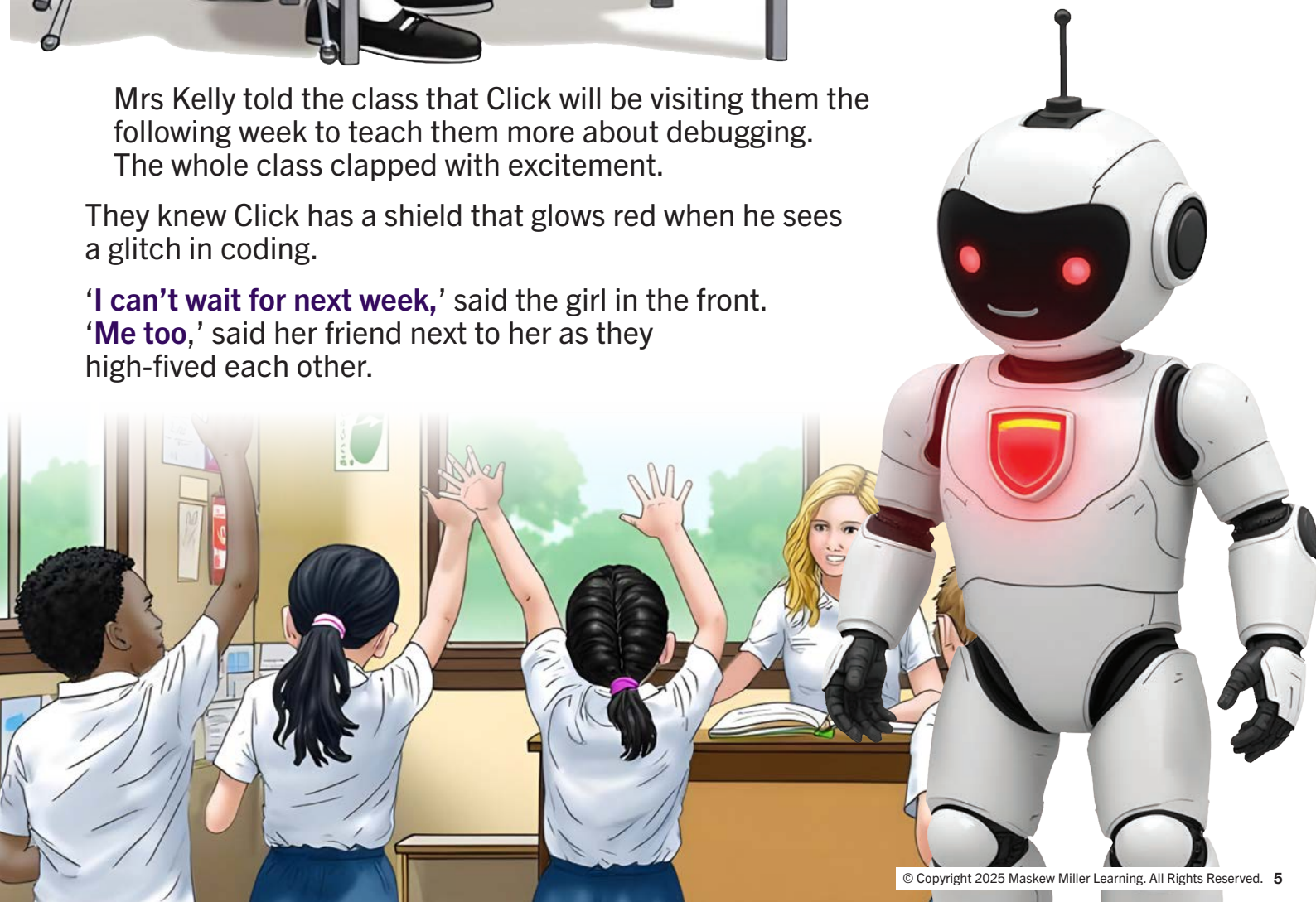
They helped Bit when he bumped into walls or got stuck.

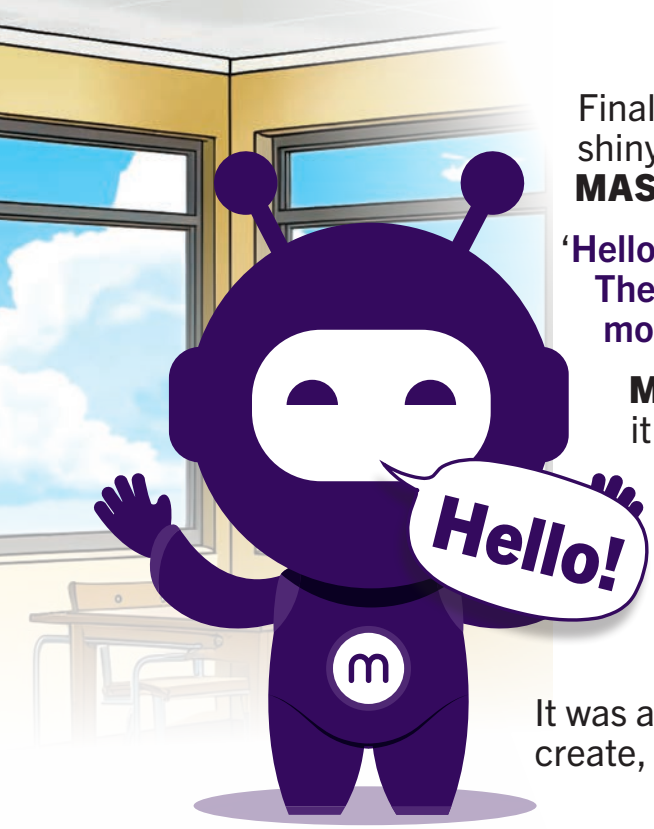
Bit had learned all about debugging from his coding robot friend Click.

Mrs Kelly told the class that Click will be visiting them the following week to teach them more about debugging. The whole class clapped with excitement.

They knew Click has a shield that glows red when he sees a glitch in coding.

‘**I can’t wait for next week,**’ said the girl in the front.
‘**Me too**,’ said her friend next to her as they high-fived each other.





Finally, there was **MASKI**, a dark purple, smooth and shiny robot with a friendly face.
MASKI glided to the front of the classroom.

'**Hello, young creative minds!**
The Coding Crew is very excited to join your class this morning,' said **MASKI**, his voice a gentle hum.

MASKI's lesson wasn't just about writing code, it was about understanding logic, problem-solving, and creativity.

It involved all the computer skills that Pixie and Bit had just taught them.

The children learned that coding wasn't just for grown-ups or geniuses.
It was a tool and digital skill that anyone could use to create, solve problems and express themselves.

MASKI explained that he was their ultimate **AI-empowered learning buddy.**

He could tap into the resource vault of ***Maskew Miller Learning*** and access more than 12,000 resources, allowing him to offer videos, reading stories, subject summaries, practice tests and assessments to learners and teachers.

As the **Coding Crew** prepared to leave, Bit, Pixie, and **MASKI** waved goodbye, leaving behind a classroom buzzing with excitement.

This was the beginning of their coding journey.
Coding was fun!

They couldn't wait to start having Coding & Robotics as a new subject at their school next year.

School just got really exciting!