

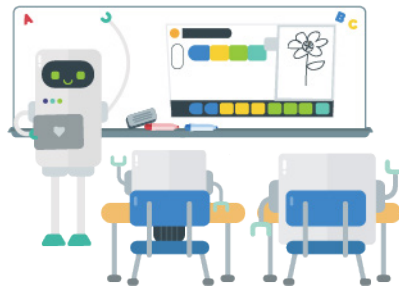
# “Guess the Code” Game

Challenge your class to a game of competitive code guessing! Students will view the code for a project, watch as it runs, and race to be the first to guess what the robot is drawing or singing.

## Teacher Prep

### In-Classroom Learning

- To play together as a class, use a projector or connected whiteboard to share your computer's screen.
- For yourself, print the Code Answer Key (attached) for reference.
- If you'd like students to play together in groups instead, follow the instructions in the Home Learning section.



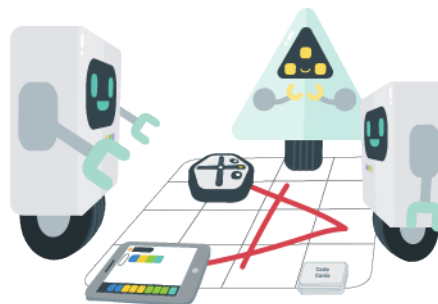
### Remote/Hybrid Learning

- To play together as a class, join a video call together.
- Share your screen on the video call so that students are all able to view it together.
- For yourself, print the Code Answer Key (attached) for reference.
- If you are playing with a large group of students, you may want to ask them to mute themselves and use the video call's chat feature to submit their guesses.



### At-Home Learning (for small groups)

- Print and cut the Code Cards (attached)
- Place the Code Cards in a pile facing down, so that players aren't able to read them.
- Gather players around a shared device, so that every player is able to see the screen.
- If you have a Root Robot, attach its dry-erase marker and place the robot in the middle of your fold-out whiteboard grid



#### Subject(s):

Coding  
Art  
Music

#### Experience Level:

Beginner  
Intermediate

#### Time:

30-60 mins

#### Group Size:

1-4  
Full Class

#### Supplies:

Coding Device  
Printed Code Cards (attached)  
Printed Answer Key (attached)  
Root Robot (optional)  
Whiteboard Grid (optional)

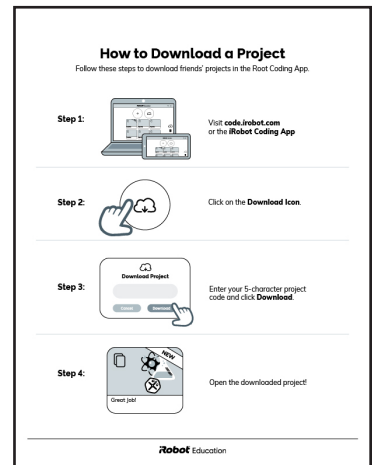
## With the Class

1. Visit [code.irobot.com](http://code.irobot.com) or open the iRobot™ Coding App.
2. Review the How to Download Projects Guide (A) (attached).
3. Select the first project code:
  - To select a code at random, draw the first Code Card (D).
  - Some teachers may prefer to select a code from the Code Answer Key (C).
4. Using the selected project code, download and open the first project. Wait ten (10) seconds before pressing play, giving other players the opportunity to read through the code and guess what the robot will draw/sing.
  - NOTE: If using the virtual simulator, make sure it is open. If using the physical Root Coding Robot, close the simulator.
5. If after ten (10) seconds, no players have guessed correctly, press “Play” on your program.
6. Players should race to guess what the robot is drawing or singing. Once a player has guessed correctly, announce that they have won the round. Allow the project to finish playing.
7. Repeat steps 3-6 until all 5-character codes have been guessed.

## How to Score Points

- 10 points: Player is the first to guess the correct answer BEFORE the code has started playing.
- 5 points: Player is the first to guess the correct answer before the project has finished playing.
- 1 point: Player is the first to guess the correct answer AFTER the project has finished playing.
- 0 points: No players were able to guess the correct answer.
- The player at the end of the game with the most points wins!

