# Lesson 1 | Warmup

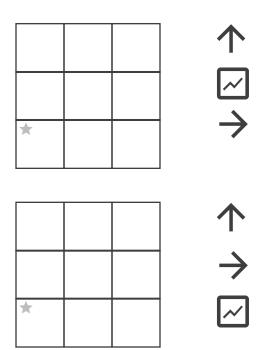
This is a Pixel Bots exercise. In Pixel Bots we will program bots to paint pictures using Code Elements.

#### **Code Elements**



#### Problem 1

Pixel Bot Read Code: You are a pixel bot. Read the code and paint the picture.



# **{}**

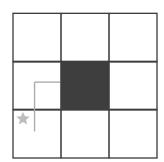
## Lesson 1 | Worksheet 1

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

$$\downarrow$$
  $\leftarrow$   $\uparrow$   $\boxtimes$ 

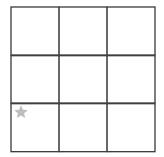
#### Example



#### **Problems**

You are a pixel bot. Read the code and paint the picture.

*	





## Lesson 1 | Worksheet 1 (cont'd)

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1 ↓ 2 ⊠ 3 ← 4 ⊠	
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# Lesson 10 | Warm-up

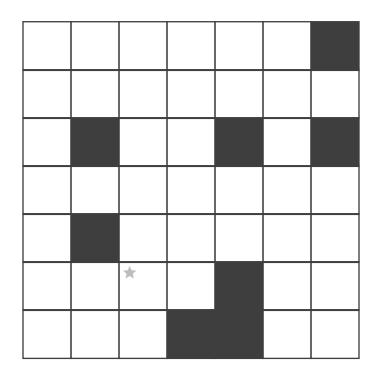
This is a Pixel Bots JavaScript exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

```
up() down()
left() right()
paint()
```

#### **Problems**

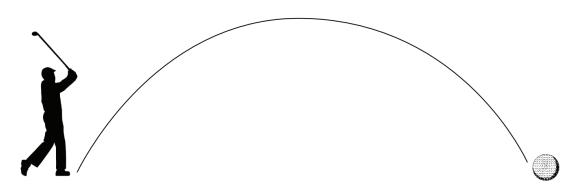
You are a coder. On the code line paper, write code to command the pixel bot to paint the picture.







1) This is a drill. A drill creates holes by spinning a drill bit. How would you create a bigger hole with a drill bit? Bit creative.



2) This is a golfer. A golfer hits a golf ball with a golf club. How would the golfer hit the ball further? Be creative.

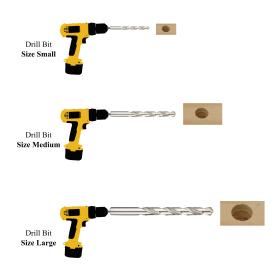
# {}

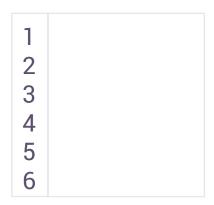
## Lesson 7 | Worksheet 1 (cont'd)

Now try programming the drill to create 3 different size holes using one coding element.

#### **Code Elements**

drill(size)

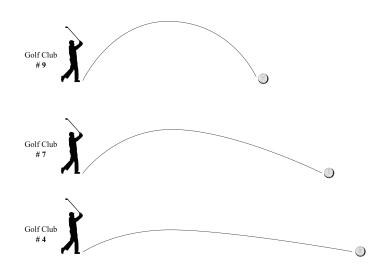




Program the golfer to hit the ball 3 different distances.

**Code Elements** 

swing(club)

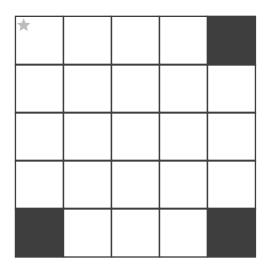


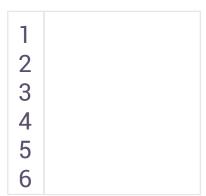
1	
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2 3 4 5 6	
4	
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6	



## Lesson 7 | Worksheet 1 (cont'd)

5) Now it's time to return to Pixel Bot. Can you come up with a way to paint the picture in 6 lines? Think about problems 3 and 4.



