



Rabbids New Prop Design

TEACHERS INFORMATION



Context: In Rabbids coding, various levels have useful props which can be used to complete the level efficiently.

Activity: Design a prop with a new function which can be used to complete a new level and discuss why it is useful to help complete the level and the rules around it. Optional activity for pupils to use recycled materials to construct the props themselves.

Examples of an existing prop:

- Vacuum

Rules for vacuum:

- If over object vacuum up

Examples of potential new props:

- Cannon
- Backpack

Visual features e.g.

- Spinning top
- Lights
- Names
- Levers

This activity can be run after completing any, or all the stages in the Rabbids Coding computer game and is ideal to complete before the designing a new level activity.

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:

- Identify instructions needed to solve a problem
- Understand how a function is constructed

Estimated length of time for activity:

30-45 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
 5. New level design
- 1: Incorporating new rule & prop on paper
2: Physical Rabbids board – Test new level design & rule.