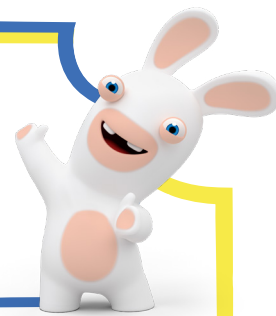




Rabbids Mind Control Helmet

TEACHERS INFORMATION



Context: In Rabbids coding, the Rabbids have a mind control helmet so that you can send them orders.

Activity: Design your own mind control helmet for a Rabbid with special features/controls, incorporating existing rules & a minimum of one new rule.

Examples of existing rules:

- Move forwards
- Turn Left
- Turn right

Examples of potential new rules:

- Turn 180 degrees
- Move backwards
- New loops

Visual features e.g.

- Ear holes
- Spinning top
- Lights
- Names

Tip: Aim for some additional controls which would enhance the gameplay efficiency.

This activity can be run after completing any, or all the stages in the Rabbids Coding computer game.

What you will need:

- 1 x Rabbids Mind Control Helmet activity worksheet per pupil
- Access to Rabbids Coding game (for previous context)
- Art supplies if pupils are going to make their own props.

Learning outcomes:

- Identify instructions needed to solve a problem
- Understand the current instructions used within the Rabbids Coding programme

Estimated length of time for activity:

30-45 minutes

In conjunction with other Rabbids unplugged activities:

Although this works as a standalone activity, this activity is designed to work well in conjunction with **'Add a new rule', 'Level Design' & 'Physical Rabbids board'**. The pupils can physically act out an existing level & work towards designing a new set of tiles on paper, utilising their new rule & corresponding mind control helmet designs, which can then be acted out and tested physically in the classroom.

Suggested order of activities below:

1. Physical Rabbids board – arrange objects to replicate a game level & follow instruction
2. Design your own mind control helmet & add new rule
3. Design your own additional component or object/ prop
4. New Level design incorporating new rule & component- design the narrative as an offshoot. – Backstories. Upcycling, using supplies from around the school.
5. Physical Rabbids board – Test new level design & rule. Suggestions for Potential for art activity to create the tiles & any objects.