

South Fayette Kodu Class: Week 2

Version of March 17, 2016

Preparation

Remind parents that kids need to bring in their game controllers and flash cards.

Activities

- | Activities | Reference |
|--|-------------------|
| <input type="checkbox"/> Hand out tile sets | |
| <input type="checkbox"/> Collect the homework FreeWorld1 by exporting the world | |
| <input type="checkbox"/> Review the Star1X world and the Pursue and Consume idiom. Demonstrate again that rule order doesn't matter. | Module 2, part 1 |
| <input type="checkbox"/> Eating Two Things (Star2 world). Solve this cooperatively in class. Demonstrate that the consume rules can go anywhere. | Module 1, Part 11 |
| <input type="checkbox"/> Module 1 Assessment (done on their own) | Module 1, Part 12 |
| <input type="checkbox"/> Review answers to assessment | |
| <input type="checkbox"/> The Apple2 World: Red and Blue Apples | Module 2, Part 2 |
| <input type="checkbox"/> Adding a Color Filter | Module 2, Part 3 |
| <input type="checkbox"/> Removing the Blue Apples | Module 2, Part 4 |
| <input type="checkbox"/> Pursuing Blue Apples | Module 2, Part 5 |
| <input type="checkbox"/> Load and explore FreeWorld2
Homework: demonstrate a color filter in FreeWorld2, e.g., eat all the green fish and boom all the red ones. | Module 2, part 10 |
| <input type="checkbox"/> Collect the tiles; send children home with the game controllers and flash cards. | |