

# Rodocodo | Teaching Guide

## Overview

**Rodocodo** - Code Hour is a self-led activity that equips students with basic coding skills and the confidence to write code.

For activity ages 4-7

There are 5 sections to this activity with 4 lessons in each section:

1. **Sequencing** - Movement
2. **Sequencing** - Rotation
3. **Sequencing** - Pick Up
4. **Debugging** - Buggy code
5. **Loops** - Patterns

For activities ages 8-11

There are 5 sections to this activity with 4 lessons in each section:

1. **Sequencing** - Basics
2. **Debugging** - Broken code
3. **Loops** - Basic loops
4. **Functions** - Using functions
5. **Experiment** - Tinkering

- At the beginning of each section there is 1 tutorial level followed by 4 other levels. During the tutorial level, students will be shown a video that introduces the coding concept and explains how to play the game. You can do the tutorial level together as a class and then allow them to work at their own pace after.
- In order to complete a level, your students must collect all the coins and get the character to the finish tile. They must complete the current level to unlock the next level.
- Students can be awarded up to three stars after completing a level. In order to gain all three stars, they must complete the level using the fewest number of commands.
- If your students are struggling, sit and work it out together. Remind them that it is okay to find the activity difficult.
- We have curated a key for you to help your students be successful in each section of this activity

**Link to the activity** : <https://www.rodocodo.com/hour-of-code/rodocodo-code-hour/>

## Vocab

**Sequencing**- creating a set of actions performed in the correct order to achieve something.

**Debugging**- the process of correcting errors or bugs in code.

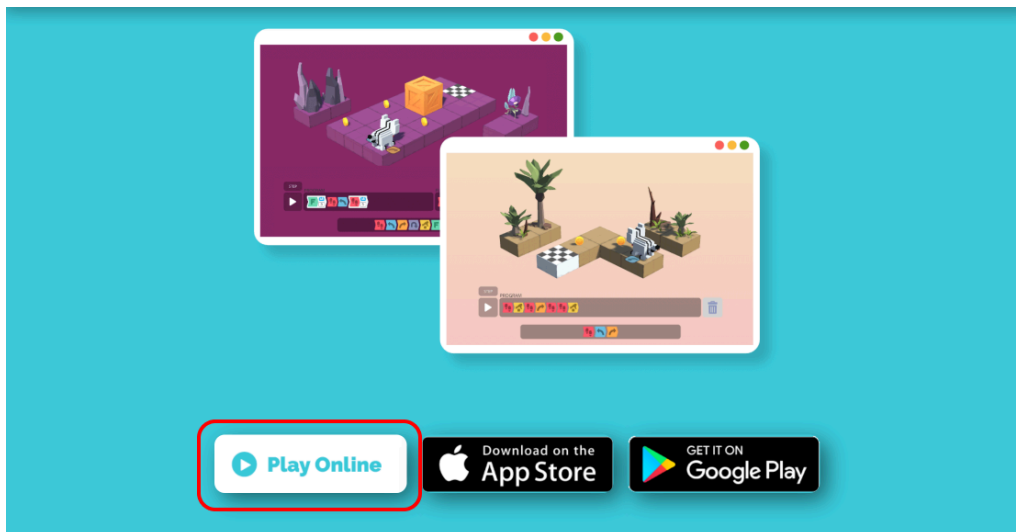
**Loops**- a sequence of instructions that are repeated until a certain condition is reached.

## Jumping into activity

For this guide we will demonstrate the first section :

