

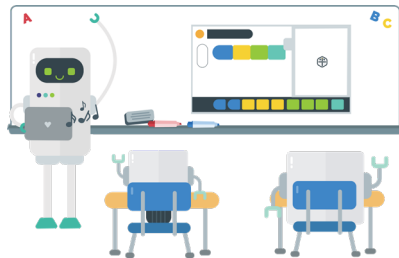
# “Guess the Song” Game

Turn up your volume and get ready to guess that tune! Students will view the musical code for a project, listen as it runs, and race to be the first to guess what the robot is singing.

## Teacher Prep

### In-Classroom Learning

- To play together as a class, use a projector or connected whiteboard to share your computer's screen. Make sure your volume is turned up!
- 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.



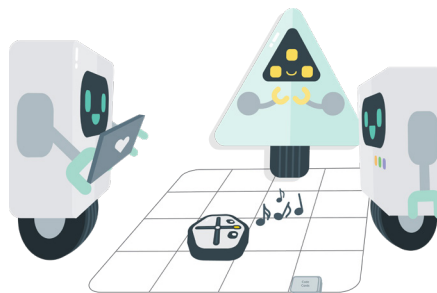
### Remote/Hybrid Learning

- 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, place the robot in the middle of your fold-out whiteboard grid.



#### Subject(s):

Coding  
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)

**Note:** iRobot® does not own the rights to these songs.

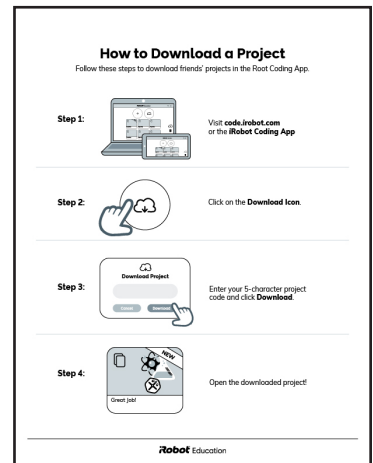
## With the Class

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 preview the code and guess what the robot will sing.
  - NOTE: If using the virtual simulator, make sure it is open. If using the physical Root Coding Robot, close the simulator.
5. After ten (10) seconds, press “Play” on your program.
6. Players should race to guess what the robot is singing. Once a player has guessed correctly, announce that they have won the round. Allow the project to finish playing.
7. If no team guesses correctly, play the song again.
8. If after the second time and still no players guess correctly, give a hint and play again.
9. Repeat steps 3-8 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 AFTER the project has finished playing the first time.
- 1 point: Player is the first to guess the correct answer AFTER the project has finished playing the second time.
- 0 points: No players were able to guess the correct answer.
- The player at the end of the game with the most points wins!

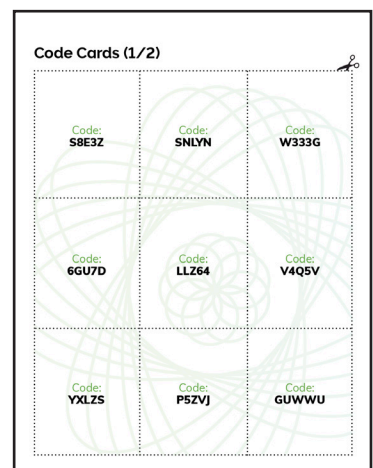
## Attachments:



(A) How to Download Projects Guide

Code Answer Key			
Code	Song	Code	Song
S8E3Z	L1: Icy Bitty Spider	P5QGM	L1: You Are My Sunshine
SNLYN	L1: Rain Rain Go Away	8BX58	L1: Aa! Aa! Go Marching
W333G	L1: Twinkle Twinkle Little Star	PZLU2	L1: Happy Birthday
6GU7D	L1: Mary Had a Little Lamb	KAS4S	L1: Wheels on the Bus
LLZ64	L1: Frère Jacques	DT6K8	L2: Take Me Out to the Ball Game
V4Q5V	L1: Three Ring Mice	QCA6R	L1: BINGO
YXLZS	L1: Row Row Row Your Boat	BBE8B	L1: Jingle Bells
P5ZVJ	L1: Baby Shark	4U5LK	L1: Alphabet Song
GUWWU	L1: Old MacDonald Had a Farm	TL5S8	L1: Far Else

(C) Code Answer Key

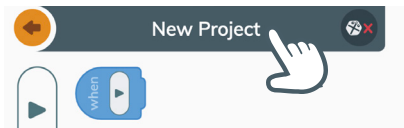


(D) Code Cards

## Extension

Practice reading music and play a new version of the game with songs that students have coded!

1. Challenge students to code their own songs using the simulator on [code.iRobot.com](http://code.iRobot.com) or in the iRobot™ Coding App.
2. Students should first create their song.
3. Ask students to re-name their project with their first name and Mystery Song.
  - 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 coding project 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 song 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 Song again, you'll have a whole new playlist of project codes to try out!

