

Samaira Mehta

Coding Is Fun

When Samaira Mehta was little, her dad showed her how to code. She learned to write instructions for a computer to follow. He helped her code some simple games. Samaira loved it. She thought it was like magic!

Samaira tried to share her love of **coding** with her friends. But they thought it was too hard or too boring. Samaira wondered why she loved coding but her friends did not. She decided to do something to help her friends see how fun coding can be.

“Learning is so much easier when it is fun!”

CoderBunnyz

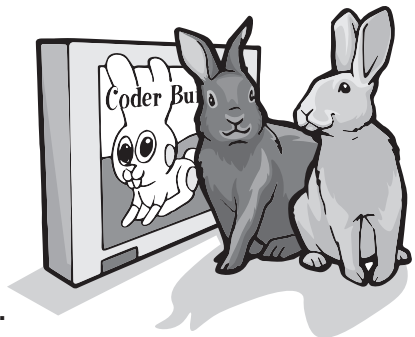
Samaira started working on a board game to teach coding skills when she was six years old! She combined two things she loves—coding and bunny rabbits. Her brother helped her make the game. Each time they played it, they found new ways to make it better. They made many different versions of the game. It took them more than a year to get it right.

The “CoderBunnyz” board game is set up like a farmyard adventure. The game is fun to play. It is also a great way to introduce kids to coding.

Samaira worked with professional **designers**. They helped her make her game look great. Her parents helped her find a company to make the game. By the time she was eight, CoderBunnyz was ready to sell!

CoderBunnyz was such a hit that Samaira made two more games.

- CoderMindz teaches kids about **artificial intelligence**, the ability of a machine to imitate intelligent human behavior.
- CoderMarz is about outer space and the planet Mars.



➡ **designer**—person who creates a new look or style for an item

Helping Other Kids

By the time Samaira was 11, she was selling three popular board games. She wanted to help even more kids learn to code. She started “Yes, One Billion Kids Can Code” to spread her love of coding across the world.

Samaira Mehta (cont.)

Helping Other Kids (cont.)

For every 20 games she sells, she donates a game. Her games go to libraries and schools around the world. Her goal is to get 1 billion kids into coding by the time she graduates from college. Not all these kids will work as coders when they grow up. But she knows that learning about coding makes kids better thinkers and problem solvers. Someday, these kids might help to solve big world problems.



Need Help Getting Started?

Samaira also wants to help kids start their own businesses. She started the “Boss Bizz” program to help. She used what she learned building her business as a model. Her program provides help in different ways:

- Samaira shows kids how to get a new business going step-by-step.
- Kids can hear from people who have built successful businesses.
- At the end, kids can **pitch** their ideas to win money to use for their ideas.

More Girls in Tech

Samaira knows that there are more men in **tech** jobs than women. She wants more girls to learn coding. She wants them to learn other STEM skills, too. She is working to get girls excited about STEM and computer science. She wants girls to grow up to be better thinkers. She wants girls to be leaders.

“One of the biggest things that people can do to encourage women and girls in tech is to make them feel welcome in this field and make it more **inclusive** for girls. Just the simple things make a difference, like when you advertise a STEM or Robotics Club, show pictures of girls too.”

Points of View

Kids and adults see things in different ways. Boys and girls can see things differently. People from different places see different things, too. It is important to have many **points of view** to solve the big problems of the world.

➡ **points of view**—ways of thinking and looking at the world

Unit 9

Name: _____

Date: _____

Key Ideas and Details

Directions: Answer the questions below about Samaira Mehta. Use complete sentences.

1. What is the main idea of this text?

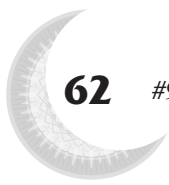
2. Explain two ways Samaira works to get kids interested in coding.

One: _____

Two: _____

3. What does a *designer* do?

Why do you think Samaira worked with designers on her board game?



Name: _____

Date: _____

Craft and Structure

Directions: Answer the questions below. Use complete sentences.

1. What does *coding* mean? Use the other words and sentences in the text to help you understand it.

2. Why do you think the author included the quotes from Samaira Mehta?

3. Choose one word from the text that you think is important to understand Samaira's story. Define the word, and explain its importance to the story.

Word: _____

Definition: _____

Importance to the story: _____

Unit 9

Name: _____

Date: _____

Integration of Knowledge and Meaning

Directions: Answer the questions below. Use complete sentences.

1. It took Samaira two years to create the CoderBunnyz game and get it ready to sell. Why do you think it took so long?

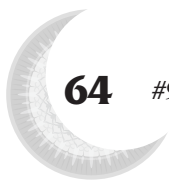
Why do you think Samaira didn't give up?

2. Why did Samaira start "Yes, One Billion Kids Can Code"?

Do you think she will meet her goal? Why or why not?

3. The text says: "It is important to have many points of view to solve the big problems of the world." What does this mean?

Do you agree or disagree? Why?



Name: _____

Date: _____

Group Discussion



Brainstorming: Samaira Mehta loves computer coding. She works to help others learn to code. What do you love? How could you help others learn about it?

Taking Action

Choose a subject or skill that you care a lot about. Make a plan to share it.

Directions: Use this graphic organizer to make the plan.

My passion:

Why I love it:

What others need to know:

How I can help others learn about it:
