

Bemanda Coding Garden

My Coding Workbook

Kindergarten • Learn to Code with Beemo

BemandaSTEM Academy

This workbook belongs to:

My name: _____

My age: _____ My class: _____

For Grown-Ups: How to Use This Workbook

Welcome! This workbook is the printed companion to the Bemanda Coding Garden app. It is made for kindergarten children (ages 4–6) who are just beginning to code. Children are not expected to read on their own — a parent or teacher reads each page aloud, and the child taps, traces, circles, colors, and draws.

How it works

1. Open the app and let the child play the matching lesson with Beemo the robot. Beemo reads everything aloud.
2. Then use this workbook to practice the same idea away from the screen.
3. Read the green "What Beemo Taught" box together, do the activity, then the practice.
4. Answers for grown-ups are at the back. Celebrate every try!

Five Big Coding Ideas in This Course

1. Sequencing — putting steps in the right order
2. Directions & algorithms — moving step by step
3. Loops & patterns — repeating things
4. Events & decomposition — making things happen, breaking big jobs down
5. Debugging, online safety & giving credit — good coder habits

Standards Alignment (For Educators)

This course is aligned to the CSTA K-12 Computer Science Standards, Level 1A (grades K-2), the U.S. national framework, and follows the concept progression used by Code.org's CS Fundamentals Course A for kindergarten. The core lessons cover sequencing, loops, events, patterns, decomposition, debugging, and digital-citizenship habits. Conditionals (IF/THEN) are a grade 3-5 standard (CSTA 1B-AP-10), so that lesson is included only as a clearly-marked BONUS for advanced learners and is not required to finish the course.

CSTA Code	What the standard says (short)	Lesson
1A-AP-08	Create & follow algorithms (step-by-step instructions)	1, 10
1A-AP-09	Use numbers/symbols (e.g. arrows) to represent data	2, 6
1A-AP-10	Build programs with sequences and simple loops	3
1A-AP-11	Decompose: break a problem into a precise sequence	9
1A-AP-12	Plan a program's sequence, events, and outcomes	4, 10
1A-AP-13	Give attribution (credit) when using others' ideas	12
1A-AP-14	Debug (find & fix) errors in sequences and loops	5
1A-AP-15	Use correct terminology to describe steps	All
1A-DA-07	Identify and describe patterns	7, 8
1A-IC-18	Keep information private; stay safe online	11
1B-AP-10	(BONUS) Conditionals — IF/THEN rules (grade 3-5)	13

Reference: Computer Science Teachers Association (2017), CSTA K-12 Computer Science Standards, Revised 2017. Persistence and problem-solving are reinforced throughout, as in Code.org CS Fundamentals.

What Is Inside

(In Word: right-click the list above and choose "Update Field" to fill in page numbers.)

Lesson 1: 👣 First Steps

Putting things in order

🤖 What Beemo Taught Me

Coding means giving steps in the right order. Like getting ready: first socks, then shoes!

 First,
socks  Then,
shoes  Now,
ready to play!

🎮 Let's Do It!

Cut out (or point to) the pictures and put them in the right order. What comes first?

Draw or write your answer here:

🖍 My Turn

Practice

Circle what comes FIRST when we get ready.



★ Color a star when you finish this lesson! ☆

Lesson 2: 🧭 Move It!

