

Module 2: Paint1 World

Version of July 5, 2015



1. To load the “Paint1” world:
 - a. Press the Back button and go to the Home menu.
 - b. Select “Load World”.
 - c. If asked, press the “X” button to discard any changes to your previous world.
 - d. Choose “Downloads” and select Paint1.
2. In this world, all the huts start out as black or white, and the kodu’s job is to visit each hut and paint it blue. You can change the color of an object by using a “color” action with “it”.
... DO (*actions*) color it blue
Note: if you leave out the “it” you’ll color the kodu blue instead of coloring the hut.
3. Use the Pursue and Consume idiom with color filters to make the kodu visit all the white or black huts (but not the already painted blue ones) and paint them blue.
4. Class discussion: the kodu isn’t eating the huts, it cannot grab them, and they’re not vanishing. So why is this an example of Pursue and Consume? What is the “consume” aspect?