

# UNRULY



WOULD YOU RATHER  
EAT A BOWL OF DIRT  
OR DRINK A GLASS  
OF POND WATER?

A GOAT BIT ME!

# BREAK

DO YOU LIKE SNAKES?

# ERS

# ICE BREAKERS



**BUILDING** a strong classroom community is essential at any grade. Now that many schools follow a remote or hybrid model, it's especially important to ensure students feel connected across what feels like impossibly long distances.

To help learners get acquainted, Unruly is excited to present **ICE BREAKERS**. Included are three fast-paced, low-threshold, interactive games that encourage students to be silly, creative, and collaborative. We hope you enjoy them all year round!

This activity pack was inspired by educators and students at the Winter Hill Community Innovation School in Somerville, Massachusetts!

THESE ARE SILLIER  
THAN A REALLY  
SILLY DOLPHIN

THIS ONE IS MORE  
FUN THAN RIDING  
A DOLPHIN!

## CONTENTS

TWO TRUTHS & A LIE  
MONSTER MAKER  
WOULD YOU RATHER

# ICE BREAKERS

## QUICKSTART

**THE** code files for all activities in this pack are available for download. For students wanting to build their own code, each lesson contains instructions and code images.

Now let's get **Unruly!**

### TWO TRUTHS & A LIE

It's student vs. classmates! One student tells two truths and a lie based on a random Splat animal sound. Students earn points for concealing the lie while classmates earn points for figuring it out!



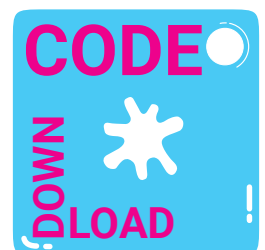
### MONSTER MAKER

Three classmates team up to create the ultimate Splat monster. Using a Google document aka "The Lab Table" to create their masterpieces, students draw their portion of a monster based on random Splat animal sounds.



### WOULD YOU RATHER?

Two teams compete to come up with the ultimate "Would you rather?" question. The tricky part is that everyone on a team must agree to the same question. This is an exercise in silliness and developing collaborative skills.



# TWO TRUTHS & A LIE

**GRADE LEVEL** SUGGESTED FOR GRADES K-8

**UNRULINESS** SITTING, STANDING, FULL CLASSROOM

**GROUP SETUP** ALL STUDENTS SHARE ONE DEVICE. GAME PLAY USES 4 SPLATS

**SKILL BUILDING** COUNTDOWN, STOPWATCH, SCORING, LIGHTS, SOUNDS

## GAME SUMMARY

Start by choosing one player, they will be asked questions first. The chosen player presses Splat 1, and Splat 2 to reveal their choices for what color and/or sound they need to include in one of their truths or lies!

The countdown timer will start, and the rest of the class has 60 seconds to agree on what statement is a lie. If they guess incorrectly, the active player presses the RED button (Splat 3), to tell them they guessed incorrectly, and to gain one point. If the correct answer is guessed, the active player presses Splat 4 to end the game.

**GAME RULES: PRESS SPLAT 1 TO BEGIN, THE ACTIVE PLAYER MUST EITHER USE A COLOR OR A SOUND FROM SPLAT 1 OR SPLAT 2 IN ONE OF THEIR STATEMENTS. SPLAT 3 ADDS A POINT, SPLAT 4 STOPS!**

**FOR EXAMPLE – IF THE SPLAT IS RED, AND MAKES A GOAT SOUND, THE PLAYER COULD ADD THE “FACT” THAT THEY WERE BITTEN BY A GOAT TO ONE OF THEIR STATEMENTS. IF THE CLASS GUESSES WRONG, THEY PRESS SPLAT 3 TO GAIN A POINT. IF THEY GUESS CORRECTLY, SPLAT 4 TO FINISH.**

