Co-funded by the
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tion to coding with Cody&Roby

1. **Learning outcome(s):**
   - 1.1.1. Develop computational thinking skills through an unplugged activity.
   - 1.1.2. Encourage personal initiative.
   - 1.1.3. Foster creativity and collaboration.
2. **Relation of activity with the STEM, gender inclusiveness and Entrepreneurship:**

The relation with the STEM is clear, since coding and computational thinking are key abilities of it. In terms of gender inclusiveness, the activity includes a variety of tasks that fit different personalities and interests, being some tasks more related to competition while others are closer to collaboration. Regarding entrepreneurship, the activity encourage students to create and develop a new game to satisfy potential players' interests.

3. **Materials:**
   - The board, the chips and the cards. They can be downloaded freely from http://codeweek.it/cody-roby-en/ecw-edition/
   - Videos showing how to play different games:
     - The duel: https://www.youtube.com/watch?v=JiGjrOwOz6Y
     - The race: https://www.youtube.com/watch?v=izpB0Cvl0tk
     - Full Fill: https://www.youtube.com/watch?v=XqWRDab5GDw
4. **Preparation:**
   Print and cut the board, chips and cards.
5. **Duration:** 60 minutes
6. **Target group:** 12-15 years old

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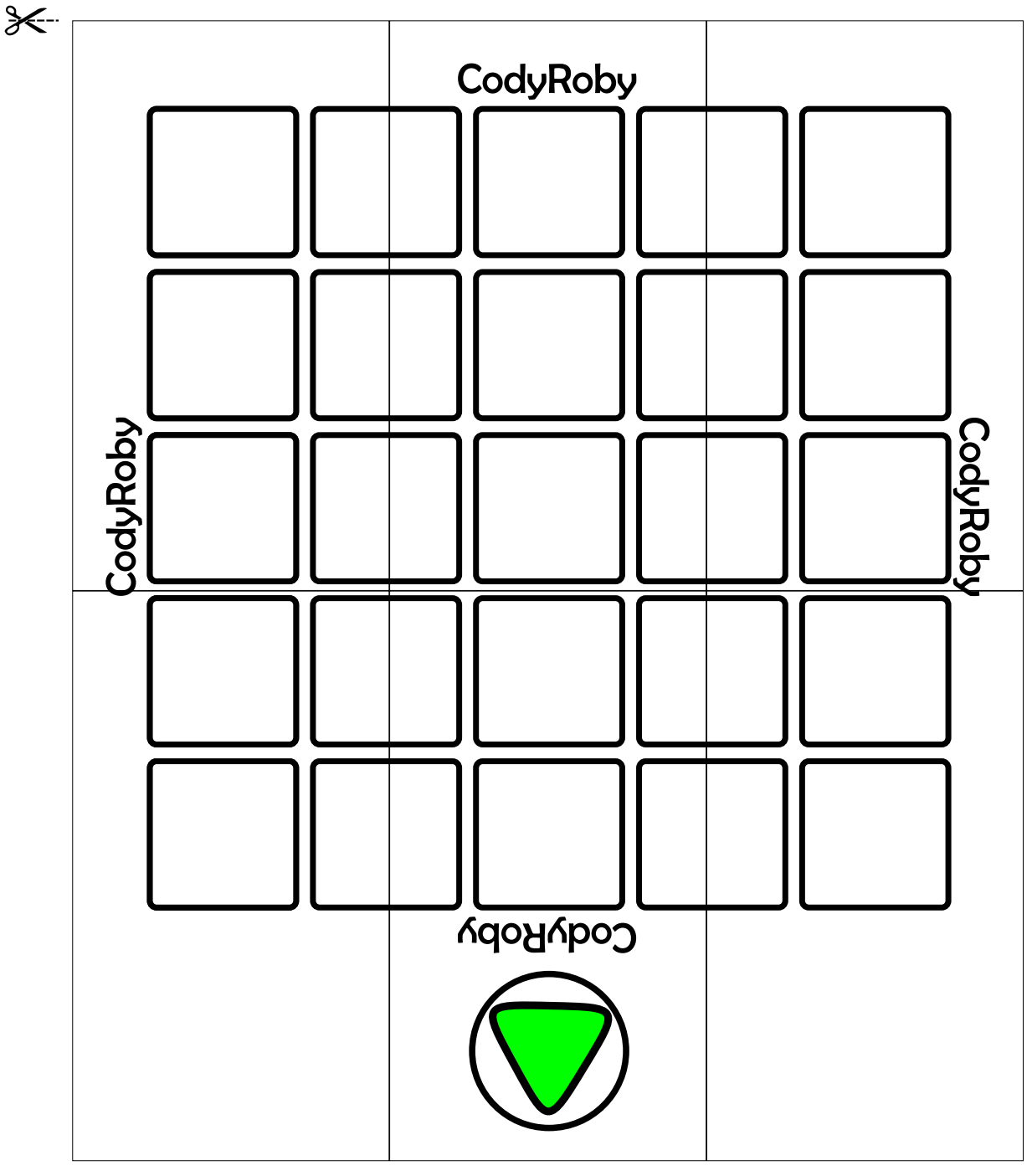
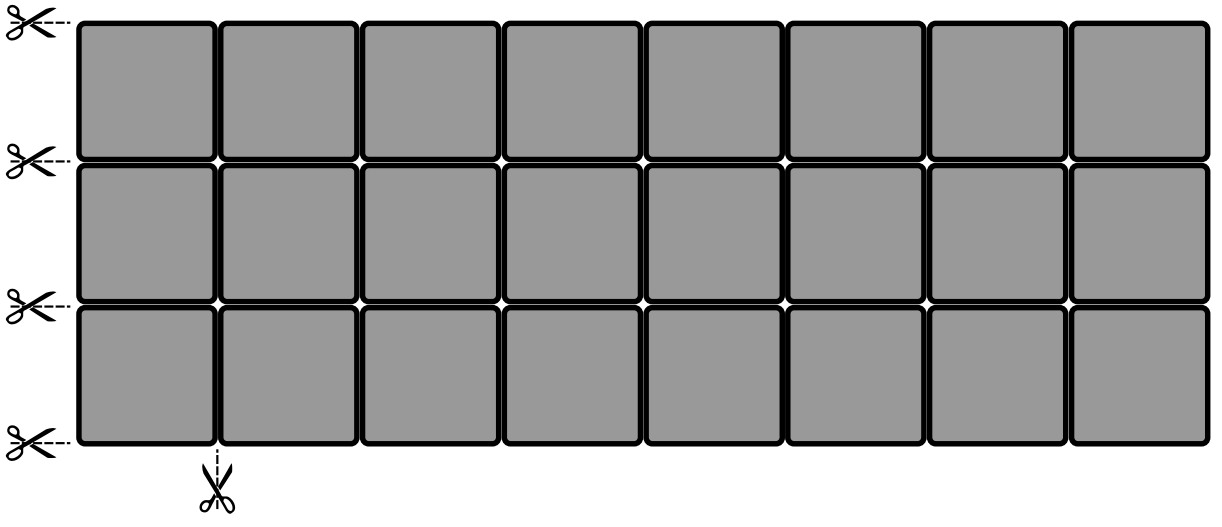
7. **Description of the activity:**

The teacher explains the exercise and asks students to divide in 5 groups of 2 or 4 people (5'). The videos showing three types of games that can be played with the cards (the duel, the race and full fill) are displayed (5'). Then the teams have 15' to play with the games. Teams can then imagine new games or improve the existing ones in 20'. Finally each group present their creations to the rest of the class (15').





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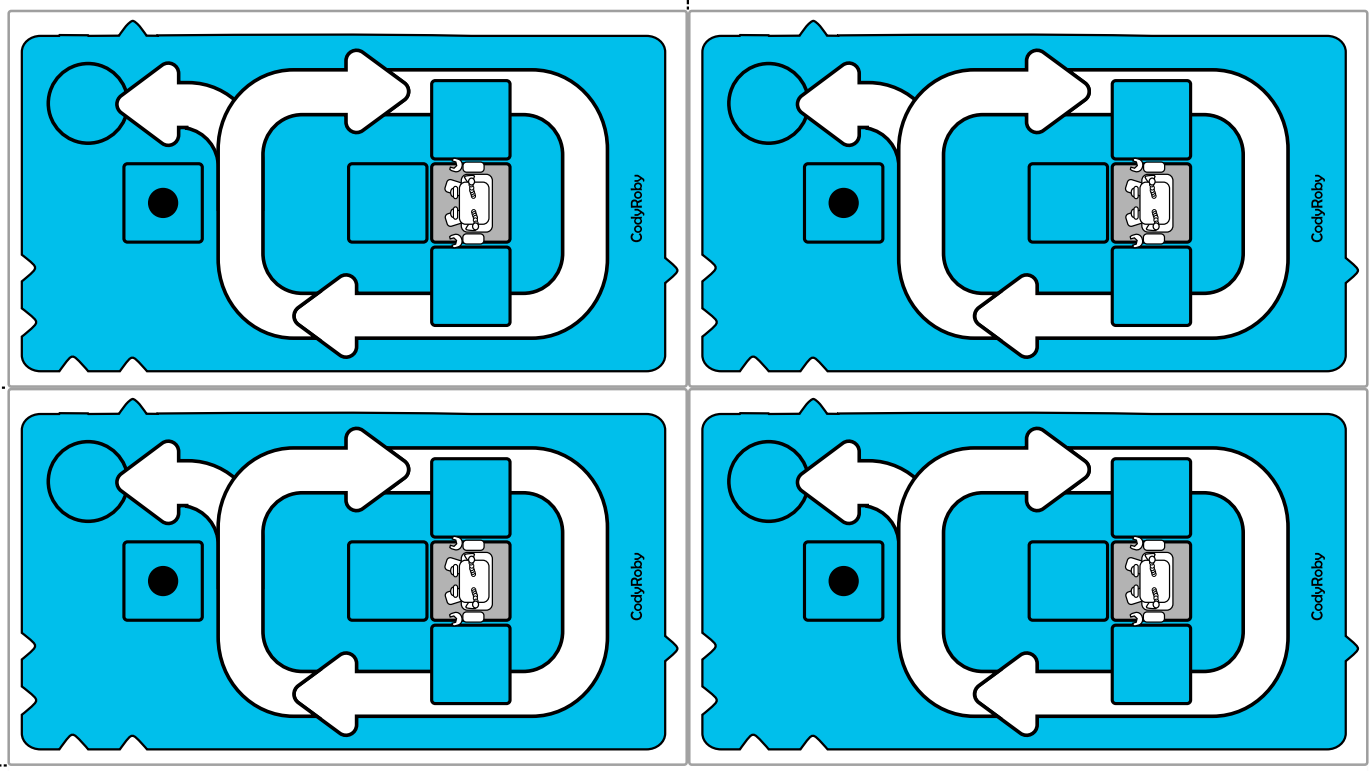
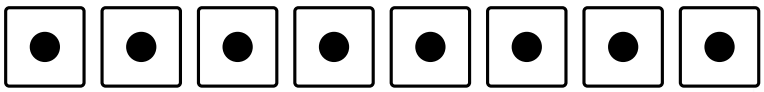
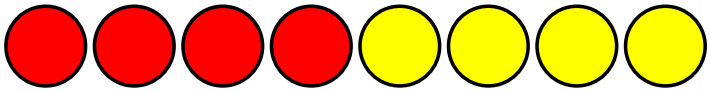


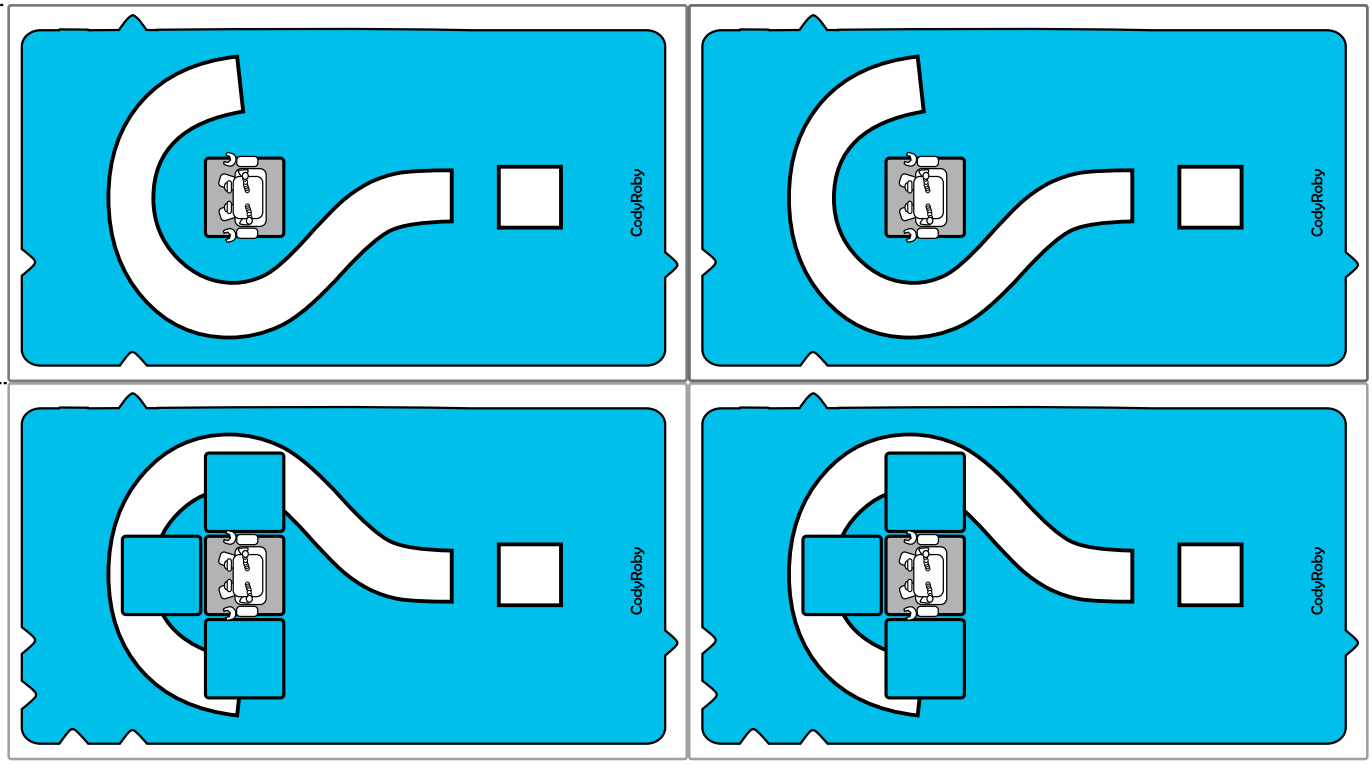
Counting units to be placed on repeat cards to denote the number of repetitions



Sensors to be placed in front, to the left, or to the right of Roby to repeat the instructions in the loop while there is road ahead, to the left, or to the right

Targets to be placed both on the card and on the board to repeat until the target is reached





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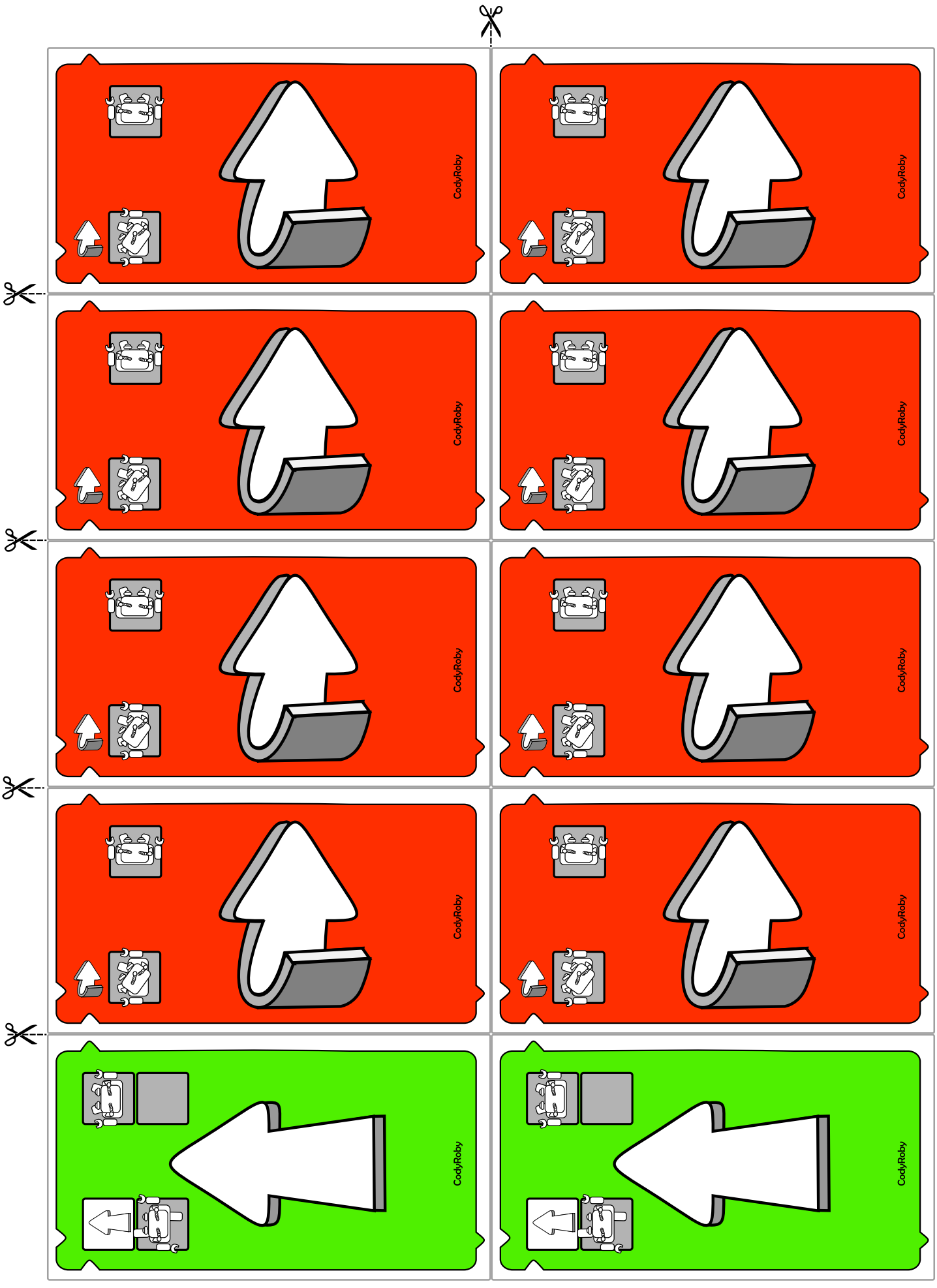

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