

CodyFeet is an unplugged coding method for preschoolers and young learners, preparatory to the use of **CodyRoby** and visual block programming. The method allows you to build square tile paths that intuitively represent the instructions needed to follow them. CodyFeet was born from the need, widespread in kindergarten, to represent directly on the path the instructions to follow to follow it,



CodyColor method **unplugged coding** that lends itself to conceiving games and activities suitable for **all ages**. It can be proposed since kindergarten as a natural extension of **CodyFeet**, since the rules of the grid and the association between colors and rotations are the same, but the absence of constraints on the direction of entry and the passage from path to grid create situations that are difficult to predict and offer the opportunity to create exciting games even as adults.

The dynamics of the game were developed from the “Laurana” scientific high school in Urbino.

The basic rules

The robot (Roby) moves on a grid, whose squares can take on three colors, yellow, red and gray, corresponding to three different rotations. The robot runs through the grid, remaining on each tile only the time necessary to look at its color, interpret it and perform the corresponding rotation:

- If the tile is **yellow**, the robot rotates 90 degrees **counterclockwise**, turning to **the left**.
- If the tile is **red**, the robot rotates 90 degrees **clockwise**, turning to **the right**.
- If the card is **gray**, the robot continues **straight**.
- Once the rotation has been completed, he moves on to the next square, which is the one he finds in front of him after the rotation.

Our educational training activities has been continued with **CodyColor MultiPlayer** that is the online implementation of the [CodyColor unplugged method](#). It allows connected users to challenge each other in pairs, letting the game itself randomly select its opponent, or creating custom games to which you can invite your friends.

Cody Roby

Next step: Scottie Go Edu!



Scottie Go! Edu is an innovative educational game which teaches programming to kids aged 6-15 years. It can help to develop algorithmic intuition and competencies of pupils, according to the latest developments in methodology



Scottie's spaceship exploded in space! Our little alien will have to look for the pieces scattered across the planet. In order to find them, he will have to follow the instructions and solve the assignment

Instructions:

- 1) Start the app and discover the assignment
- 2) Using the available blocks, create a sequence to solve the assignment
- 3) Scan the sequence using the tablet's camera
- 4) Observe Scottie's path
- 5) Once the assignment is completed, move forward or make some changes, if necessary

Once divided in groups of three or four, the students are going to create the sequence and scan it using the tablet's camera in order to verify it