## CODE BUILDING

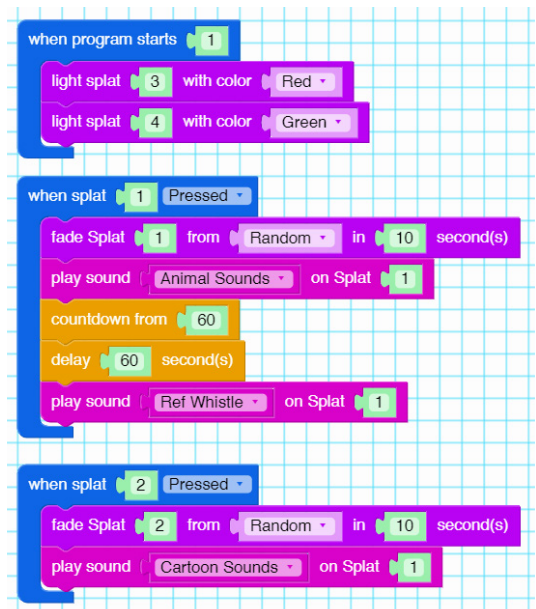
Begin with your STARTING blocks. We want 4 Splats to respond when they are clicked or stomped on, so grab 4 **when splat pressed** blocks and 1 **WHEN PROGRAM STARTS** block from your Blocks Tray.

When the program starts, we want Splats 3 and 4 to be easily identified by color. Snap 2 **LIGHT SPLAT** blocks to your **WHEN PROGRAM STARTS**. Here we use RED and GREEN for correct and incorrect guesses.

Splat 1 and Splat 2 will prompt an animal sound and a color for our lie as well as start the countdown from 60 seconds for our Guessers. Let's set up our random color blocks – Set Splat 1, and Splat 2 to **fade from** a random color for 10 seconds.

Then, grab blocks **play sound + animal sound (x2)**, **game sound** (Ref Whistle), and countdown to finish up your code for Splats 1 and 2. In the end, you should have a program that lights up, plays sounds, and counts down from 60 seconds with a Whistle at the end to signal time's up!

## CODE IMAGE 1



## CODE BUILDING

For Splat 3, we want Guessers to know when they're Losers (just kidding, no one likes a bad sport)! Set Splat 2 to play sound lose (GAME sound), and change the score by +1.

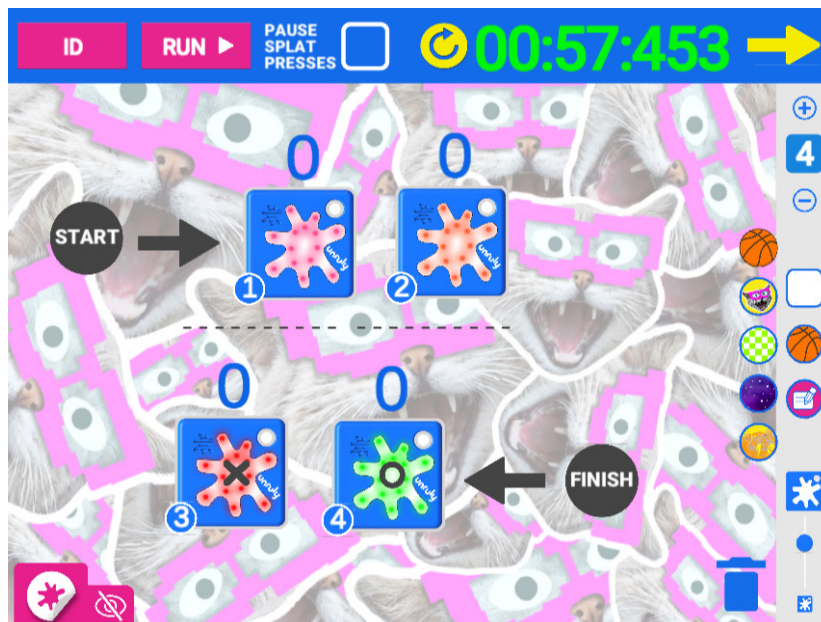
Lastly, we want Guessers to know when they're Winners, so snap a STOP STOPWATCH and PLAY SOUND WIN (GAME sound) to Splat 3.

Ta da! You just built yourself a silly, strange, sticky (sticky? sticky!) version of 2 Truths & A Lie.

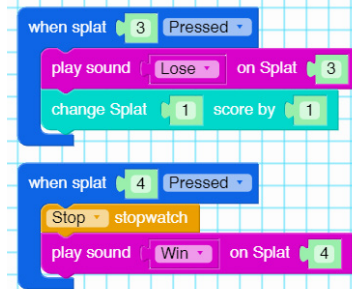
## VIRTUAL SPLATS APP

Here's one idea of what the Virtual Splats App might look like in action for Two Truths and A Lie! Feel free to customize to your heart's desire, and make your own Virtual Splats play-guide.

