

# Lesson 2: Placing and Customizing Objects

**Duration:** One hour

**Standards:**

- Use writing tools, digital cameras, and drawing tools to illustrate thoughts, ideas, and stories in a step-by-step manner.  
*(CSTA L1:3.CT.2)*
- Use standard input and output devices to successfully operate computers and related technologies.  
*(CSTA L1:3.CD.1)*

**Objectives:** Kids will be able to...

- Choose the appropriate tool for a task by selecting to either paint terrain or place an object.
- Traverse a hierarchy of menu options to specify the action of a tool.
- Place an object by double-clicking on an intended location.
- Change an object's color, size, and orientation.

**Lesson Sequence:**

Activity: Kodu Kraft (25 minutes)

- Kids will make a mock-up of the world they will later create in Kodu.
- Have kids cut out the pieces out of the Kodu Kraft sheet.
- Have them draw their own land and color it in, or use some of the sample terrain textures provided. Kids can cut the terrain textures to shape their worlds as desired.
- They should place the trees, apples, and Kodu to reflect the different scenarios below
  1. Kodu is behind a tree and can't see the apples.
  2. Kodu can see some of the apples, but not all of them.
  3. Kodu can see all of the apples.
- They can color the Kodu, tree, and apples as they desire.
- This activity will set the stage for placing and customizing objects in Kodu Game Lab.

Break (10 minutes)

- Practice “Mary Had a Little Kodu”

Placing and Customizing Objects (25 minutes)

- Have kids open Kodu Game Lab.

- They should load the world the previously saved world from Lesson 1.
- They will now place apples, trees, and the Kodu in their worlds. Point to where you want kids to press.
  - Point to the Object tool.
  - Have the kids double-click on a location in the world. The timing of the double-click speed is often difficult for young kids.
  - Point to the tree. Have kids pick from the 4 different trees.
  - Point to the tree object. Have kids pick from the available colors along the top of the screen.
  - Have kids continue to place additional trees, apples, and finally a Kodu.
- Help kids move the objects around in the world, by clicking and dragging, to represent the third scenario from the Kodu Kraft activity.

### Switching Between Tools

There are three main tools used in this lesson package. Kids must switch between each tool depending on their desired action.

