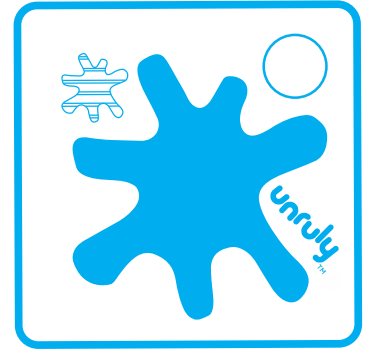
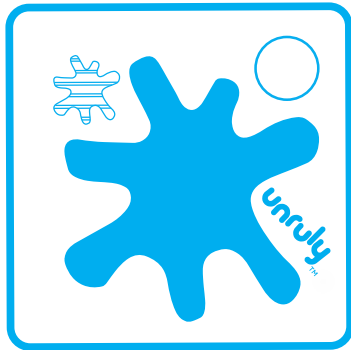


UNSTOPPABLE PLAY



**A GUIDE
FOR
HYBRID
LEARNING
WITH
SPLATS**



DISTANCE IS JUST ANOTHER THING TO PLAY WITH

UNSTOPPABLE PLAY

HYBRID LEARNING WITH SPLATS



PLAY is more important now than ever! Whether students are learning remotely, or in the same building together, you can enable play either way. We have some tips and tricks for coding and playing games **remotely** and/or **socially-distanced** in the same space – also called *hybrid learning*.

Cleaning Splats

Splats are most-often stomped on, but whenever they are handled and need to be sanitized, give them a quick wipe with the disinfectant of your choice.

**YES YOU CAN
SHOULD
CLEAN
YOUR SPLATS**

Using Splats in Hybrid Learning

CODING Remotely

You can always have students code games remotely – synchronously or asynchronously! If possible, we still encourage group-work when building programs.

If you and your students won't have access to physical Splats, that is **totally okay!** No physical Splats are needed to test and run your code. In our [Splattling without Splats Guide](#), we have a step-by-step tutorial on how to get started with the in-app virtual Splats! For a quick refresher, you can head over to app.unruly-studios.com and try it out for yourself! Try the two-Splat example game, Color Match Extreme!



PLAYING GAMES Remotely

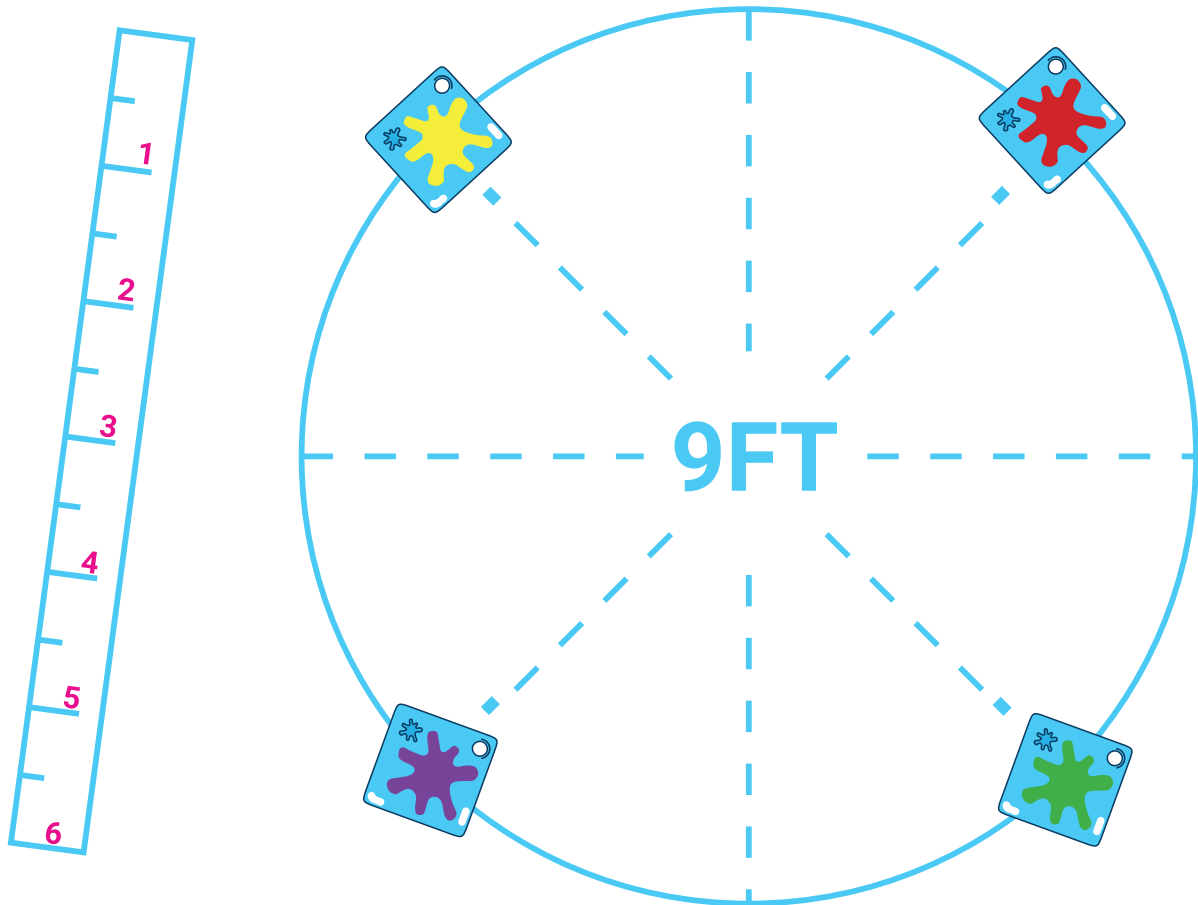
Although you can code any of our activities remotely, we have activities that are made to be played with virtual Splats: [Morse Code](#), [Musical Splats](#), & [Unruly Fitness](#).