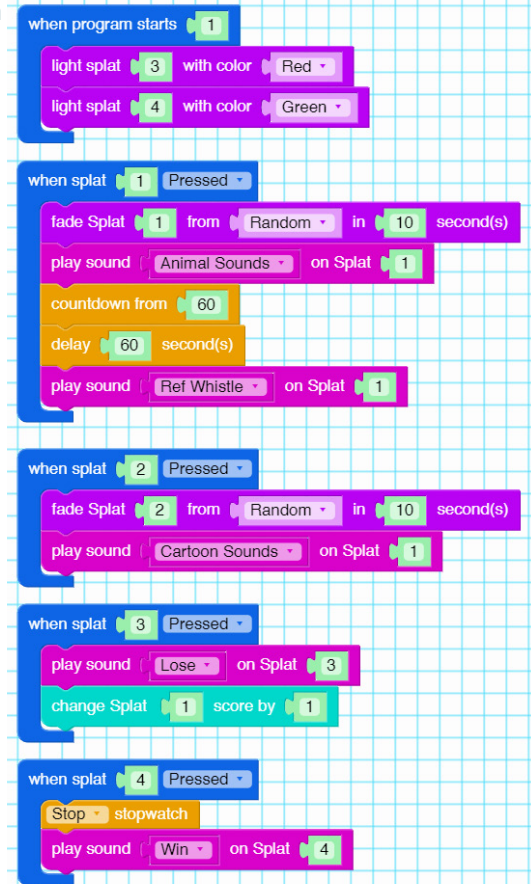
Use stickers to describe starting with Splat 1 and 2, and ending with Splat 3 and 4!



## CODE IMAGE 2



## CODE OVERVIEW



# MONSTER MAKER

**GRADE LEVEL** SUGGESTED FOR GRADES 3-8

**UNRULINESS** SITTING, STANDING, FULL CLASSROOM

**GROUP SETUP** EACH PLAYER USES ONE DEVICE, IN GROUPS OF 3 PLAYERS

**SKILL BUILDING** VARIABLES, COUNTDOWN, DELAY, SOUNDS, DRAWING & CREATIVITY

## GAME SUMMARY

Monster Maker is a ghoulish, Frankenstein's Monster type of drawing game. Three players collaborate on building a Frankenstein by drawing different parts of the body. One player draws the head, one player draws the torso, and one player is responsible for the bottom third (whatever that may be)!

In order to make the game as Unruly as possible, each player builds a simple program that prompts random animal sounds. The animal sound each player hears is the animal they must draw!

**GAME RULES: PLAYERS BRING UP THEIR OPERATING TABLE DOCUMENT, UNRULY APP WITH GAME CODE, AND GET READY TO DRAW. WHEN EVERYONE IS READY, THEY PRESS SPLAT 1 FOR THEIR ANIMAL SOUND!**

***FOR EXAMPLE – PLAYER ONE HEARS A CAT SOUND, PLAYER TWO HEARS A DONKEY, AND PLAYER THREE HEARS AN ELEPHANT. EACH PLAYER EDITS THEIR PORTION OF THE OPERATING TABLE DOCUMENT BY DRAWING THE ANIMAL THEY HEARD!***

## THINGS TO KNOW

- Players must all be given access to the [Lab Table Document](#).
- To start drawing, players open their individual Drawing Boxes and can select from the tools available. (We recommend the pencil tool)
- The small, parallel lines in the boxes indicate where the body parts should connect, i.e., if you're drawing the head, make sure your shoulders connect with the small lines so that your drawing connects with other players' drawings
- DO NOT close your Drawing Box until everyone is ready! You wouldn't want to ruin the surprise!
- To play again, delete the used Drawing Box and copy/paste an empty box from the RESET Page in its place.

## LABORATORY TABLE

TOP		
MIDDLE		
BOTTOM		



## CODE BUILDING

Each player needs to build their own program.

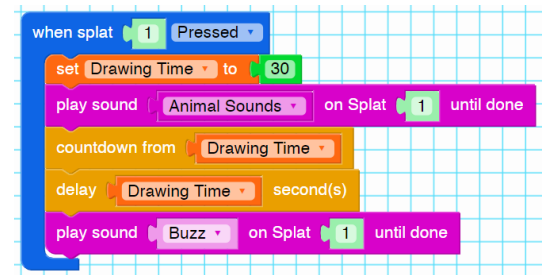
Start with **when splat pressed**. We want this Splat to **A)** start a timer, **B)** play a random ANIMAL sound, and **C)** let us know when time's up.

