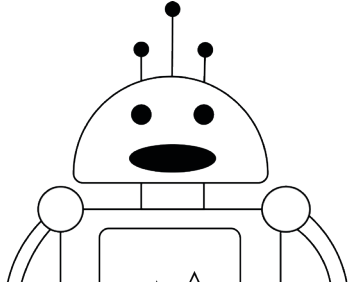


Date: _____

Name: _____

Coding Paper

This activity was created by Victoria.



In coding a **variable** is like a labeled box where you can have many different things inside of the same category. For example, a variable can be **balls**, and within the variable of balls we can find blue balls, red balls or green balls.

Now that you know so much about coding, let's teach Esiw about paper and the variables of paper! Here are the different variables we will look at:

TASK

= if the paper can be used for drawing, eating, packing, or cleaning

ABSORBENCY

= if the paper can soak up water (absorbent or not)

THICKNESS

= if the paper is thick or thin

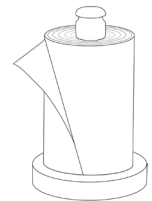
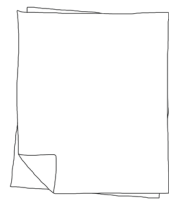
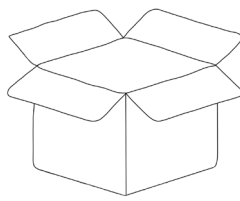
SMOOTHNESS

= if the paper is smooth or rough

COLOUR

= if the paper is white, brown or multicolour

In the box below, match each paper product to the matching variables by drawing lines! We've completed one for you.



drawing

packing

eating

cleaning

absorbent

not absorbent

thick

thin

smooth

rough

white

brown

multicolour