

Lesson 5: Kodu says “Yuck!”

Duration: One hour

Standards:

- 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: Kids will be able to...

- Copy and modify a pre-existing algorithm to create a new behavior.

Lesson Sequence:

Activator: Sing “Mary had a Little Kodu” (10 minutes)

Discuss: Kodu says “Yuck!” (10 minutes)

- Ask: “What is missing from our game that was in the song?”
- Play the world and give students a hint.
- Students should realize that the Kodu is not saying “Yuck!”

Koding Kodu: Saying “Yuck!” (20 minutes)

- Lead kids through the process of copying and modifying a pre-existing algorithm to create a new behavior, in this case, saying “Yuck!” when Kodu bumps into a green apple.
 - Kids should recreate “When bump apple red, Do eat” underneath it.
 - Change the **red** to **green** by clicking on it.
 - Click on the **eat** tile.
 - Click on the **actions** tile.
 - Click **say**.
 - Type “Yuck!”
 - Press **play**.

Tip: Copy and Paste Kode!

Instead of replicating kode one tile at a time, you can click and hold on a row and copy the entire When Do statement. Paste it by clicking and holding on a blank row.



Image: Select the say tile

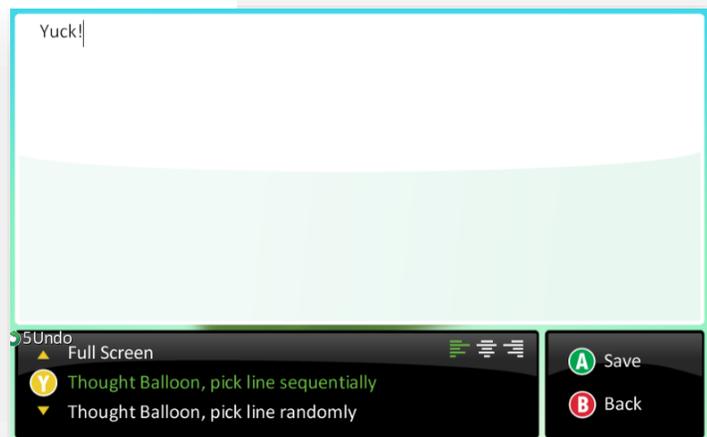


Image: Typing in "Yuck!" in the say tile

Kodu Story (20 minutes)

- Kids will take turns contributing to a story about Kodu. Tell kids, "We will be creating an adventure game in Kodu. But first we need to come up with the story."
- Pick a kid to start the story.
- That kid will point to another student to continue the story.
- Go through all of the kids until they have all had a turn.
- Pause at different points in the story and ask them to use a When Do statement to describe Kodu's behavior.
- Use their ideas to create later lessons.