

SUPERCHARGE YOUR VIRTUAL AND HYBRID STEM PROGRAM WITH UNRULY SPLATS



The Only STEM Tool That
Brings Coding and Active
Play to Virtual Learning

Whether your classes are virtual, in person, or a combination of both, Unruly Splats are uniquely designed to get your students moving, collaborating, and having fun - all while learning to code! - - - - -

WHAT ARE SPLATS?



Unruly Splats are programmable floor buttons that students code using an iPad or Chromebook to tell Splats when to light up, make sounds, or collect points when they are stomped on. Using block-based coding, students code the rules to create games like whack-a-mole, relay races, and dance competitions and then play them with classmates!

For the in-school setting, physical Splats offer a unique active-play environment where kids can learn to code and have fun at the same time.

HOW DO VIRTUAL SPLATS WORK?

Splats has a virtual platform

where students code on their devices remotely, and instead of stomping on physical Splats, use Virtual Splats on a screen to play collaborative games or activities. Splats virtual activities are designed to spark engagement and creativity while students work remotely to build their own home fitness circuits, memory challenges, morse code messages, and musical songs to dance to! Just like with physical Splats, kids code on the screen, and play actively off the screen!

The programs and games they create at home transition seamlessly to in-school learning. That means Splats will work whether you are teaching in-school, at home, or in a hybrid model combining both settings.

WHY VIRTUAL SPLATS?



Virtual Splats transform what traditional coding looks like. Instead of students sitting by themselves behind a screen, they are **collaborating remotely** to invent active games they can play together on video at home, or in person at a safe distance.

SPLATS ARE GREAT FOR:

[SEL and Collaboration]

Students work together virtually or in person to code and play active games!

[Engaging, Physically Active Play]

Splats activities get students working up a sweat at home or in the classroom.

[Cross-Curricular Coding]

Students use Splats to code games, create music, and send morse code messages! They are great for STEM, Music, Art, PE, and more!

HOW TO CODE & PLAY WITH SPLATS IN ANY SCHOOL RE-OPENING SCENARIO



"With Virtual Splats, it's easy for my students to virtually code together and feel connected to one another." -

Stacia Wagers, Library Media Specialist

With Splats, Students can code and play at home, code and play at school, or code at home and **play at school at a safe distance**. Here's what that looks like:

VIRTUAL LEARNING

"Code & Play at Home"

Ms. Sutkowski uses Virtual Splats on Zoom with her Grade 1 class. They do the first example together synchronously over video and then students complete the activity on their own time.

Students submit and share their work through a screen recording or by emailing a code file if they are using the Splats web app.

IN-PERSON LEARNING WITH DISTANCE

"Code & Play at Home"

Circuit-lab after school program uses Unruly Splats in their all about robotics 2020 Summer Camp. Each student has their own sanitized Splat and uses a computer and the Splats web app to code both Virtual and Physical Splats. They do **in-person gameplay outside at a safe distance!**

HYBRID LEARNING

"Code at Home, Play at School"

This spring, Ms. Truesdale, an elementary school music and performing arts teacher, used Virtual Splats to combine STEM and music with the MIDI Musical Splats Activity. This fall, she plans to continue using the Virtual Splats for **coding at home and have the students share their work in-person during a showcase.**