

Lesson 3: Koding Kodu

Duration: One hour

Standards:

- Use technology resources (e.g., puzzles, logical thinking programs) to solve age appropriate problems.
(CSTA L1:3.CT.1)
- Construct a set of statements to be acted out to accomplish a simple task (e.g., turtle instructions).
(CSTA L1:3.CPP.4)
- Implement problem solutions using a block-based visual programming language.
(CSTA L1:6.CPP.6)

Objectives: You will be able to...

- Instruct an object to perform a task based on an event-driven paradigm by using a When...Do... statement.
- Add tiles to a Do... section to represent an action.
- Select from a set of given instruction tiles to perform a task.

Lesson Sequence:

Activator: Kodu Role-play (10 minutes)

- Tell class to act out the following behaviors using the model they made in Lesson 2.
 - When Kodu sees an apple, it moves towards the apple
 - When Kodu bumps into an apple, it eats it

Activity: Kodu Kode Puzzle (20 minutes)

- Have class cut out the set of Kodu tiles and lead them through placing them in the right spots on the worksheet to match the desired behavior.

Break: Coloring Kodu (10 minutes)

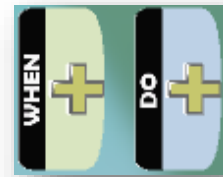
Koding Kodu (20 minutes)

- Class will replicate the Kodu code they created in the Kodu Tile Puzzle activity in Kodu Game Lab. Lead class through the following actions.
- Statement 1: WHEN see apple, DO move toward
 - Open the world from Lesson 2.

You Point, Kids Press

Remember to point to where you want your kids to press. You can back out of a menu by pressing outside of the circle.

- Click on the **Object** tool.
- Click on the Kodu to bring up the Program option and click on **Program**.
- Click on the plus sign in the **When** section.
- Click **see**.
- Click on the plus sign in the **When** section.
- Click **objects**.
- Click **apple**.
- Click on the plus sign in the **Do** section.
- Click **move**.
- Click on the plus sign in the **Do** section.
- Click **toward**.



- Statement 2: WHEN bump apple, DO eat
 - Click on the plus sign in the **When** section.
 - Click **bump**.
 - Click on the plus sign in the **When** section.
 - Click **objects**.
 - Click **apple**.
 - Click on the plus sign in the **Do** section.
 - Click **eat**.

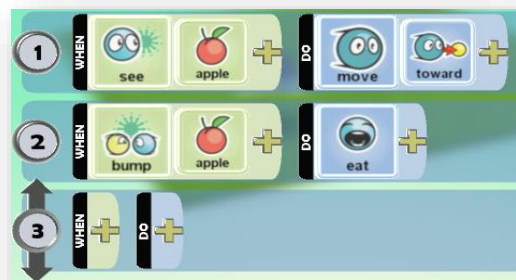


Image: Complete Kode for Lesson 3

- Press the play button to watch Kodu go!



- Have students count out loud as the Kodu moves around eating the apples.