These activities are student-facing and can be sent directly to students. (They even have video tutorials!)

We also have several activities that can easily be adapted for remote play. ([Splats Memory Challenge](#) is one of our favorites.)

SAME-SPACE Game Play

In addition to our activities made specifically for fully-remote play, any activities or games you invent yourself can be modified to meet new guidelines and safety standards. For example, a game that might have started with four players back-to-back could now start in a nine-foot diameter circle with players facing away from each other.



Even in the coding and debugging phase, students can share code or code images back and forth digitally, or show their classmates what is going on with a screen, rather than face to face. For more information on how to do this, refer to our Splatting without Splats guides for [iPad](#) and [Chrome](#)

CHOOSE Your Own Adventure

Check out [our webinars](#) for activity overviews, tips and tricks for remote learning, and to hear what other educators are doing to stay afloat. You can always reach us directly at education@unruly-studios.com.

Check out the next page for an in-depth example of how to adapt games for different instruction models.

**YOU DON'T HAVE
TO HAVE **ALL**
THE ANSWERS**

Example Adaptation: Rainbow Keyboard

For this example, we are taking an activity designed for in-person play and adapting it for hybrid or fully-remote instruction and play. [You can find the whole Rainbow Keyboard lesson plan here!](#)

CODING The Lesson

Rainbow Keyboard is a very open-ended program that is meant to be used as a base for other Unruly creations.

While using six (virtual or physical) Splats, this program lights up the colors of the rainbow and cycles the rainbow across the Splats sequentially.

In our example code, the **when splat pressed** blocks each play a note on a keyboard, but they could be adapted to make any number of sounds – or even a Rainbow Drum Machine!