### **Sequencing -Movement**

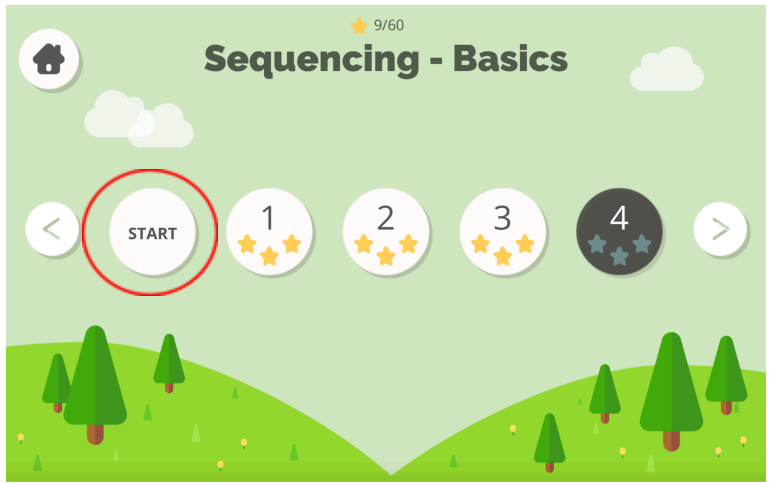
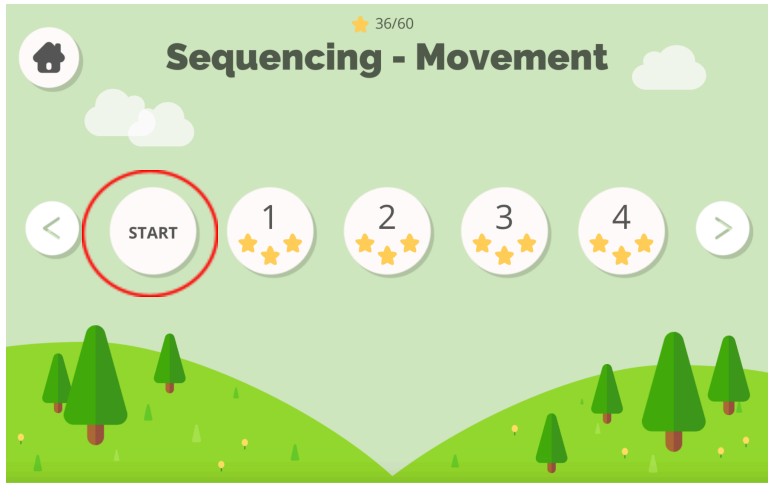
Once your student has clicked/copied the link, they will need to hit the **play online** button to start the activity



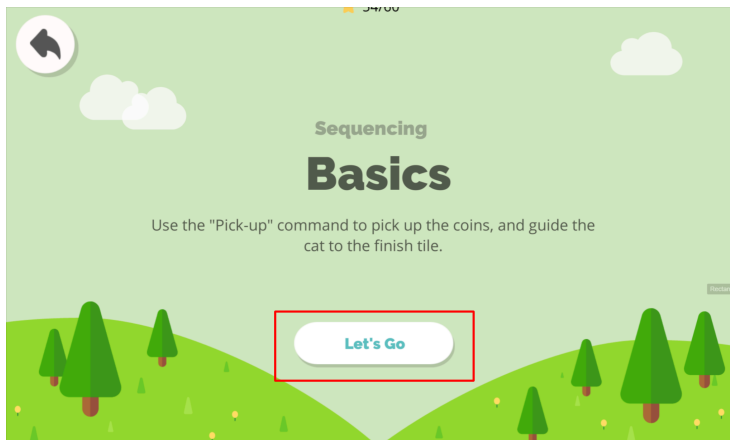
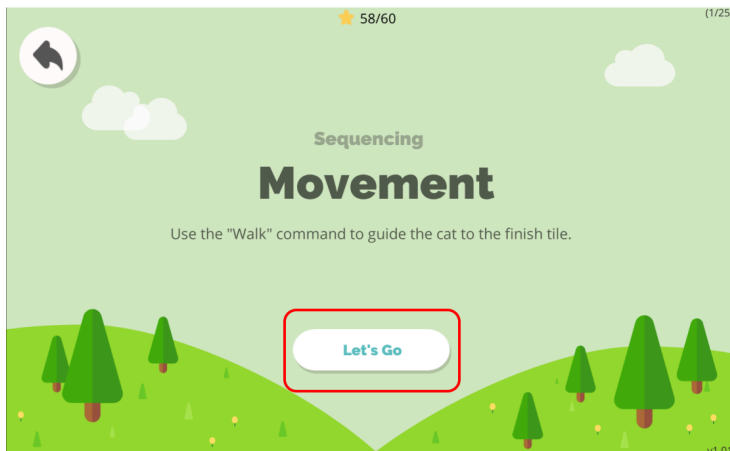
Students will then be prompted to choose part 1 or part 2 of the rodocado activity. If your students are in the age range of 4-11, then you would let them choose part 1, and if your students are in the range of 8-11, they would choose part 2.



