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: Koloring Kodu (10 minutes)

Koding Kodu (20 minutes)

- Class will replicate the Kodu kode 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.
- 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.

- Press the play button to watch Kodu go!

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