

# The Coding Prodigy



In a small town filled with friendly faces and colorful houses, there lived a 9-year-old boy named Jay. Jay was not your ordinary kid; he had a special talent that made him stand out from the crowd. He was a coding genius!

Jay loved to play with computers and gadgets. He could spend hours tinkering with them, making them do all sorts of amazing things. But what really set Jay apart was his ability to write code. Code is like a secret language that tells computers what to do, and Alex was fluent in it. One sunny afternoon, Jay decided to create something new. He wanted to make a game that would help kids learn about animals and their habitats. So, he sat down at his computer and started typing away. He wrote lines of code that would bring his game to life.

As he worked, Jay imagined a world where players could explore different environments, meet various animals, and learn fun facts about them. He added colorful graphics and catchy music to make the game even more exciting. After many hours of coding, Jay finally finished his game. He called it “Animal Adventure.” It was a hit! Kids from all over the town came to play it at Jay’s house. They laughed, learned, and had great fun!

Word of Jay’s game spread quickly, and soon, he was invited to schools to show his creation. Teachers were amazed by how much fun learning could be when it was combined with technology. Jay’s story inspired many other kids to explore the world of coding. They realized that with a little imagination and some knowledge of code, they too could create something wonderful. Jay continued to code, inventing new games and apps that made learning fun for everyone. He showed the world that age is just a number when it comes to talent and creativity.

1. Read the passage and underline any word or sentence you struggled with.
2. Answer the questions on the following page.

4

# The Coding Prodigy

Answer according to the reading passage:

- 1. Prodigy best defined for this reading passage is:**
  - a. someone who loves math
  - b. someone who loves computers
  - c. someone who has exceptional qualities or abilities
  
- 2. What did Jay create?**
  - a. song
  - b. painting
  - c. game
  
- 3. What was the title of what Jay created?**
  - a. Jungle Journey
  - b. Space Mission
  - c. Animal Adventure
  
- 4. What did Jay inspire other kids to do?**
  - a. play more video games
  - b. explore coding and technology
  - c. start a coding club
  
- 5. What did Jay show the world with his coding skills?**
  - a. how he got rich
  - b. how to become famous
  - c. age doesn't limit talent and creativity

# The Coding Prodigy

## Open Response Questions

### Open Response Questions for Thinking Skills:

1. Inferring
2. Making Connections
3. Summarizing
4. Visualizing

1. Why were kids learning so readily and happily with Jay's game?
  2. How might Jay's story influence changes in the way students learn?
  3. What is the main message to this reading passage?
  4. Describe the type of student Jay might be.
- Explain the importance of balancing screen time with other activities even when screen time leads to great learning.
  - What can we learn from individuals like Jay?
  - Does this reading passage inspire you? Why or why not?
  - Could this reading passage be true? Explain
  - Write a description of an app that could help teach a topic you are learning in school.