In order to do this, we're going to grab a **variable** block and rename it "**Drawing Time**." Something to keep in mind is that you can name your variable whatever you want, but programmers often give their variables practical names so they are easily understood by other programmers when their project is shared.

Once you have your **variable** block renamed to "**Drawing Time**," set it to 30 seconds using a **math** block. Snap on a **play sound** block set to **animal sounds** and make sure the sound plays completely before a **countdown** begins. Give yourself some time for finishing touches by adding a **delay**, and play a **buzz sound** so you know when to stop drawing.

That's it! Make sure to take screenshots of your artwork — *CTRL + Shift + P (PC)* and *CMD + Shift + 3 (Mac)* — and share your creations with us! We'd love to feature your masterpieces on the Unruly Studios website and social media everywhere.

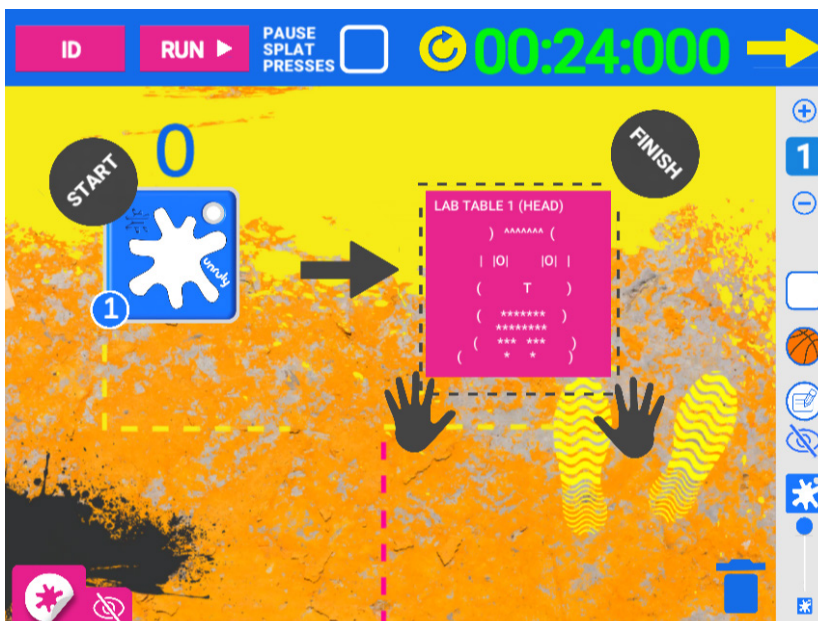
## CODE IMAGE



## VIRTUAL SPLATS APP

Here's one idea of what the Virtual Splats App might look like in action for Monster Maker! Feel free to customize to your heart's desire, and make your own Virtual Splats play-guide.

Use stickers to describe starting with Splat 1 and using the Lab Table. If you're feeling up for a challenge, using only keyboard characters to draw figures is a time honored programming tradition! Search for 'Ascii art' for some inspiration.



# WOULD YOU RATHER?

**GRADE LEVEL** SUGGESTED FOR GRADES 3-8

**UNRULINESS** SITTING, FULL CLASSROOM

**GROUP SETUP** TWO TEAMS OF ANY SIZE SHARE ONE DEVICE AND 5 SPLATS

**SKILL BUILDING** VARIABLES, FUNCTIONS, LIGHTS, DELAY, WHILE/DO, SOUNDS, SCORE

## GAME SUMMARY

Students must decide as a team on their 'would you rather?' question. For example, "Would you rather live in a tree or live underwater?" Everyone in the group must accept the question! When there is a group consensus, ONE player from the team must run to touch their team Splat (or raise their hands), indicating they are ready to present. The class then casts a vote on the winning question.

The other team does not get to present their question for voting!