Up, down, left, right

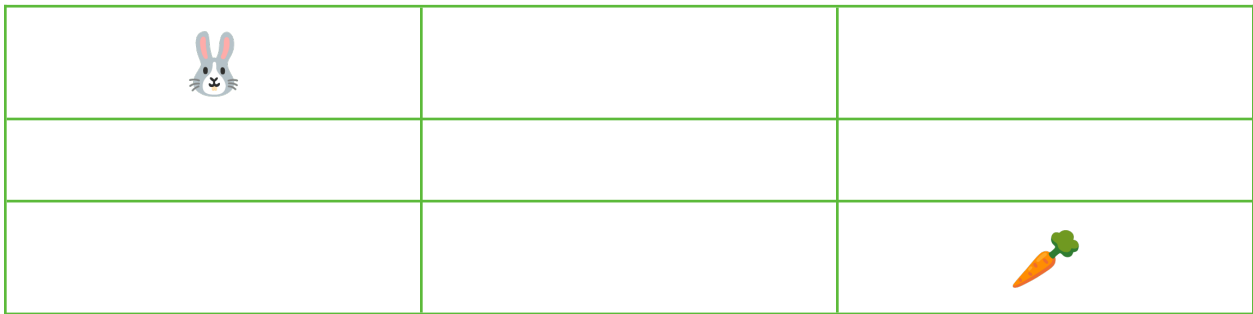
🤖 What Beemo Taught Me

We can tell our friend to go up, down, left, or right. Each arrow is one step.



🎮 Let's Do It!

Draw a line with arrows to move the bunny 🐰 to the carrot 🥕 on the grid below.



Draw arrows to show the path.

🖍️ My Turn

Practice

Trace the arrows:

★ Color a star when you finish this lesson! ☆

Lesson 3: Again, Again!

Loops repeat steps

What Beemo Taught Me

A loop repeats a step many times. Instead of saying it again and again, we say: do this 3 times!



Let's Do It!

Draw 3 stars  to show a loop that repeats 3 times.

Draw or write your answer here:

My Turn

Practice

How many claps in "loop 3 times"? Circle the number: 2 3 5

 Color a star when you finish this lesson! 

Lesson 4: ⚡ When This, Do That

Events make things happen

What Beemo Taught Me

An event is: when something happens, we do something. When the sun rises, the rooster crows!



Sun rises



Rooster crows



Let's Do It!

Match each event to what happens. Draw a line from  to  and from  to .

Draw or write your answer here:

My Turn

Practice

When it rains , what do we open? Circle:  

★ Color a star when you finish this lesson! ☆

Lesson 5: Fix It Up

Finding the mistake



What Beemo Taught Me

Sometimes code has a little mistake (a bug 🐛). Finding and fixing it is called debugging!



socks



pizza?



shoes



Let's Do It!




One picture does not belong in "getting dressed". Cross out the wrong one.

Draw or write your answer here:



My Turn

Practice

Getting dressed:    — cross out the one that does NOT belong.

★ Color a star when you finish this lesson! ☆

Lesson 6: Count & Code

Numbers help us code

What Beemo Taught Me

Coders love to count! Counting tells us how many steps to take or things to make.



one



two



three


Let's Do It!

Count the chicks and write the number in the box.

Draw or write your answer here:

My Turn

Practice

Count:  — how many fish? Write here: _____

★ Color a star when you finish this lesson! ☆

Lesson 7: 🧺 Same & Different

Sorting into groups

🤖 What Beemo Taught Me

Coders sort things into groups. Some things go together because they are the same.



animal



plant



sort

them!

🎮 Let's Do It!

Draw a line: put 🐶 and 🐱 in the Animals basket, 🌷 and 🌳 in the Plants basket.

Draw or write your answer here:

🖍️ My Turn

Practice

Circle the ANIMAL: 🐶 🌷

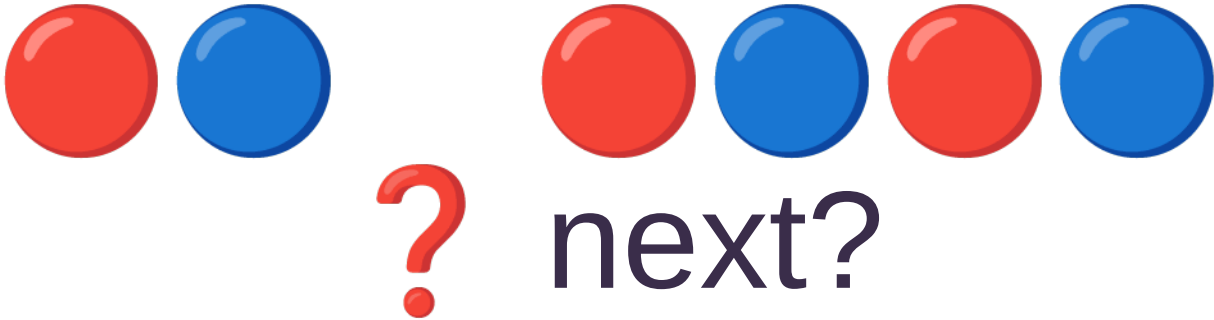
★ Color a star when you finish this lesson! ☆

Lesson 8: 🎨 Make a Pattern

What comes next?

