STEMitUP: Instilling interest in STEM entrepreneurship to European students

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PROGRAMAMOS

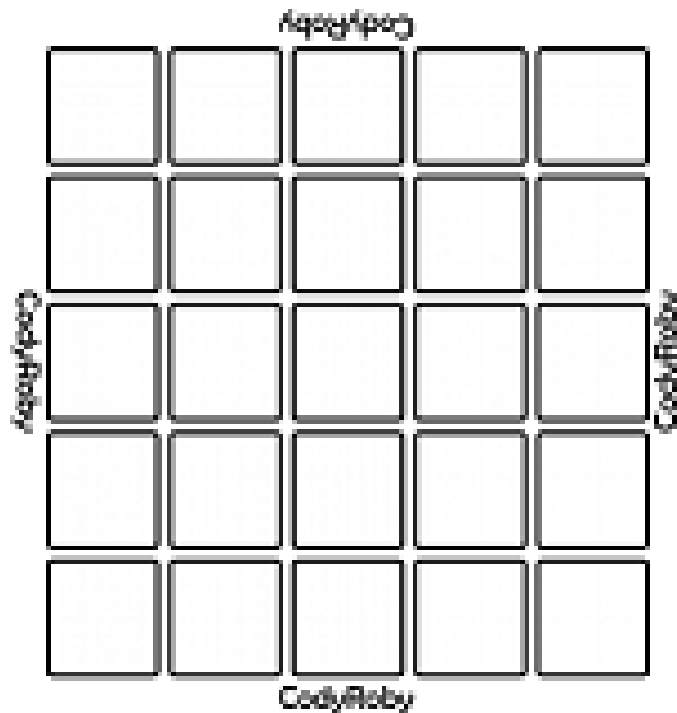# Activity 12: Introduction to coding with Cody&Roby

Objetive	Help young people develop their computational thinking skills through an unplugged activity.
Materials	Slides printed in different A4 pages. Videos.
Preparation	No preparation necessary.
Time	60 minutes.
Target group	Lower secondary education (students aged 12-15 years).
Theme	Computational thinking.
Working method	The teacher explains the exercise and asks students to form in groups of 2 or 4 people. The objective of the exercise and the instructions are given within 10'. Then the teams have 20' to play with the games. Teams can then imagine new games in 20'. Finally they present it to the rest of the class within 2'.

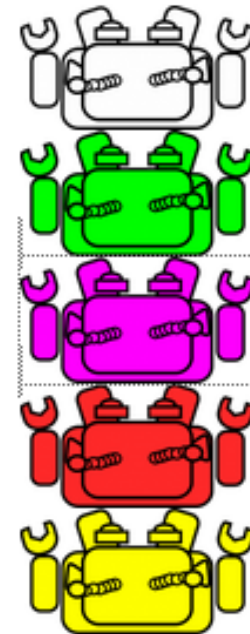# Activity 12: Introduction to coding with Cody&Roby

- CodyRoby web: http://code.educalab.es/cody-roby/

- Description:

  - DIY game

  - Introduction to robotics and coding without previous experience, at any age and without the use of any technology.

  - Roby is the robot that excutes instructions.

  - Cody is the programmer who provides instructions by cards.

  - Cody transmits the instruction to Roby, and Roby moves across the board.
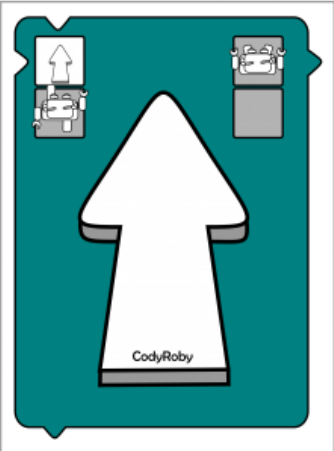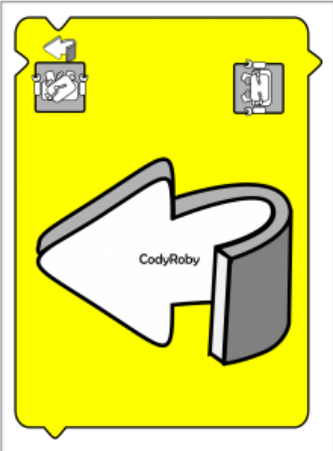
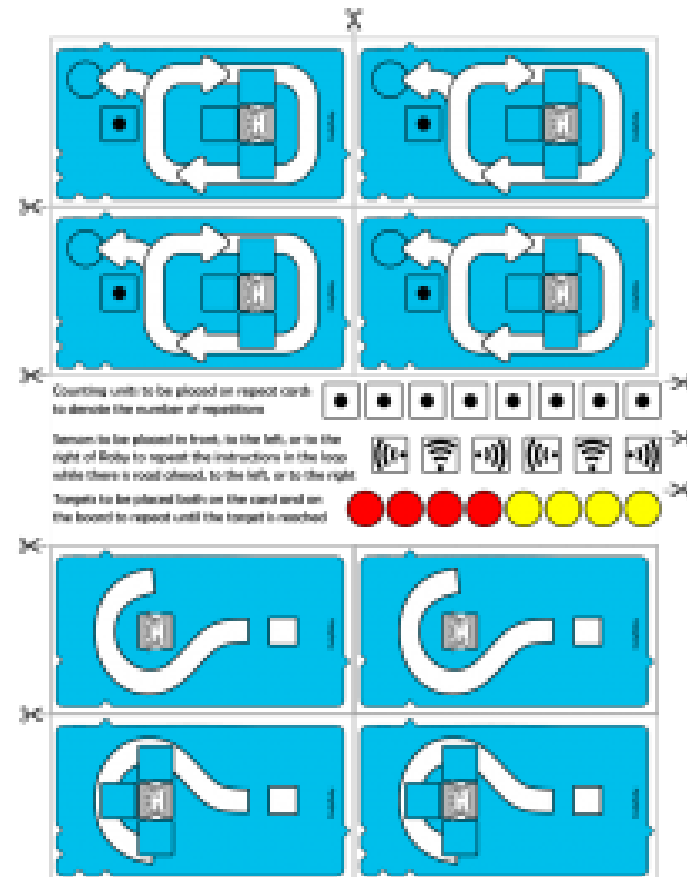# Activity 12: Introduction to coding with Cody&Roby