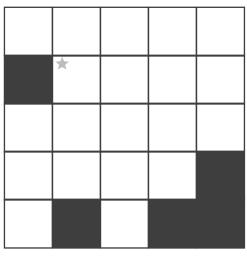


6) What are the similarities between drilling, golf, and moving the pixel bot multiple steps?

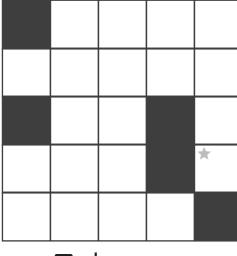


This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

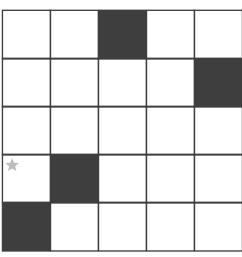
#### **Problems**



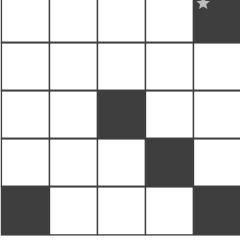
- ☐ done
- □ explained



- □ done
- □ explained



- ☐ done
- □ explained



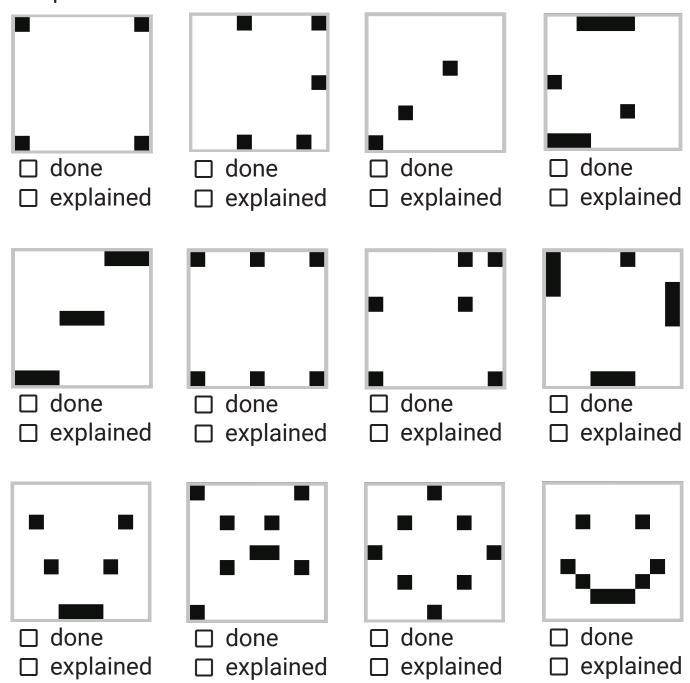
- □ done
- □ explained





This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Problems**

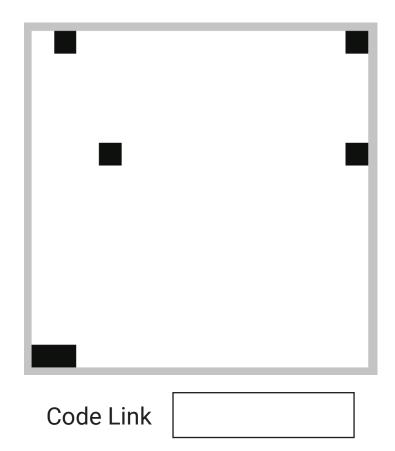




# Lesson 11 | Exit Ticket

This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

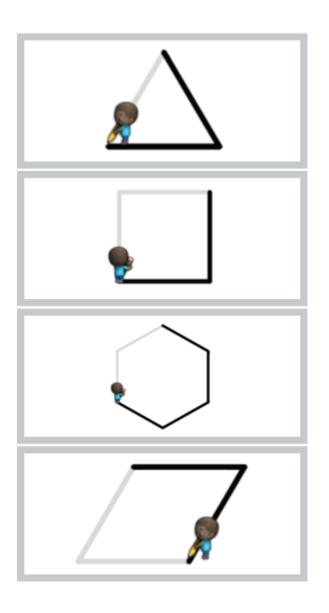
#### **Problems**







Match the artist with the blocks of code that complete the shape he is drawing.



```
move forward by 100 pixels
turn right by 120 degrees
move forward ▼ by 100 pixels
move forward by 100 pixels
turn right √ by 90 degrees
move forward by 100 pixels
move forward by 100 pixels
turn right by 60 degrees
move forward √ by 100 pixels
turn right ▼ by 120 degrees
move forward v by 100 pixels
```



