



MS. MIX-UP: BABY DOLL

COMPUTATIONAL THINKING: DEBUGGING

Every child is different. Do what works best for encouraging each child's exploration of this suggested activity.

OBJECTIVE OF THIS INVESTIGATION:

Children will find and fix adult errors as adults incorrectly dress a baby doll

VOCABULARY:

- error
- check
- fix
- mistake

MATERIALS:

- Baby doll or animal with feet
- Doll or baby clothing - socks, shoes, etc.
- Puppet or stuffed animal to act as Ms. Mix Up
- Note: If you do not have baby dolls available, you can also complete this activity with children during dressing routines.

PROGRESSION STEPS (COMPUTATIONAL THINKING: DEBUGGING):

Visit [STEMIE Learning Trajectories](#) for details

- Simple Error Recognizer
- Simple Error Fixer

THIS INVESTIGATION:

- Gather children together and present the problem using Ms. Mix Up
 - **“This is Ms. Mix Up. She wants to dress this baby doll, but sometimes she gets mixed up. If you see her make a mistake, say ‘stop!’ and then we can help her fix the problem.”**
- Have Ms. Mix Up put the baby doll's shoes on first.
- Give wait time and see if children notice the error. **(Simple Error Recognizer)**
- If children do not notice the error, try to add socks over the shoes. See if children notice the error as you struggle.
- If children still do not notice the error, bring attention to the order of dressing:
 - **“Wait a minute! Ms. Mix Up put the baby doll's shoes on first. Now the sock won't fit. Hmm.”**
- Can children propose a way to fix the error? **(Simple Error Fixer)**
 - Give children wait time to problem solve on their own before providing help.

ADAPTATIONS:

See [A Guide to Adaptations](#) for general ideas and strategies

Materials:

- Use preferred dolls or items of clothing to increase child interest.

Instruction:

- Model dressing the doll incorrectly and noticing errors before you ask children to do the same.
- Have children add items of clothing to increase engagement.





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THIS INVESTIGATION (CONTINUED):

- If children do not come up with a way to fix the error, model dressing the doll correctly and talk through the sequence as you go.
 - **"Oh! I see. First, we put the socks on, then we put the shoes on."**

ADAPTATIONS (CONTINUED)

- Exaggerate the error (e.g., emphasize struggling to fit the sock over the shoe)
- Connect the activity to children's own experience: **"Do you put your shoes or socks on first when you get dressed?"**

HOW TO CONTINUE THIS INVESTIGATION:

- Try this with other pieces of clothing (a jacket and a shirt, a hat and a dress, etc.)
- Try a similar activity with less obvious errors, see **Ms. MIX UP: FELT PEOPLE**
- Have Ms. Mix Up talk through her plan and see if children can catch the error before she even dresses the doll (e.g., **"First, I'll do the shoes, then I'll put on baby's socks."**)

SUPPORT MATERIALS: Use the blank ones to make your own!

