tospaa

unplugged coding game

Hi! I'm tospaa.

I am a board game designed
to teach unplugged coding.

Will you play with me?

tospaa teacher guide

tospaa
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I am tospaa. I was designed for unplugged (without computer) coding education. You can print and play as much as you want from **tospaa.org**. Have fun & learn

HOW TO PLAY?

In order to play a coding game with tospaa, it is sufficient to print the game area (A3 size) and game cards (A4 size) on the color printer on the website.
You can cut the action cards as much as you need.

Coding education with tospaa is based on presenting scenarios to the student to solve. In order for these scenarios to be created freely, the playing field is not limited to additional graphics as much as possible.

You can create your scenarios yourself or choose from the scenarios section on tospaa.org. tospaa is specially designed for schools that do not have a computer lab. However, if you have a smart board in your classroom, you can reflect your chosen scenario to the classroom. If you wish, you can create your own scenario with the scenario designer and register it in this area.

Then, the students create their solutions with the cards you have distributed. Using the least number of direction cards is deemed to have won the game.

targets
8 different targets can be placed on the playing field

barriers
Cannot jump over barriers. In this way, the playing field is shaped.
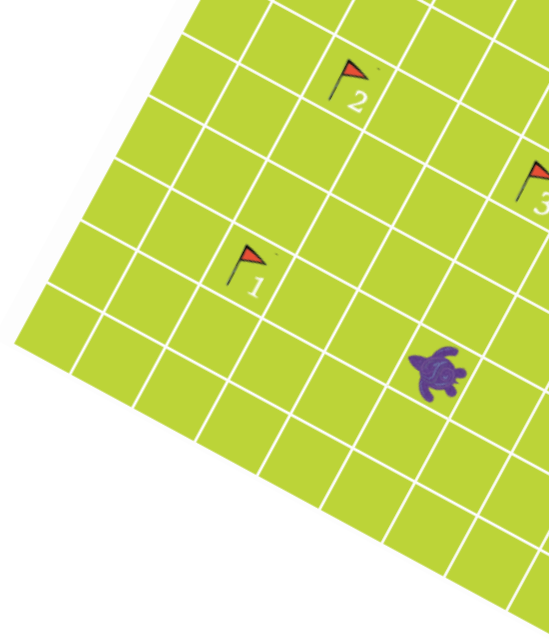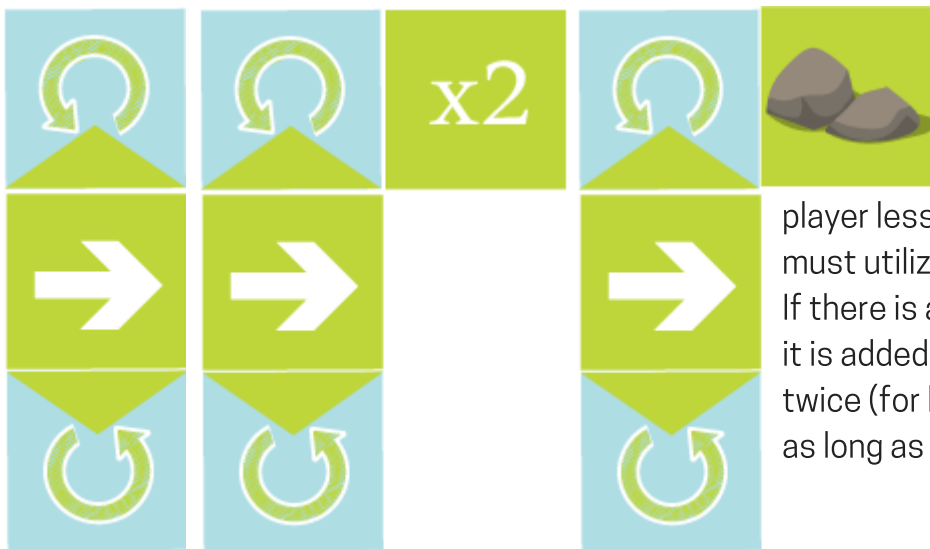
tospaas
You can position the tospaas of different colors as you wish.