# Lesson 2

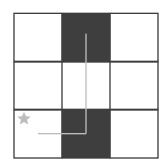
## Lesson 2 | Warmup

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### Example



#### **Problems**

You are a pixel bot. Read the code and paint the picture.

*	

1	<b>1</b>	
2	$\rightarrow$	
3	~	
4	<b>1</b>	
5	$\rightarrow$	
6	~	
7	$\downarrow$	
8	$\downarrow$	
9	~	

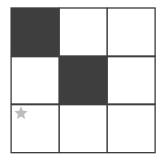


This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### Problem



1		
2		
2		
4		
4 5 6		
6		



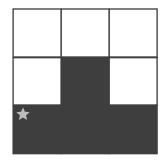
### Lesson 3 | Warmup

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### Problem



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4 5			
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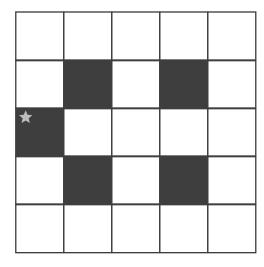


This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

$$\downarrow$$
  $\leftarrow$   $\uparrow$   $\bowtie$ 

#### **Problem**



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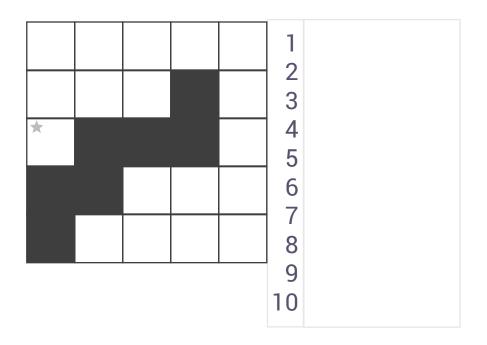


This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### **Problem**



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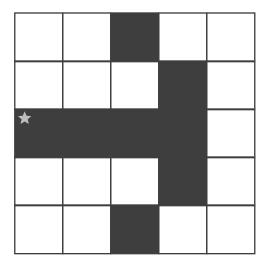


This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

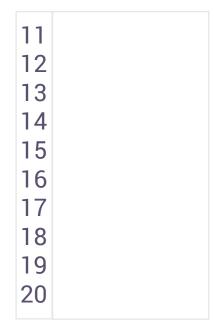
#### **Code Elements**



#### **Problem**



1	
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2 3 4 5	
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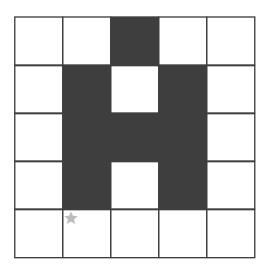


This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

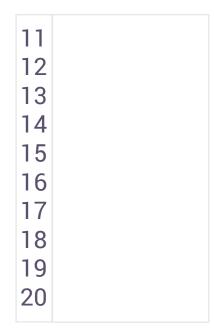
#### **Code Elements**



#### **Problem**



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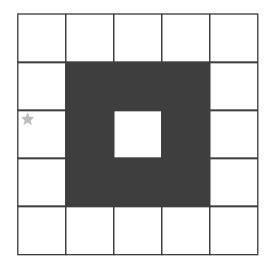
## Lesson 3 | Exit Ticket

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### **Problem**



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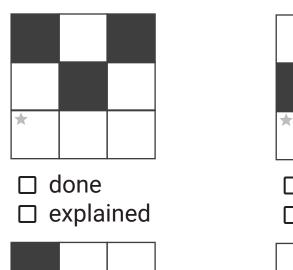
# {}

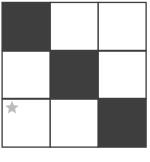
### Lesson 4 | Worksheet 1

This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

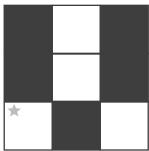
#### **Problems**

You are a coder. Write code to command the pixel bot to paint the pictures.

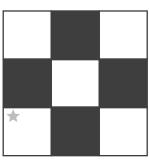




□ done
□ explained



□ done□ explained

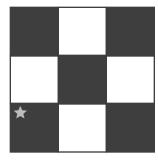


□ done□ explained

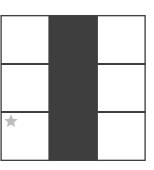


☐ done

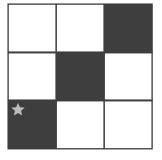




- ☐ done
- □ explained



- □ done
- □ explained



- ☐ done
- □ explained





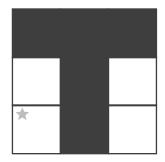
## Lesson 4 | Exit Ticket

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

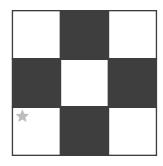


#### **Problem**



1	
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2 3 4 5	
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1	
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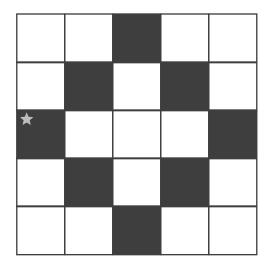
## Lesson 6 | Warmup

This is a Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**



#### **Problem**



1	
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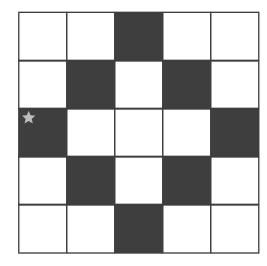


This is a Pixel Bots JavaScript exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

```
up() down()
left() right()
paint()
```

#### Problem



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This is a Dance Bot exercise. In Dance Bot we program bots to dance.

#### **Code Elements**

```
up() down()
left() right()
spinLeft() spinRight()
wait()
```

#### **Problem**

You are a coder. Write code to command your bot to perform the same dance your teacher is doing.

1	16	
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2 3	18	
4	19	
5	20	
6	21	
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10	25	
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15	30	

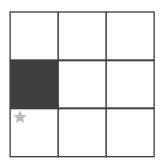
getCoding

# {}

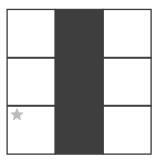
## Lesson 7 | Worksheet 1

This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

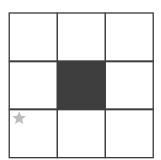
#### **Problems**



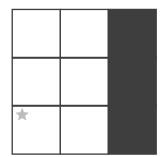
- □ done
- □ explained



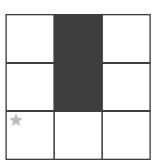
- □ done
- □ explained



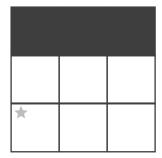
- ☐ done
- □ explained



- □ done
- $\square$  explained



- □ done
- □ explained



- □ done
- □ explained

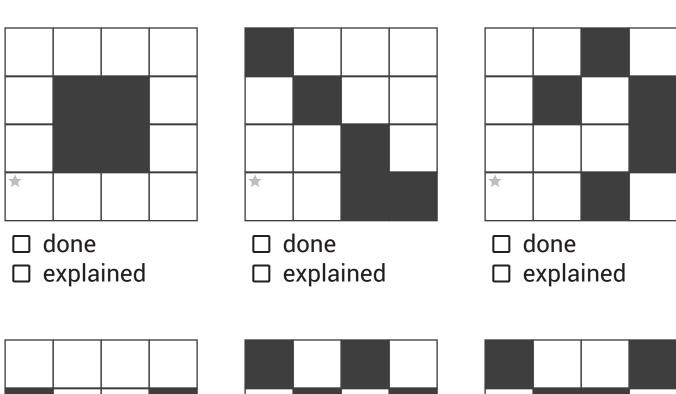


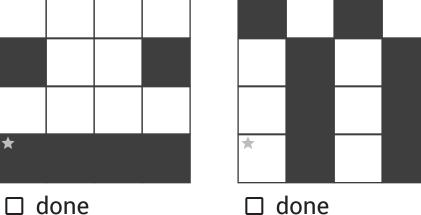


This is an online Pixel Bots exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Problems**

□ explained









# **{}**

## Lesson 7 | Exit Ticket

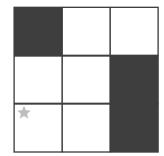
This is a Pixel Bots JavaScript exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

```
up() down()
left() right()
paint()
```

#### **Problems**

- 1) Which of the following has a syntax error:
  - a. up()
  - b. down()
  - c. right)
  - d. left()
- 2) You are a coder. Write code to command the pixel bot to paint the picture.