Board

Roby

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MOVE FORWARD	TURN LEFT	TURN RIGHT
Roby moves to the square in front of him/her	Roby turns tu his/her left without moving to a new square	Roby turns to his/her right without moving to a new square

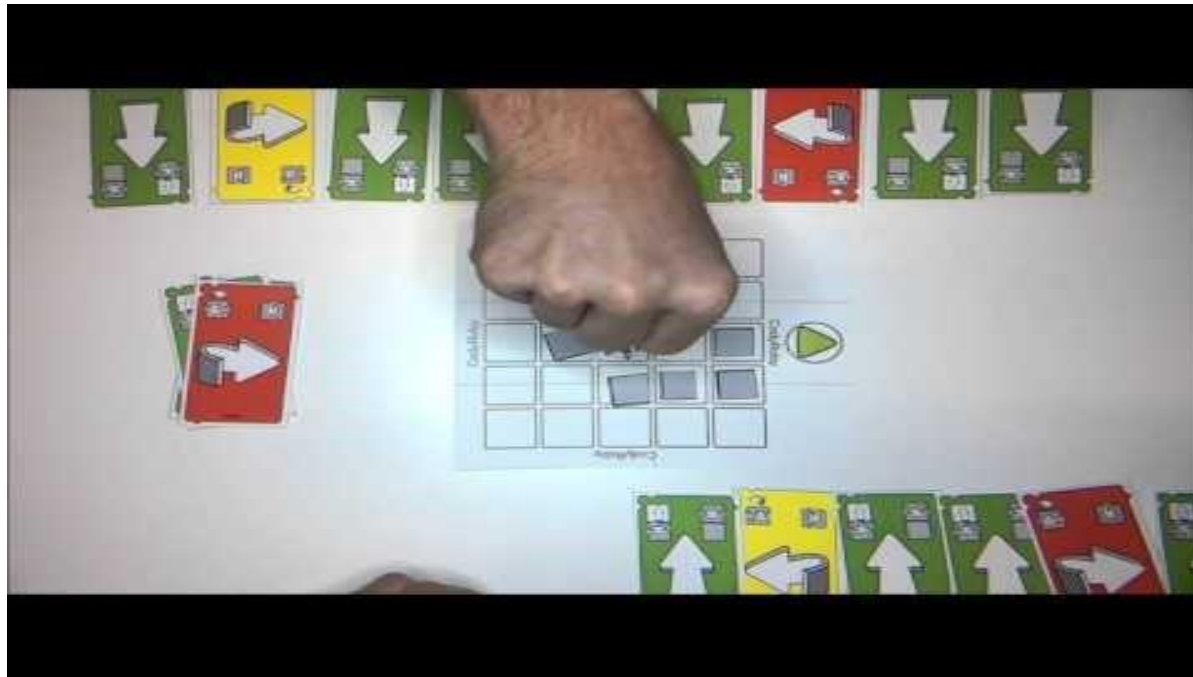# Activity 12: Introduction to coding with Cody&Roby

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▶ **The Duel:** https://www.youtube.com/watch?v=JiGjrOwOz6Y

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▶ **The Race:** https://www.youtube.com/watch?v=izpB0Cvl0tk

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▶ **Full Fill:** https://www.youtube.com/watch?v=XqWRDab5GDw