CREATING
SOLUTION

players create their solution using movement cards

forward, turn left, turn right
at the end of the game the winner is
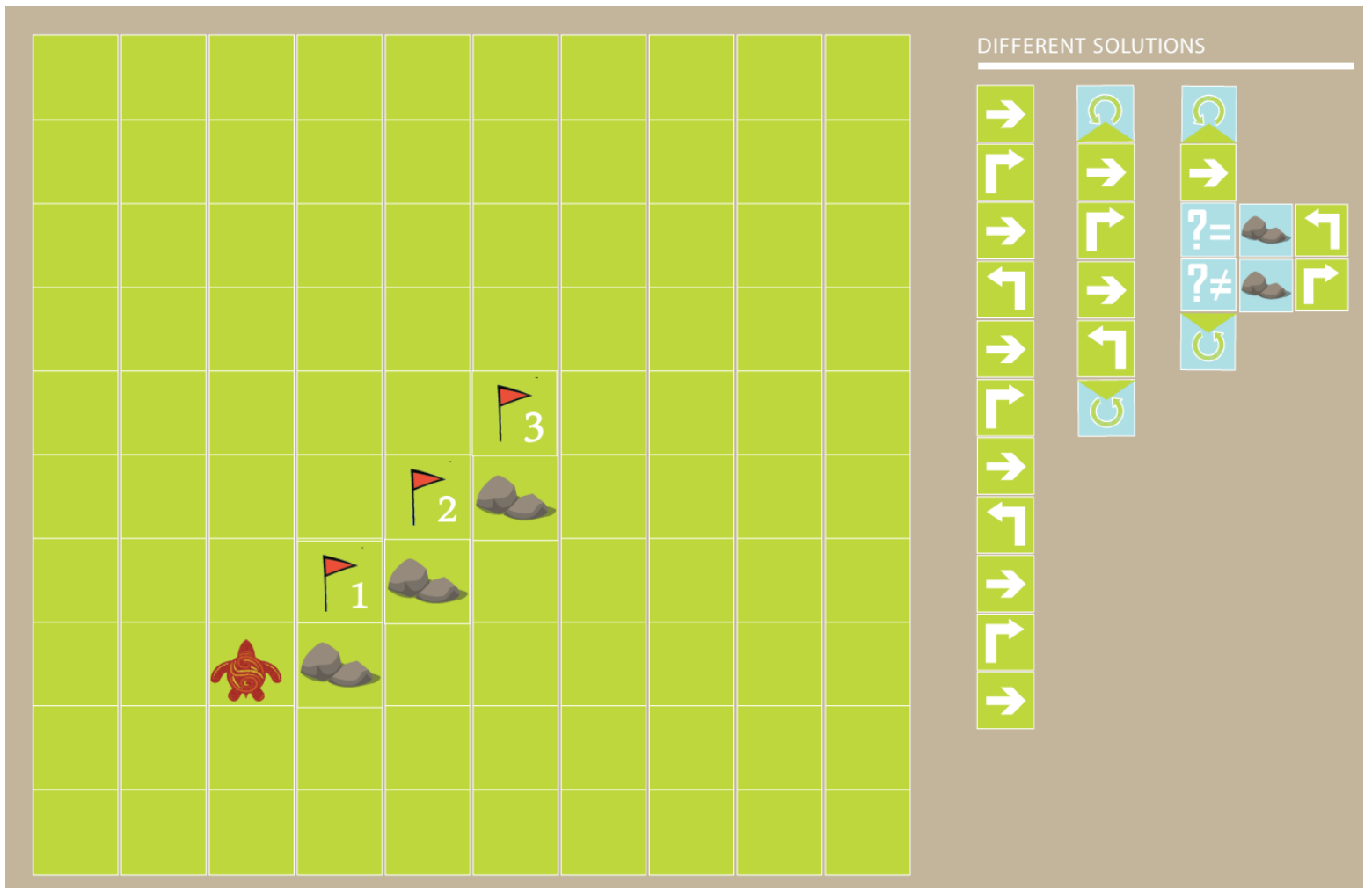the one who uses the direction
cards the least.

player less direction card
must utilize loop cards for its use.
If there is a loop condition,
it is added next to it.
twice (for loop)
as long as the barrier (while loop)

with the use of conditions, comparison and decision

making can be provided.

if there are stones turn right

if there is no space turn right

3

In the example above, 3 different solutions have been created. The 3rd player won the game because he used less direction cards (forward, turn right, turn left).

If desired, the use of the loop and condition can be scored as 10 points, and the direction card use can be scored as -1 point.

It may also be desirable for more than one tospaa to settle in different locations and reach different goals.

When interdisciplinary work is desired, mathematical operations can be done with goals.

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HOW TO GIVE CODING TRAINING WITH TOSPAA?

Tospaa is specially designed for coding education in schools that do not have a computer lab. Coding training should start with simple scenarios by using direction cards, then the use of loop or condition cards should be explained and the use of these cards should be encouraged.

In order to achieve this, scenarios with more targets can be used where the cards in the player's hand will be exhausted. Or the number of cards may be restricted. This force the player into using the loop and condition cards. Endgame scoring is also considered in a way that the player with the least number of cards wins.

After reaching the educational achievements, a luck factor can be added to the game so that the students continue to play in the empty lessons.

1st form
"In each round, each player draws 2 cards and tries to finish the game with the cards in their hand."

2nd form
"Each player draws 1 new card in each turn. the player can carry ahead tospaa by using this card on the playing field or can pass. The layer who gets the tospaa to the target is deemed to have won the game. The remaining cards of the other players are written as penalty points"

If the classroom floor consists of tiles, you can designate a certain area as a playground and play. In this case, a student can be assigned as a tospaa and other people can give commands. Or, a script may be presented to the person to guess which tile the target is on.

Tospaa Coding Training Youtube Channel
https://youtu.be/hs4gZUYzxuo
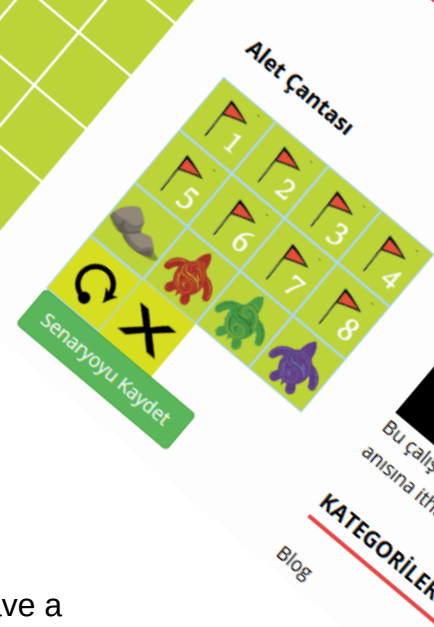
COMMUNITY

tospaa unplugged coding community aims to share an experience that our teachers create with their unplugged coding experiences.

In our country, thousands of schools which don't have computers will start to give coding training as of this year. In this sense, it is possible that hardware deficiencies make coding training difficult. We think that sharing experiences and unplugged events will prevent this situation.

tospaa unplugged coding community aims to disseminate unplugged activities through coding activities, to develop new applications like tospaa, and to deliver unplugged coding tools to teachers and students working in our schools.

JOIN THE COMMUNITY

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