ASTRO CHEF

1 player

Ages 6 and up

Programming robots

GAME GUIDE

So you want to become an Astro Chef... Great, but where are the ingredients? Luckily, your kitchen robots are more than happy to help you. Think like a computer, guide your robots and find your master dish ingredients throughout the universe!

PROMOTES THE FOLLOWING COGNITIVE SKILLS

- COMPUTATIONAL THINKING
- PLANNING
- PROBLEM SOLVING
- LOGIC

RULES

The aim of the game is to program your robot in such a way that it finds a path on the game board to the final square with the ingredient.

You control the robot by clicking on the buttons of your virtual dashboard. The dashboard displays certain actions that the robot can perform. By clicking on them in the correct order, the robot can end up on the square with the ingredient and proceed to the next level. In other words, the game follows the principles of computational thinking.

Players, in a way, program the path the robot must take.

By clicking a button, the robot immediately performs that action. The robot can rotate and move in different directions, depending on the available buttons. Note: **you must always think from the perspective of the robot!**

To make it more challenging, there are sometimes more buttons than you need, and in later levels, you even control two robots simultaneously.

DIFFICULTY LEVEL

WHY USE ASTRO CHEF IN YOUR CLASSROOM?

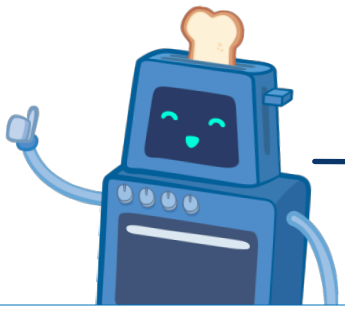
In Astro Chef, you are on your way to becoming a real chef! Unfortunately, you are missing some crucial ingredients found on special planets. You send your special robot to these planets to collect the ingredients for you. The game fits within themes like space and food, but the way you play this game also seamlessly aligns with computational thinking.

You can use Astro Chef in various ways in your class; here are some examples for inspiration:

Programming: Since in Astro Chef, you move your robot by clicking the buttons on your dashboard, this game focuses on computational thinking. The easier levels can be the perfect introduction to programming for a younger group. The game fits perfectly into STEM lessons where you use examples of programming or work with real robots. Using Astro Chef in this context will only enrich the learning experiences. The later levels provide a nice challenge for students already proficient in computational thinking. In these later levels, they control two robots simultaneously, making the thought process much more challenging. So, if you're looking for fun differentiation during programming class, Astro Chef is undoubtedly the perfect game.

Food: In Astro Chef, you collect ingredients to create delicious dishes, but unfortunately, you can't taste virtual dishes. You can link this to a lesson on healthy eating, where the class must also collect various ingredients before making the dish together. Want to make this extra fun? Spread the ingredients around the classroom and let students 'program' a few volunteers in the class to get the ingredients. This way, you not only simulate the game but also work on unplugged programming and even a fun class activity around (healthy) food.

EDUCATIONAL GOALS



By playing Astro Chef, you work towards the following goals:

Logical and algorithmic thinking	• Apply an algorithm to solve a specific task or achieve a goal, such as in a construction plan and a recipe. • Develop, apply, check, and adjust a simple algorithm to solve a specific task or achieve a goal, as in programming. • Apply if-then relationships.
Healthy and safe lifestyle	Take care of one's own mental, social, and physical health and safety, as well as that of others, considering nutrition.

By playing Astro Chef, you work towards achieving the following educational objectives:

SV ET 1.3 - WI ET 5.3