### Attachments:



(A) How to Download Projects Guide

#### Option 1: Code Chart

Code	Type	Code	Type
HDPZS	Drawing	MC66X	Song
6BXJN	Drawing	B5VZV	Song
25G7Y	Drawing	BELLA	Drawing
QHVS2	Drawing	4K2HT	Drawing
4EFEL	Drawing	7GL7S	Words
YS3NA	Drawing	GT6Q6	Drawing
VZ3S8	Words	H62D2	Drawing
PX3W8	Letter	45KFG	Drawing
Z3K3Y	Song	GPLTN	Drawing
N5YAV	Drawing		
YF4LQ	Letter		
HUL82	Letter		

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(C) Code Answer Key

#### Option 2: Code Cards

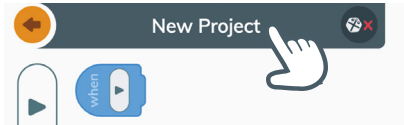
Code: <b>HDPZS</b> Type: Drawing	Code: <b>6BXJN</b> Type: Drawing	Code: <b>25G7Y</b> Type: Drawing
Code: <b>QHVS2</b> Type: Drawing	Code: <b>4EFEL</b> Type: Drawing	Code: <b>YS3NA</b> Type: Drawing
Code: <b>VZ3S8</b> Type: Words	Code: <b>PX3W8</b> Type: Letter	Code: <b>Z3K3Y</b> Type: Song

(D) Code Cards

## Extension

Play a new version of the game with code drawings that students have created!

1. Challenge students to create their own code drawings using the simulator on [code.iRobot.com](http://code.iRobot.com) or in the iRobot™ Coding App.
2. Students should first create their code drawing.
3. Ask students to re-name their project with their first name.
  - To rename their project, they can click in the upper-left corner where it says “New Project.”
4. Review the How to Upload Projects Guide with students (attached).
5. Ask students to upload their projects and send you their 5-character project code.
6. Use all of the students’ codes to create your own Code Answer Key and/or Code Cards (blank versions are attached).
7. Play the game again, this time using the new project codes created by your students!
  - To prevent cheating, warn students that they cannot guess the answer when their created code is playing.



## Fun for the Year!

Looking for a way to keep students coding throughout the school year?

Invite students to each create a new code drawing every week, or use it as a permanent quiet-time activity.

Make sure to collect their 5-character project codes somewhere, like on a whiteboard or spreadsheet.

Then, when you have another opportunity to play Guess the Code again, you'll have a whole new set of project codes to try out!

## All Finished?

Congratulations on completing your coding activity! Your next steps are:

- Share on social media that your class has completed an Hour of Code™ using the tags #HourOfCode and #iRobotEducation
- Visit [code.org/api/hour/finish](https://code.org/api/hour/finish) to download your Hour of Code™ Completion Certificate!

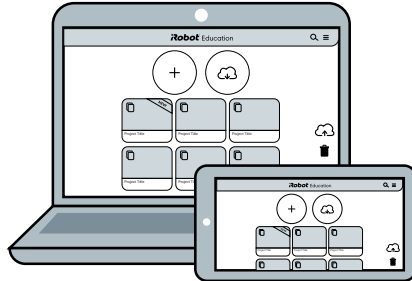


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# How to Download a Project

Follow these steps to download friends' iRobot™ Coding projects.

## Step 1:



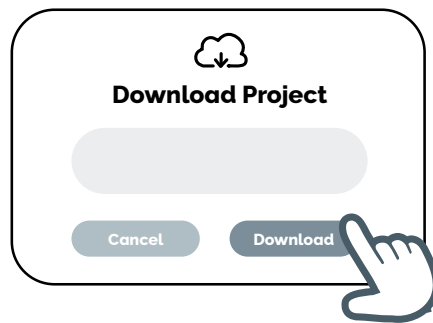
Visit **code.irobot.com**  
or the **iRobot™ Coding App**

## Step 2:



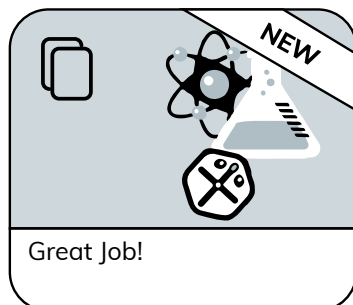
Click on the **Download Icon**.

## Step 3:



Enter your 5-character project  
code and click **Download**.