**GAME RULES: RACE TO COME UP WITH A 'WOULD YOU RATHER' QUESTION TO PRESENT FOR A VOTE! PRESS SPLAT 1 FOR OPTION 1 VOTES, SPLAT 2 FOR OPTION 2, AND SPLAT 5 TO TALLY VOTES.**

**FOR EXAMPLE - TEAM ONE COMES UP WITH A QUESTION TO ASK FIRST, AND GETS TO SHARE IT WITH THE CLASS! OPTION 1 GETS 14 VOTES, AND SPLAT 1 IS CLICKED 14 TIMES. OPTION 2 GETS 18 VOTES, AND SPLAT 3 IS PRESSED 18 TIMES. WHEN SPLAT 5 IS PRESSED, THE TOTALS WILL SHOW AS SCORES!**

## THINGS TO KNOW

This activity is a combination of Voting Machine (Activity Pack 1) and its namesake game, "Would You Rather?" Two teams compete to come up with a fun, silly, sweet, gross question that everyone in the class has to answer.

Where this game gets tricky—and competitive—is that everyone on a team has to agree to ask the same question. Once a single question has been decided on, teams race to submit their question first. Whichever question is submitted first is eligible for a whole-class vote.

- The complete code is available online for download if you want to play the game without coding it. It's also part of our SEL activity pack and promotes teamwork.
- This is the most sophisticated program in the pack, so students might need to build it in pieces as group work, whole class, or independently if you choose to build this game from scratch

## CODE BUILDING

This program has three main pieces: **1)** code for individual Splat presses, **2)** a function that connects 2 Splats in order to keep track of a larger number of votes, and **3)** a function that tallies up the votes to find a winner.

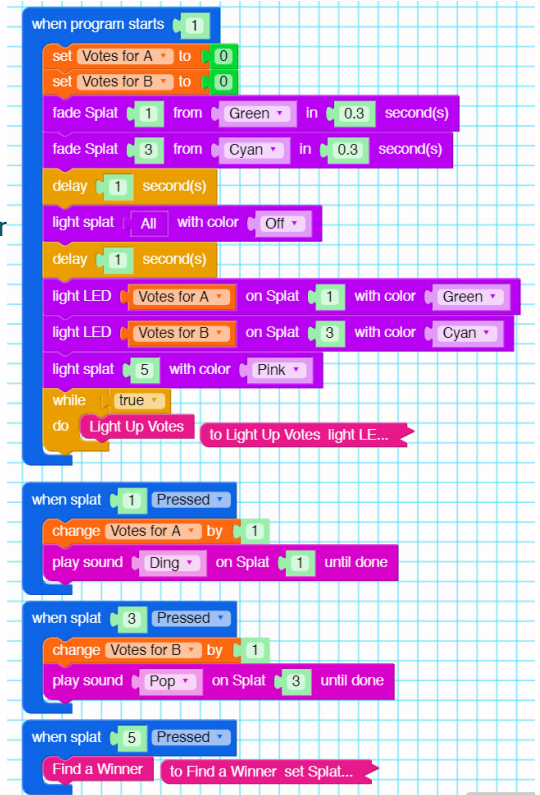


## CODE BUILDING - THE SPLATS

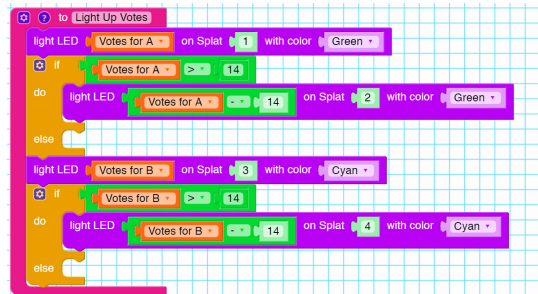
Begin with some STARTING blocks. You'll need: WHEN PROGRAM STARTS and WHEN SPLAT PRESSED (x3).

When the program starts, we want to make sure all Splat scores are set to "0." To ensure this, we need VARIABLE blocks—named "Votes for A" and "Votes for B"—set to "0" using MATH blocks. We also want the blocks to identify themselves through colors, so make sure to include some FADE SPLAT blocks that will briefly flash (0.3 seconds) so that we know Splats 1 & 3 are activated.

Once activated, we want Splats 1 & 3 to keep track of votes. If many people are voting, we can program Splats 2 & 4 to take on "spillover" votes. Splat 5, meanwhile, will be lit pink, and should only be pressed when we're ready to tally up the votes.



