

# The Get Active Coding Challenge Playbook

By Unruly Splats x New England Patriots Cornerback Jonathan Jones

“I love competition. We should always be competitive with ourselves and with each other. Competition allows us to fail and learn how to be better for next time. Winning and losing are equally important.” —**Jonathan Jones**



## THE OBJECTIVE

This Hour of Code™, push your desks aside and get active! **Your mission, if you choose to accept it, is to get your students stomping and coding their way to the top of our leaderboard!** How? By having the most stomps or using the most code blocks throughout the event! Get started by using the suggested games and modify them or build your own 👍

## SCORING AND CHALLENGE DETAILS

Unruly is awarding prizes to the top three winners in each of the following categories:

- Most stomps
- Most code blocks

**A third prize is awarded to the school with the most team spirit!** This winner is determined by the school that posts the most in the [Unruly Forum](#) (please be mindful of student media consent before posting faces online). Unruly is looking to see who’s sharing their progress—videos, photos, games—as well as who’s cheering everyone on the most!

First-place winners in each category—**stomps**, **code blocks**, and **team spirit**—receive a limited-edition Splat signed by Jonathan Jones, as well as other fun surprises for students. **Spoiler alert: someone’s getting pied in the face!**





## HOW TO USE THIS PLAYBOOK

It's simple! Choose from one of our activities linked below or pick a pre-loaded game in our app and get stomping! **Note:** asterisks\* indicate the game is available directly in the App.


### WARM-UPS (Beginner)

Entry-level games for students just starting their coding journey!

#### Unruly Suggestions

- [Red Splat Green Splat](#)\*:Just like the classic playground game, students run towards a Splat when it’s lit green, but must freeze when it turns red!
- **Helpful Resource:** [Intro to Coding](#)—learn the basics of block-coding!



#### Jonathan’s Pick

- [Race In Place](#)\*: How many stomps can you get in 10 seconds? **Jonathan can do 82!** 🤖🔥
- Can you beat Jonathan Jones’s record?


### DRILLS (Intermediate)

Students are encouraged to modify existing code to create brand new games or a spin-off.

#### Unruly Suggestions:

- [Unruly Tag](#): Created by an Unruly Educator! One tagger, a referee, 10 seconds, and lots of hopping—this game is a must-try!
- **Helpful Resource:** [Game Creator](#)—guided lesson on how to modify a simple code.



#### Jonathan’s Pick

- [Relay Races](#)\*: Teams are given 2 Splats each and must race head-to-head to see who can finish their relay first.
- Football is all about teamwork so this game was an easy pick for Jonathan 🏈


### Game-Time (Advanced)

Students are challenged to create original games!

#### Unruly Suggestions:

- [Corn Hole](#): the greatest vegetable-non-vegetable game in the world! Test your aim using Splats 🎯
- **Helpful Resource:** [Game Creator Cards](#)—interactive “cards” to help students brainstorm new game ideas.

#### NEW! Jonathan’s Game

- [The Jonathan Jones Cornerback Challenge](#)\*: two teams—offense and defense—compete to see who can earn the most points in 30 seconds.
- While creating this challenge, Jonathan was inspired by several of his favorite childhood games—can your students guess what they are?