🤖 What Beemo Taught Me

A pattern repeats again and again, like a loop. Red, blue, red, blue... what is next?



🎮 Let's Do It!

Color the next shape to finish the pattern: ● ● ● ● ____

Draw or write your answer here:

🖍️ My Turn

Practice

Pattern: ☀️ 🌙 ☀️ 🌙 ____ — what comes next? Draw or circle: ☀️ / 🌙

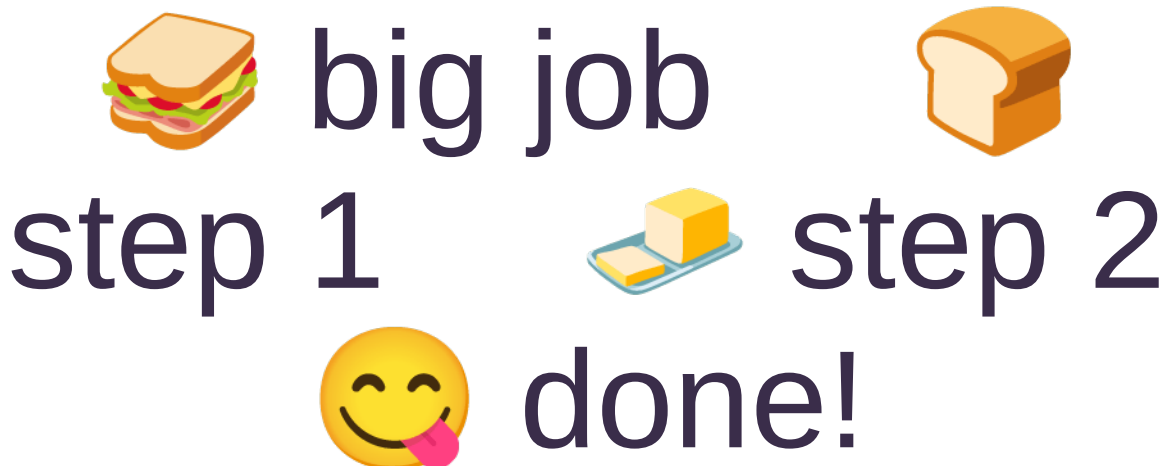
★ Color a star when you finish this lesson! ☆

Lesson 9: 🧩 Big Job, Little Steps

Breaking a big job into small steps

🤖 What Beemo Taught Me

A big job is easier when we break it into little steps. This is called decomposing!



🎮 Let's Do It!

Break the big job "make a sandwich" into little steps. Number them 1-2-3.

Draw or write your answer here:

✎ My Turn

Practice

To tidy your room, what is a good FIRST little step? Circle: 🧺 pick up toys 😴 sleep

★ Color a star when you finish this lesson! ☆

Lesson 10: 🌐 Big Plan

Longer steps in order

🤖 What Beemo Taught Me

Big coders can put MANY steps in order to make a big plan, like a whole morning!



🎮 Let's Do It!

Number the morning steps 1-2-3-4 in the right order.

Draw or write your answer here:

🖍️ My Turn

Practice

Put in order (write 1,2,3,4): ___ 🎒 school ___ ⌚ wake ___ 🍲 eat ___ 🪥 brush



★ Color a star when you finish this lesson! ☆

Lesson 11: Stay Safe Online

Being safe with computers

What Beemo Taught Me

When we use computers, we keep our name and secrets private, and we ask a grown-up first.

 keep
private  tell a
grown-up  ask
first

Let's Do It!

Draw a grown-up you can ask for help when you use a tablet or computer.

Draw or write your answer here:

My Turn

Practice

Someone online asks your name. Circle the safe choice:  keep it private  tell them

★ Color a star when you finish this lesson! ☆

Lesson 12: 🙏 Say Thank You

Giving credit for ideas

What Beemo Taught Me

When we use someone's idea or picture, we say thank you and tell whose it is. That is giving credit!

 friend's
idea  say
thanks  tell
whose

Let's Do It!

Draw a picture, then write the name of a friend who helped or gave you an idea.

Draw or write your answer here:

My Turn

Practice

You used a friend's drawing. Circle the kind choice: 🙏 say thank you 😬 say nothing

★ Color a star when you finish this lesson! ☆

Lesson 13: 🚦 If This, Then That ★ BONUS

Rules that decide (a big-kid bonus)

🤖 What Beemo Taught Me

BONUS for clever coders! A rule says: IF something is true, THEN we do something. This is a big-kid idea you will see again in older grades.



🎮 Let's Do It!

Finish the rule. IF it is cold 🧊, THEN we wear a ____ (draw it!).

Draw or write your answer here:


✏️ My Turn



































Practice

IF it is night 🌃, THEN we... circle: 😴 🌊

★ Color a star when you finish this lesson! ☆

My Coding Projects

You learned the lessons — now you are a real coder! Try these 17 fun projects in the app, then color the leaf  here when each one is done. Finish them all to earn your certificate!

 Grow a Sunflower  <p>Order the steps: dig, seed, water.</p>	 Bee to Flower  <p>Move the bee up and right to the flower.</p>
 Bird Song  <p>Make a loop that repeats 3 times.</p>	 Morning Rooster  <p>When the sun rises, the rooster crows.</p>
 Turtle to the Sea  <p>Move the turtle down and left to the sea.</p>	 Become a Butterfly  <p>Order: caterpillar, cocoon, butterfly.</p>
 Plant a Forest  <p>Loop 5 times to plant 5 trees.</p>	 Frog Lily Hop  <p>Move the frog up and right to the lily pad.</p>
 Rainy Day Duck  <p>When it rains, the duck is happy.</p>	 Busy Ants  <p>Loop 4 times to line up 4 ants.</p>
 Make Honey  <p>Order: flower, hive, honey.</p>	 Bear Wakes Up  <p>When spring comes, the bear wakes up.</p>
 Caterpillar Crawl  <p>Move the caterpillar up and right to the apple.</p>	 Fish Bubbles  <p>Loop 6 times to blow 6 bubbles.</p>
 Egg to Bird  <p>Order: egg, chick, bird.</p>	 Night Owl  <p>When the moon comes out, the owl is awake.</p>
 Squirrel Acorns  <p>Move the squirrel up and right to the oak tree.</p>	

Certificate of Coding



This certifies that

has finished Bemanda Coding Garden



is now a SUPER CODER!

BemandaSTEM Academy • Coding for Kindergarten

For Grown-Ups: Answer Key

Use these to gently guide your child. There is often more than one right path — praise the thinking, not just the answer.

Lesson 1 — First Steps: Socks come first () , then shoes () .

Lesson 2 — Move It!: One path: right, right, down, down (and others work too!).

Lesson 3 — Again, Again!: 3 claps. A loop of 3 repeats three times.


Lesson 4 — When This, Do That: When it rains, we open an umbrella  .

Lesson 5 — Fix It Up: Cross out the pizza  — it is not for getting dressed!


Lesson 6 — Count & Code: 4 fish.


Lesson 7 — Same & Different: The dog  is the animal.

Lesson 8 — Make a Pattern:  the sun comes next.

Lesson 9 — Big Job, Little Steps: Pick up the toys  first. Little steps make big jobs easy!

Lesson 10 — Big Plan: 1  wake, 2  brush, 3  eat, 4  school.

Lesson 11 — Stay Safe Online: Keep it private  . Always ask a grown-up before you share.

Lesson 12 — Say Thank You: Say thank you  and tell everyone whose idea it was. That is fair!

Lesson 13 — If This, Then That  **BONUS:** IF night, THEN we sleep  . (This is a stretch concept for older grades.)