## Step 4:

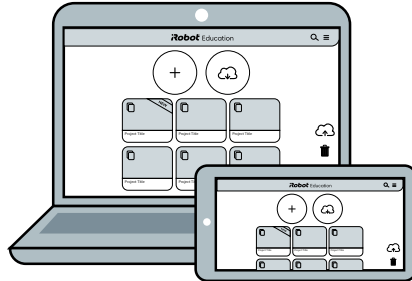


Open the downloaded project!

# How to Upload a Project

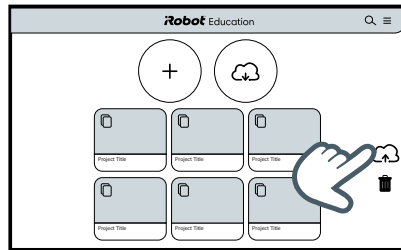
Follow these steps to share your iRobot™ Coding projects.

## Step 1:



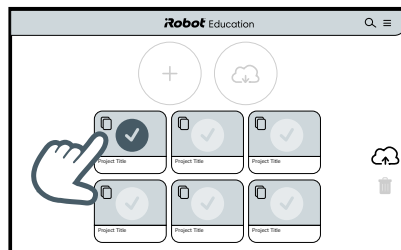
Visit **code.irobot.com**  
or the **iRobot™ Coding App**.

## Step 2:

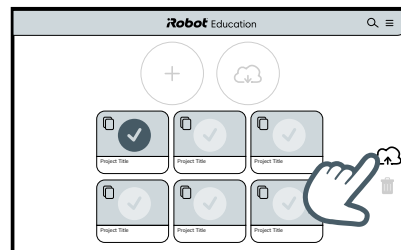


Click on the **Upload Icon**.

## Step 3:



Select the project.



Click on the **Upload Icon** again!

## Step 4:



**Copy** the project code to  
share with your friends!

# Code Answer Key

Code	Type
HDPZS	L1: Drawing "Square"
6BXJN	L1: Drawing "Triangle"
25G7Y	L1: Drawing "Hexagon"
QHVS2	L2: Drawing "Circle"
4EFEL	L2: Drawing "Star"
YS3NA	L1: Drawing "Pizza Slice"
VZ3S8	L2: Words "You Rock!"
PX3W8	L2: Letter "Lowercase g"
Z3K3Y	L1: Song "Twinkle Twinkle, Little Star"
N5YAV	L2: Drawing "Heart"
YF4LQ	L2: Letter "Lowercase q"
HUL82	L2: Letter "Lowercase e"

Code	Type
MC66X	L2: Song "Rain, Rain, Go Away"
B5VZV	L2: Words "Itsy, Bitsy Spider"
BELLA	L2: Drawing "Unicorn"
4K2HT	L2: Drawing "Unicorn"
7GL7S	L2: Words "Thank You Teachers!"
BXSKG	L2: Drawing "Silly Face"
8XS4A	L2: Drawing "Saturn"
4UB5Y	L2: Drawing "Pie"
WNPC4	L1: Drawing "House"
45KFG	L2: Drawing "Football"

# Code Cards (1/2)



Code:  
**HDPZS**

Type:  
Drawing

Code:  
**6BXJN**

Type:  
Drawing

Code:  
**25G7Y**

Type:  
Drawing

Code:  
**QHVS2**

Type:  
Drawing

Code:  
**4EFEL**

Type:  
Drawing

Code:  
**YS3NA**

Type:  
Drawing

Code:  
**VZ3S8**

Type:  
Words

Code:  
**PX3W8**

Type:  
Letter

Code:  
**8XS4A**

Type:  
Drawing

## Code Cards (2/2)



Code:  
**N5YAV**

Type:  
Drawing

Code:  
**YF4LQ**

Type:  
Letter

Code:  
**HUL82**

Type:  
Letter

Code:  
**7GL7S**

Type:  
Words

Code:  
**4UB5Y**

Type:  
Drawing

Code:  
**WNPC4**

Type:  
Drawing

Code:  
**BELLA**

Type:  
Drawing

Code:  
**4K2HT**

Type:  
Drawing

Code:  
**BXSKG**

Type:  
Drawing

## Code Answer Key (Blank)

Code	Type

Code	Type

# Code Cards (Blank)



<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>
<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>
<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>	<p>Code:</p> <p>Type:</p>