









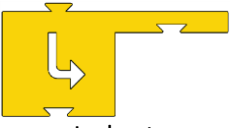
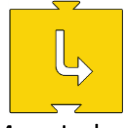
## Kodu Tile Manipulatives

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For use with Microsoft's Kodu Game Lab. Apply stickers as indicated below.

Source files available free online at <http://www.cs.cmu.edu/~dst/Kodu>

|   |                   |  |
|---|-------------------|--|
| <br>WHEN Predicate | x 8               | see, bump, got, timer, scored  |
| <br>Empty WHEN     | x 2               |  |
| <br>WHEN Argument  | x 11<br>two-sided | apple, ball, heart, coin, star<br>red, blue, green, not, 1 second, 5 seconds<br>0 points, 1 point, 2 points, 5 points      |
| <br>DO Action      | x 9               | move, eat, grab, score, subtract, win<br>boom, shoot, launch, glow, play, say<br>switch                                    |
| <br>DO Argument  | x 10<br>two-sided | toward, wander, it, once, red, blue, green<br>0 points, 1 point, 2 points, 5 points<br>coin, sound, page 1, page 2, page 3 |
| <br>DO Create    | x 1               | create, launch   |
| <br>Creatable    | x 1<br>two-side   | apple, ball, heart, coin, star   |
| <br>Empty DO     | x 1               |  |
| <br>Indent       | x 4               |  |
| <br>More Indent  | x 2               |  |