

# My Robot and the Island of Digital Quests

An adventure to bring your robot to life



Naiara Belart García



## An impossible light

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The classroom was quiet. The robots waited on the tables, screens dark and wheels still.

Then a red spark slipped between the chairs. It drew a glowing circle in the air. The circle grew, spun around... and became a portal.

Beyond it lay an extraordinary island: forests studded with light, blue mountains and, far away, a castle surrounded by dark threads.



## Miralda arrives

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A woman stepped through the portal. She wore a long red robe embroidered with glowing runes. A long black braid reached almost to her knees, and a Red Thread shone around her wrist.

- Hello, young explorers, she said with a smile. My name is Miralda. I am the guardian of the Island of Digital Quests.

The children moved closer. Even the robots seemed to listen.



## Two connected worlds

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Miralda raised her hand. Two visions appeared in the light: their classroom... and the mysterious island.

- This island is connected to your world like the two sides of a mirror. What you do with technology here creates effects there. And what happens on the island is eventually reflected in your daily life.

The Red Thread passed gently from one world to the other.



## The Spell of the Endless Web

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The landscape changed. Black threads spread around the castle and trapped its inhabitants in loops of light.

- The Endless Web captures attention, repeats the same messages and tries to make decisions for the inhabitants, Miralda explained.
- Can it reach our world?
- It has already begun. But you can learn to create, understand, choose... and stay in control.



## Why robots?

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- Your robots will be your quest companions. With them, you will learn to give instructions, solve problems and turn your ideas into actions.
- You will not be mere spectators: you will become creators.

Miralda touched the Red Thread. Sparks drifted down onto the tables. The robots' screens lit up as if they were opening their eyes.



# The magic of programming

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- To wake them, you will use a very precise kind of magic: programming.

Programming means arranging a sequence of instructions in the correct order.

- It is like following the steps of a recipe or the movements of a dance. The robot cannot guess what you want: it carries out exactly the instructions you give it.



## Command blocks

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- In your block-coding application, you will join colourful commands together. Each block gives an instruction: move, turn, stop, switch on a light, display an image or play a sound.

### **Observe, correct, try again**

One child swapped two blocks. The robot turned before moving and ended up facing the wrong way. Everyone laughed.

- An error is not a failure, Miralda reminded them. It shows you what to observe, correct and try again.



## First mission

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Wake up your robot companion.

1. Start the program.
2. Make the robot move forward.
3. Make it turn.
4. Stop it.
5. Display an image or play a sound.

### Test your program

Watch your robot carefully. If it does not do what you imagined, check the order of the blocks, change your code and try again.

If you have time, add a light, an expression or a welcome sound.



## The portal recognises the programmers

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One by one, the robots moved forward. Some turned precisely. Others took an unexpected detour before their teams corrected the program. With every success, a rune lit up around the portal.

When the last robot completed its sequence, all the runes shone together.

- You have just brought your first instructions to life, said Miralda. From now on, you are the ones who show technology the way.

In the distance, a gigantic voice echoed:

- Who dares approach... approach... approach?

# TEACHER GUIDE - MISSION 00

Ages 7-11 | Beginner | 45-60 minutes

## LEARNING OBJECTIVES

Build and test a short sequence; connect block order with robot behaviour; identify an error and improve the program.

## PROGRAMMING CONCEPTS

Sequence, trigger event, movement commands, timing, visual/audio output, testing and debugging.

## EQUIPMENT AND MATERIALS

1 Codey Rocky per team; computer or Chromebook; micro-USB cable; mBlock 5 or web IDE; masking tape for a test area; printed or displayed PDF.

## PREPARATION

Charge the robots. Install/open mBlock. Add the Codey device, connect by USB, update firmware if prompted and clear a 1 x 1 m test area.

## TROUBLESHOOTING

Robot not listed: check power, cable, Codey device and port. No movement: confirm Rocky is attached, charge it and Upload. Wrong route: reduce speed/time, check order and use a level surface. Missing blocks: confirm Codey is selected.

## EXACT BLOCK SEQUENCE - UPLOAD MODE

- when button A is pressed
- move forward at 50% power
- wait 1 second
- turn right at 40% power for 0.6 seconds
- stop moving
- show smile image for 1 second
- play hello sound

## REFLECTION QUESTIONS

Why does block order change the result? Which block would you change to travel less far? What did an error help you learn? Who is in control: the robot or the programmer?

## EXTENSION ACTIVITY

Create a welcome dance by adding a second turn, a colour and another sound. Predict the route before testing it.

## COMPATIBILITY

Codey Rocky with the Codey device extension in mBlock 5. Compatible with mBlock PC 5.6.0 and the current web IDE (Chrome/Edge recommended). USB is recommended for Upload; mLink may be required depending on connection method. Labels may vary slightly by interface language.

Coming next...

# My Robot and the Echo Caverns

The first true quest begins.

