



Physical Rabbids Coding

TEACHERS INFORMATION



Instructions:

1. Lay the chosen objects for the tiles on the floor to replicate the pattern of the level.
2. Choose pupils to act out the parts of any relevant characters or props
3. Work together with the pupils for them to both give correct commands and follow them exactly until the level is complete
4. Discuss any issues or bugs encountered.
5. Explore dive deeper topics computer game.

Learning outcomes/ curriculum links:

Understanding why instructions need to be clear & precise

Demonstrating basic debugging skills

Estimated length of time for activity:

15 minutes

What you will need:

- Any objects from the classroom which can represent tiles e.g paper, chairs, hula hoops
- Level information sheet (downloadable resource)
- Access to Rabbids Coding game (for previous context)

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.

1. Suggested order of activities below:
 2. Physical Rabbids board – arrange objects to replicate a game level & follow instruction
 3. Design your own mind control helmet & add new rule
 4. New prop design
 5. New Level design
 6. New Level Design
- 1: Incorporating new rule & prop on paper
2: Physical Rabbids board – Test new level design & rule.

Dive deeper discussion suggestions:

1. Were the instructions clear and why is this important?
2. What didn't work and why?
3. Can we be more efficient?

Activity: Arrange objects to replicate a game level & physically follow instructions

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