



Rabbids New Level Design 1

TEACHERS INFORMATION



Activity: Pupils to design a new level incorporating their new prop and instruction.

This activity is best run after mind control helmet & new prop design activities. It can then be followed by the New level activity 2 where pupils will physically test their board.

Instructions:

1. Once pupils are familiar with the current levels and props available in the game, design a new level either individually or in teams using the worksheets, incorporating their new prop and new instruction.
2. Identify & correct any potential bugs or issues based on the paper version of their new level before moving onto part 2.
3. Write out the solution to complete the level most efficiently (to get three stars.)
4. Additional option for dive deeper: Ask pupils to design a story around the new level.

What you will need:

- 1 x prop design 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:

- Use logical reasoning to design a level (visual & technical) considering inputs and outputs
- Anticipate user logic errors
- Identify & correct bugs within the newly designed levels

Estimated length of time for activity:

45 minutes

This activity is designed to work well in conjunction with the below unplugged Rabbids Coding activities. The pupils can physically act out an existing level & work towards designing a new set of tiles on paper, utilising their new rule, prop & 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. New prop design
4. New level design 1: Incorporating new rule & prop on paper
5. New level design 2: Physical Rabbids board – Test new level design & rule.