



## Rabbids New Level Design 2

### TEACHERS INFORMATION



**Activity:** Arrange objects to replicate pupils newly designed level

This activity should be run after completing the New Level Design 1 activity

#### Instructions:

1. Pupils position the chosen objects for the tiles on the floor to replicate the pattern of the newly designed 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.

#### What you will need:

- Completed new level design activity worksheets
- Created objects from the classroom to represent tiles & props—potential for art curriculum activity crossover
- Level information sheets (download for content only)
- Access to Rabbids Coding game (for previous context)

#### Dive deeper discussion suggestions:

1. Were the instructions clear and why is this important?
2. What didn't work and why?
3. Do we need to adapt the level for it to work properly and how?
4. Can we be more efficient?

#### Learning outcomes:

- Test and evaluate new level design
- Use feedback to correct errors

#### Estimated length of time for activity:

1 Hour

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
  5. New level design
- 1: Incorporating new rule & prop on paper  
2: Physical Rabbids board – Test new level design & rule.