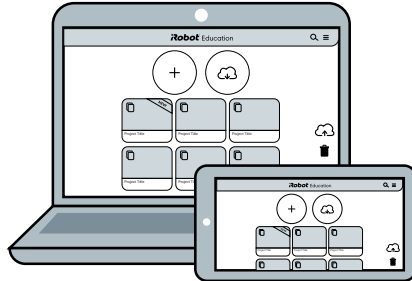


Education

# How to Download a Project

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

## Step 1:



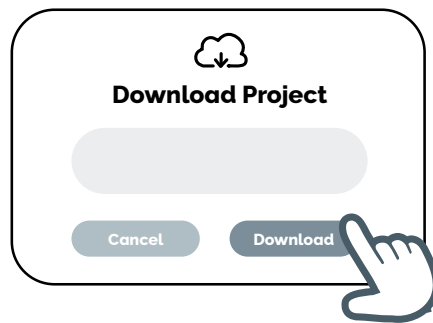
Visit **code.irobot.com**  
or the **iRobot™ Coding App**

## Step 2:



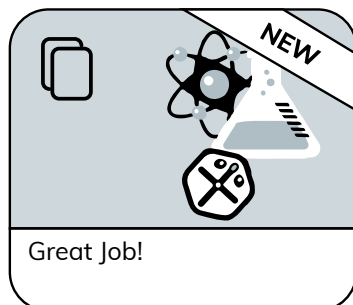
Click on the **Download Icon**.

## Step 3:



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

## Step 4:

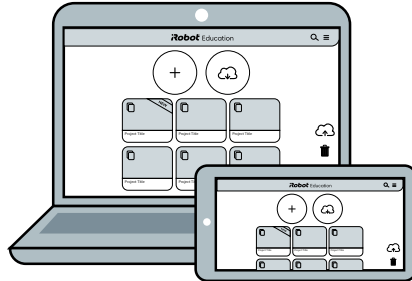


Open the downloaded project!

# How to Upload a Project

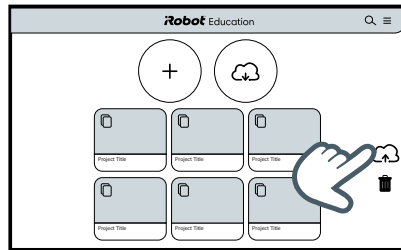
Follow these steps to share your iRobot™ Coding projects.

## Step 1:



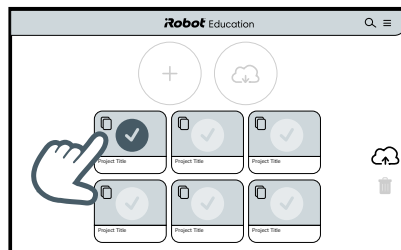
Visit **code.irobot.com**  
or the **iRobot™ Coding App**.

## Step 2:

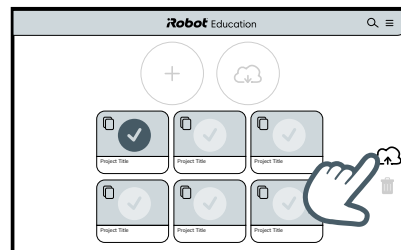


Click on the **Upload Icon**.

## 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	Song
S8E3Z	L1: Itsy Bitsy Spider
SNLYN	L1: Rain Rain Go Away
W333G	L1: Twinkle Twinkle Little Star
6GU7D	L1: Mary Had a Little Lamb
LLZ64	L1: Frère Jacques
V4Q5V	L1: Three Blind Mice
YXLZS	L1: Row Row Row Your Boat
P5ZVJ	L1: Baby Shark
GUWWU	L1: Old McDonald Had a Farm

Code	Song
P5QGM	L1: You Are My Sunshine
8BX58	L1: Ants Go Marching
PZLU2	L1: Happy Birthday
KAS4S	L1: Wheels on the Bus
DT6K8	L2: Take Me Out to the Ball Game
QCA6R	L1: BINGO
BBE8B	L1: Jingle Bells
4U5LK	L1: Alphabet Song
TL5S8	L1: Für Elise

**Note:** iRobot® does not own the rights to these songs.

# Code Cards (1/2)



Code:  
**S8E3Z**

Code:  
**SNLYN**

Code:  
**W333G**

Code:  
**6GU7D**

Code:  
**LLZ64**

Code:  
**V4Q5V**

Code:  
**YXLZS**

Code:  
**P5ZVJ**

Code:  
**GUWWU**

## Code Cards (2/2)



Code:  
**P5QGM**

Code:  
**8BX58**

Code:  
**PZLU2**

Code:  
**KAS4S**

Code:  
**DT6K8**

Code:  
**QCA6R**

Code:  
**BBE8B**

Code:  
**4U5LK**

Code:  
**TL5S8**

## Code Answer Key (Blank)

Code	Song

Code	Song

# Code Cards (Blank)



Code:

Code:

Code:

Code:

Code:

Code:

Code:

Code:

Code: