

South Fayette Kodu Class: Week 1

Version of March 10, 2016

Activities

Reference

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|--|-------------------|
| <input type="checkbox"/> Hand out Game Controllers, Flash Cards, and Tiles
(Tiles will be used by pairs of students.) | |
| <input type="checkbox"/> Using the Game Controller
Treasure Hunt with Treasure1 or Treasure1b world | Module 1, Part 1 |
| <input type="checkbox"/> Loading a Different World
Treasure Hunt with Treasure2 or Treasure2b world | Module 1, Part 2 |
| <input type="checkbox"/> Apple1X World and Pursue and Consume Flash Card | Module 1, Part 3 |
| <input type="checkbox"/> Introducing Tile Manipulatives | Module 1, Part 4 |
| <input type="checkbox"/> The Kodu Rule Editor: Eating all the apples | Module 1, Part 5 |
| <input type="checkbox"/> Why We Need Both Pursue and Consume Rule | Module 1, Part 6 |
| <input type="checkbox"/> Bringing Apples to the Kodu | Module 1, Part 7 |
| <input type="checkbox"/> Programming Another World (Star1X): just load the world | Module 1, Part 9 |
| <input type="checkbox"/> Exploring FreeWorld1
Homework: Star1X, and Pursue and Consume in FreeWorld1 | Module 1, Part 14 |
| <input type="checkbox"/> Collect the tiles; send children home with the game controllers and flash cards. | |