## CODE BUILDING - THE FUNCTIONS



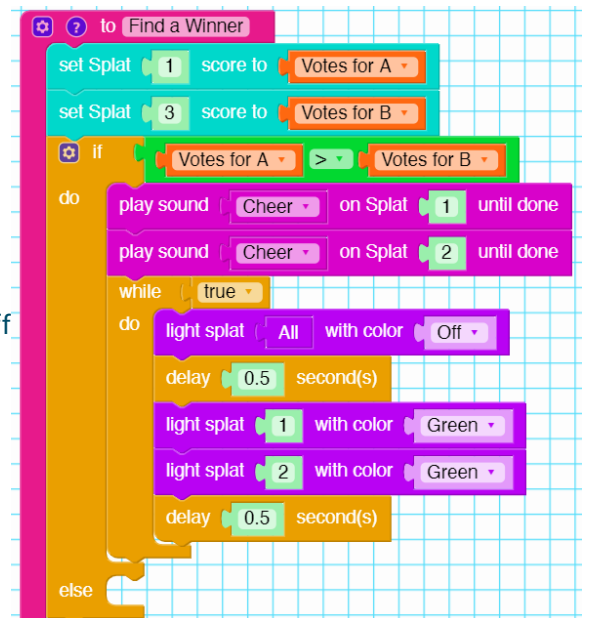
**LIGHT UP VOTES** — To make sure the right Splats light up with each vote, we need to create a Function. We'll call this Function "Light Up Votes." We want some IF/DO/ELSE blocks (x2) from CONTROLS. Ultimately, what these controls do is pair up two Splats so that they light up individual LED spotlights to correspond with each vote.

Each Splat has 14 LED lights, so use MATH and the VOTES FOR Variables to keep track of votes (up to 28) for each answer choice.

**FIND A WINNER** — To tally up votes and find a winner, we'll use several CONTROL blocks—IF/DO/ELSE, WHILE/DO—to determine what Splats do for three different possibilities: option A has greater (>) votes than B, option B has greater (>) votes than A, and if there's a tie (=). It LOOKS like a lot of code, but you'll be copying quite a bit of it!

To start show the scores on Splat 1 and 3. If Votes for A (>) votes for B, a CHEER sound should play, followed by all Splats turning off their colors except for 1 & 2, which light up GREEN to show option A has won. Add delays so the winning option flashes on and off.

Copy this exact code and change greater than | less than | equal to symbol to correspond to each outcome. In case of a tie, rather than flashing just two Splats, all Splats turn off their colors, then light up yellow.



## CODE OVERVIEW - FUNCTIONS

```

to Find a Winner
  set Splat 1 score to Votes for A
  set Splat 3 score to Votes for B
  if Votes for A > Votes for B
  do
    play sound Cheer on Splat 1 until done
    play sound Cheer on Splat 2 until done
    while true
    do
      light splat All with color Off
      delay 0.5 second(s)
      light splat 1 with color Green
      light splat 2 with color Green
      delay 0.5 second(s)
    else
      set Splat 1 score to Votes for A
      set Splat 3 score to Votes for B
      if Votes for B > Votes for A
      do
        play sound Cheer on Splat 3 until done
        play sound Cheer on Splat 4 until done
        while true
        do
          light splat All with color Off
          delay 0.5 second(s)
          light splat 3 with color Cyan
          light splat 4 with color Cyan
          delay 0.5 second(s)
        else
          set Splat 1 score to Votes for A
          set Splat 3 score to Votes for B
          if Votes for B = Votes for A
          do
            play sound Ref Whistle on Splat All until done
            while true
            do
              light splat All with color Off
              delay 0.2 second(s)
              light splat 1 with color Green
              light splat 2 with color Green
              light splat 3 with color Cyan
              light splat 4 with color Cyan
              delay 0.5 second(s)
              light splat All with color Off
              delay 0.2 second(s)
              light splat All with color Yellow
              delay 0.2 second(s)
            else
  
```

```

to Light Up Votes
  light LED Votes for A on Splat 1 with color Green
  if Votes for A > 14
  do
    light LED Votes for A on Splat 2 with color Green
  else
    light LED Votes for B on Splat 3 with color Cyan
    if Votes for B > 14
    do
      light LED Votes for B on Splat 4 with color Cyan
    else
  
```

## VIRTUAL SPLATS APP

Here's one idea of what the Virtual Splats App might look like in action for Would You Rather! Feel free to customize to your heart's desire, and make your own Virtual Splats play-guide.

Use stickers to describe starting with Splat 1, and pressing Splat 1 for Option 1, Splat 3 for Option 2, and Splat 5 to finish the game!