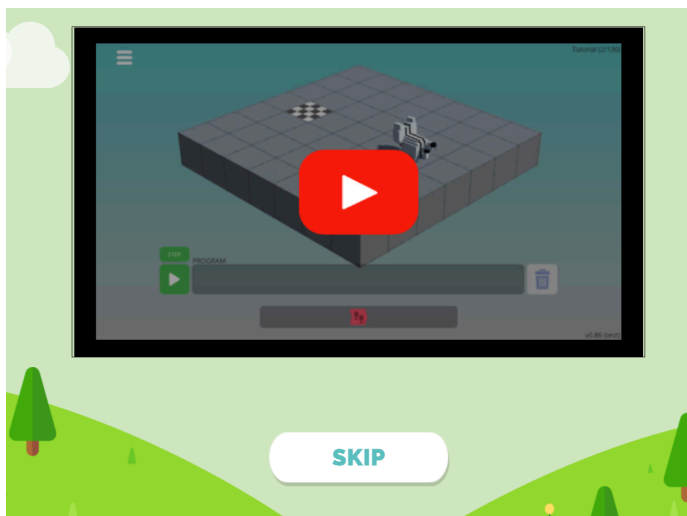
Students in part 1 should see the **Sequencing - Movement** screen, while the students in part 2 should see the **Sequencing - Basics** screen. To continue, they should click on the **Start** button.



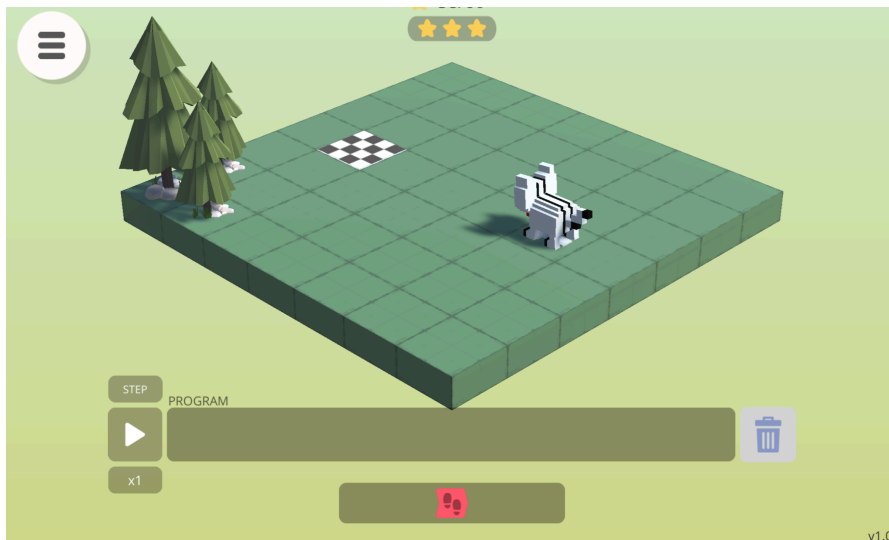
Students in part 1 should see the **Movement** screen, while the students in part 2 should see the **Basics** screen. To continue, they should click on the **Let's Go** button.



Students will then see a new page with a video and a skip button. We highly recommend you show your students the video to give them a good understanding of how the activity would be executed



Once the video is complete, students will be automatically sent to the activity to start coding !!  
This is what their screen after these instruction should look like

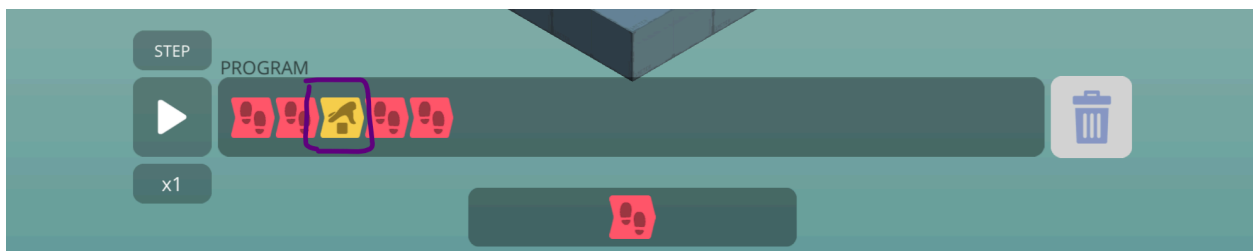


Please refer to the answer key provided if help is needed for a specific section

## Things to note for your students

In both Parts of the activity, they have a Debugging section. In this section there is no golden goin pickup block in the main code block, so if students were to click the block and it disappears, they will have to just restart the level in order to have it pop back up.

**Tip.** Notify your students that in this section there is no need to delete the coin pick up block at all.



## Completed activity

One your student has completed this activity, they will have to click on the [Get my certificate](#) to lead them to the standard hour of code page for them to input their name



# Congratulations!

You completed Rodocodo - Code Hour



[Get my certificate](#)