PLAYING The Game

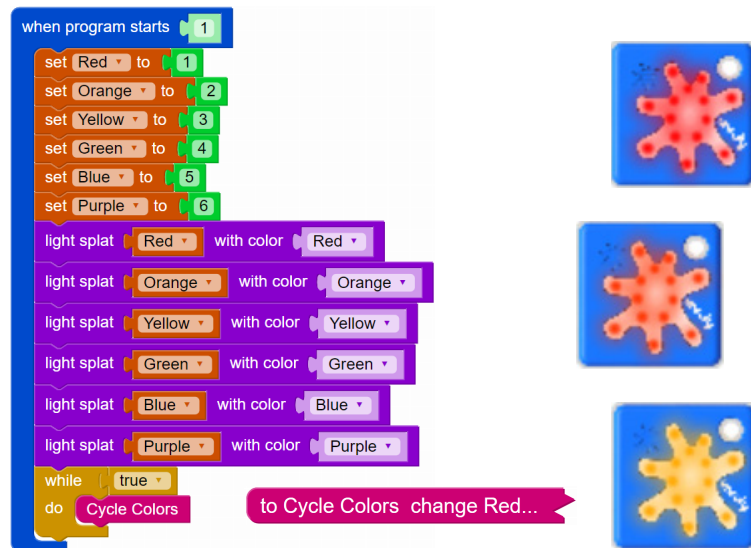
Once students have coded an **awesome machine** their creations can be presented both as an in-person discussion and as a virtual Splats concert!

If you are following a hybrid model, have students build and customize their code on the app ahead of time but present in-person!

Continue to prioritize group work through the process with group roles, project planning time, and debriefs / discussions.

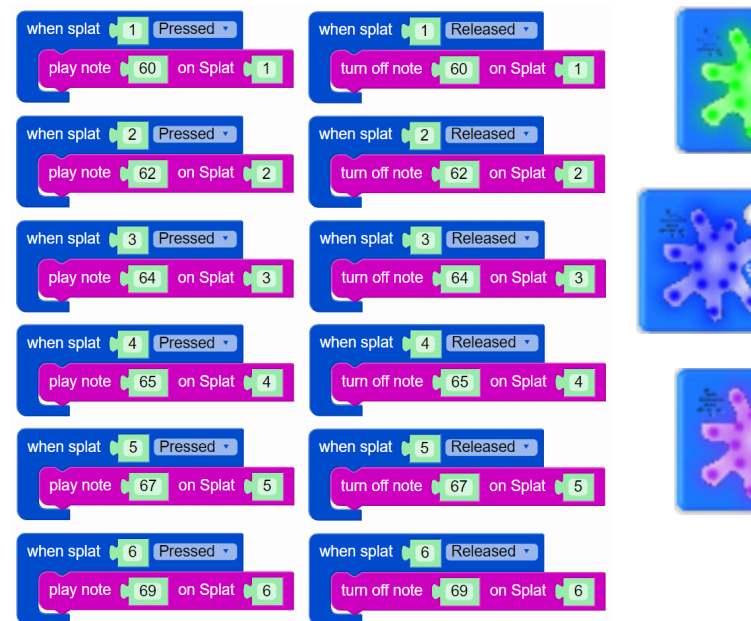
If you need help downloading the programs, our [Splating without Splats guide](#) walks through the process step-by-step.

Providing feedback, debugging help, and empowering creative ideas can all be done very effectively in remote and hybrid learning environments!



```
when program starts 1
set Red to 1
set Orange to 2
set Yellow to 3
set Green to 4
set Blue to 5
set Purple to 6
light splat Red with color Red
light splat Orange with color Orange
light splat Yellow with color Yellow
light splat Green with color Green
light splat Blue with color Blue
light splat Purple with color Purple
while true
do Cycle Colors to Cycle Colors change Red...
```

The code block shows a sequence of 'set' blocks for colors 1 through 6, followed by 'light splat' blocks for each color. A 'while true' loop contains a 'Cycle Colors' block with a 'to Cycle Colors change Red...' block.



```
when splat 1 Pressed play note 60 on Splat 1
when splat 1 Released turn off note 60 on Splat 1
when splat 2 Pressed play note 62 on Splat 2
when splat 2 Released turn off note 62 on Splat 2
when splat 3 Pressed play note 64 on Splat 3
when splat 3 Released turn off note 64 on Splat 3
when splat 4 Pressed play note 65 on Splat 4
when splat 4 Released turn off note 65 on Splat 4
when splat 5 Pressed play note 67 on Splat 5
when splat 5 Released turn off note 67 on Splat 5
when splat 6 Pressed play note 69 on Splat 6
when splat 6 Released turn off note 69 on Splat 6
```

The code block shows a series of 'when splat' blocks for each color, each containing a 'play note' block and a 'turn off note' block.

