**EU CODE WEEK CHALLENGES**

**9-24 October 2021**

**Author:** Code.org

**Title: Create a simulation!**

**Purpose of the challenge**

* To learn about simulations while introducing the following variables: creating a crowd, recovery rates, wearing masks, and vaccines.
* to activate prior knowledge about virus outbreaks in the real world that will apply to a fictitious scenario.

**Description of the challenge**

Write code to create and run your own simulation of the virus outbreak at Monster Town. Learn to code and make predictions about what will happen to the neighbors of Monster Town.

**Target audience**
Primary School students (6 to 12 years)

**Experience**
Beginner

**Duration**
1 hour

**Recommended tool:**
The lesson can be found: <http://code.org/outbreak>

No other materials are needed. Pen and paper are optional for notes.

**Instructions**
Instructions are shown as videos within the tutorial ([http://code.org/outbreak)](http://code.org/outbreak%29) and also written at the top of each level.

Share the link to your work in your **Instagram Bio**: tap the ***Edit Profile*** button on your Instagram and add the link to your work in the “Website” field. After that, create a new post, add a screenshot of your work, write “**Link in Bio**”, add the hashtag #CodeWeekChallenge and mention @CodeWeekEU.

You prefer to share your Challenge(s) on **Facebook**? EU Code Week will pin **a new Challenge post on their Facebook page** (link to FB page). You then just need to comment on the post with the link to your work.

Winners will be selected and offered Code Week goodies every day during Code Week between 9 – 24 October and announced on our Instagram and Facebook channels, so don't forget to check your notifications regularly.

**Example**

When you're finished, you can share your simulation with others. Share your message about what you think we can do to help keep others healthy when a virus comes to town.

