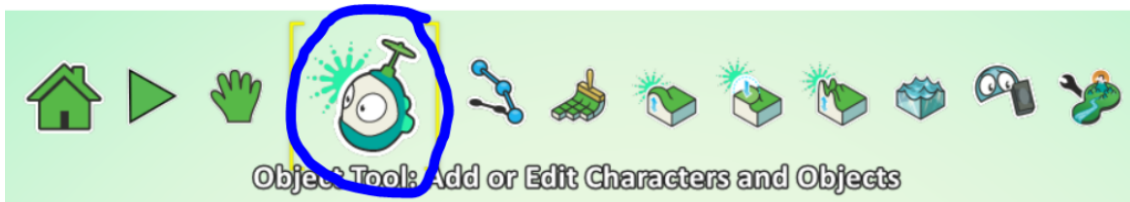


Introduction to Coding in Kodu - Activity 1: Apple and Kodu Challenge

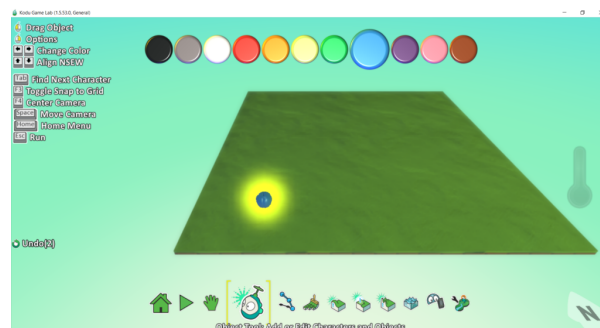
Complete the tasks below in Kodu to get a Kodu to find and eat an apple.

Task 1: Start a “New World.” (Select the empty world).

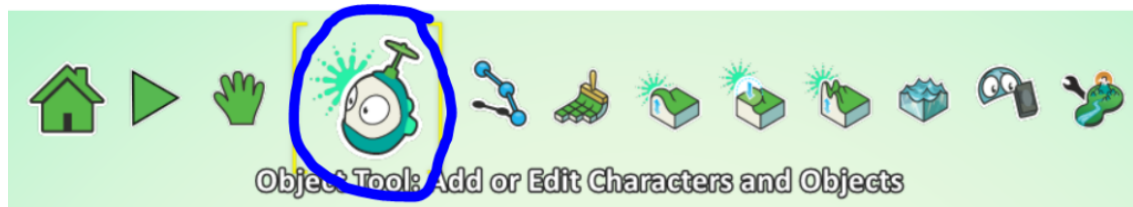
Task 2: Add an apple and make it blue.



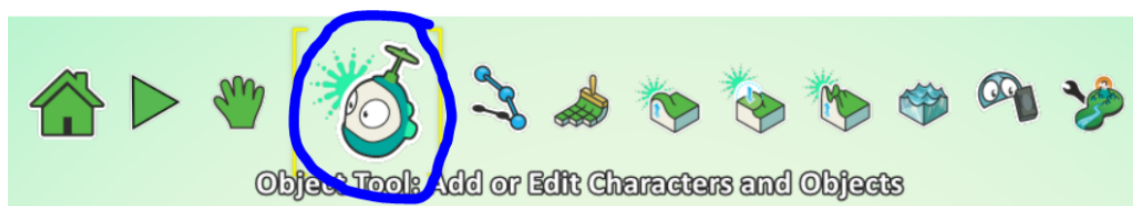
Hint: To make the apple blue, hover your mouse over the apple and press the right-arrow key on your keyboard to change the color.



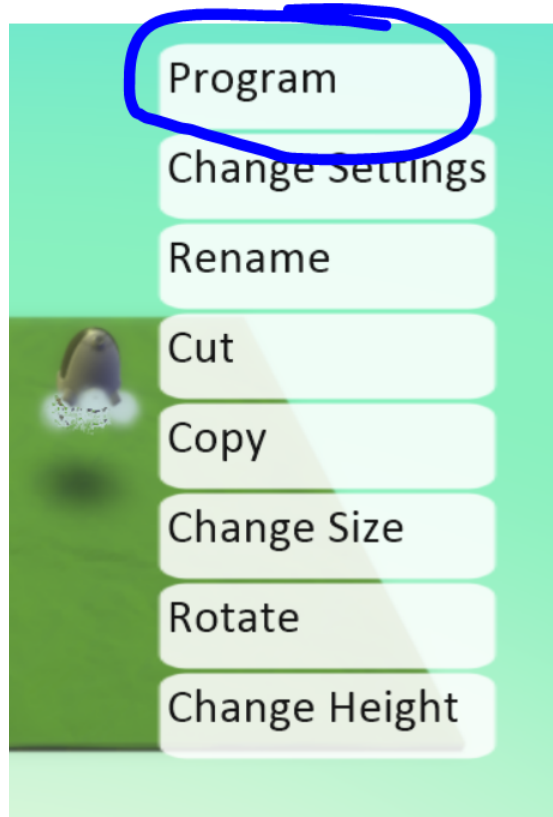
Task 3: Add a Kodu to your world.



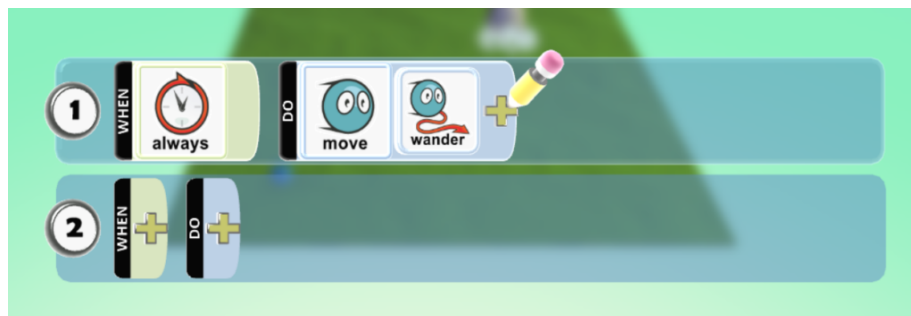
Task 4: Code this Kodu to wander and eat a blue apple when it sees it.



Step 1: Hover your mouse over the Kodu and right-mouse click to bring up the character menu. Choose "Program."



Step 2: On line one, code the character to wander using a loop. Hint: Look in “more” for the “always” block.

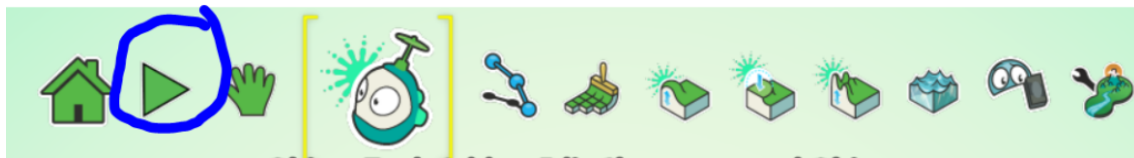


Step 3: On line two, code the Kodu to eat the blue apple when it sees it. Hint: Look in “objects” for the “apple” block.



Task 5: Play your game to test your code to make sure the Kodu eats the apple.

Step 1: Hit the *Esc* button on your keyboard to exit your code and click on the play button at the bottom of the screen.



Introduction to Coding in Kodu - Activity 2: Apple and Kodu Challenge 2

Complete the tasks below to get a Kodu to find and pick up a red apple.

To make this a little more challenging, there will be no pictures or steps under each task. Try to remember what you learned from the first challenge to complete the tasks.

If you can't figure the tasks out, watch the review video in Outschool after trying on your own.

Task 1: Add an apple and make it red.

Task 2: Add a new Kodu to your world.

Task 3: Code this new Kodu to wander around the world.

Task 4: Code this new Kodu to pick up the red apple when he sees it.

Review Video: If you had trouble with any of the tasks, please watch the review video in the Outschool classroom that goes over how to complete them.