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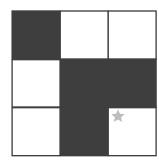
# Lesson 8 | Warm-up

This is a Pixel Bots JavaScript exercise. In Pixel Bots we program bots to paint pictures using Code Elements.

#### **Code Elements**

```
up() down()
left() right()
paint()
```

#### **Problems**



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## Lesson 8 | Exit Ticket

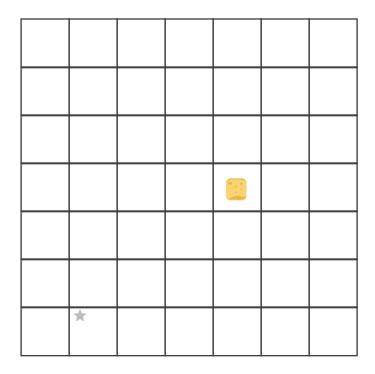
This is a Mouse Bot JavaScript exercise. In Mouse Bot we program the bot to eat the cheese.

#### **Code Elements**

faceUp() move()
faceRight() getCheese()

#### **Problems**

You are a coder. Assuming the Mouse Bot starts at the star facing the right, write code to get the cheese.



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# Lesson 9 | Warm Up

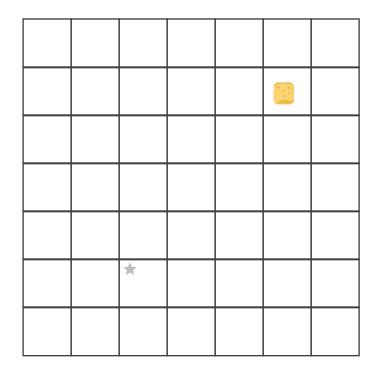
This is a Mouse Bot JavaScript exercise. In Mouse Bot we program the bot to eat the cheese.

#### **Code Elements**

```
faceUp() move()
faceRight() getCheese()
```

#### **Problems**

You are a coder. Assuming the Mouse Bot starts at the star facing the right, write code to get the cheese.



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2 3 4 5 6	
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### Coders & Bots

#### Coders



**Navigator:** You are responsible for the overall plan for the program. Guide the Writer and keep track of what your program is doing.



**Writer:** Add code to your program. Pay attention to syntax.

#### **Bots**



**Stepper.** Step through the program and read each step aloud. Keep your finger on the step you are reading.



**Actor:** Listen carefully to each line of code the Stepper says aloud. Using the materials available, show what each line of code does.

# Coding Paper

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## Coding Paper

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getCoding

## Coding Paper

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## Small Pixel Grids





## Medium Pixel Grids



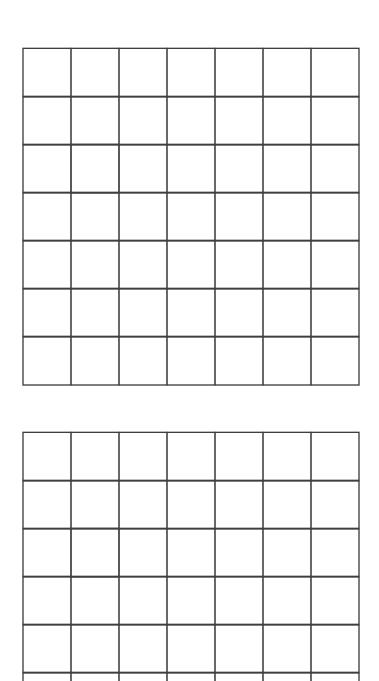








## Large Pixel Grids







## Challenge Problems - 1









## Challenge Problems - 2

