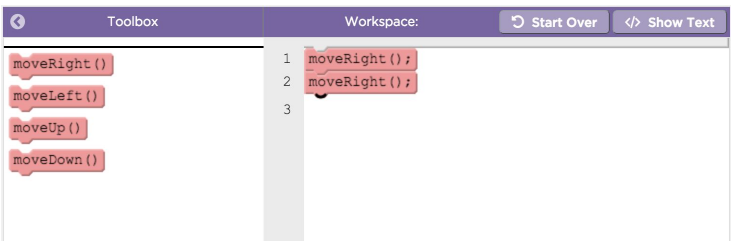
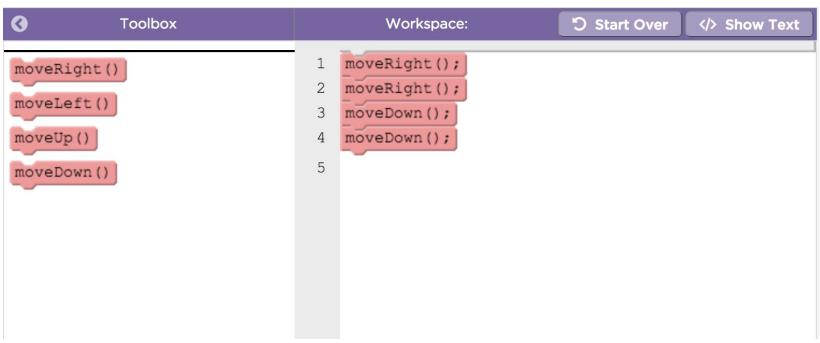
Answer Sheet & Teacher Tips

Level 1:



Solution: Move right (X2)

Level 2:

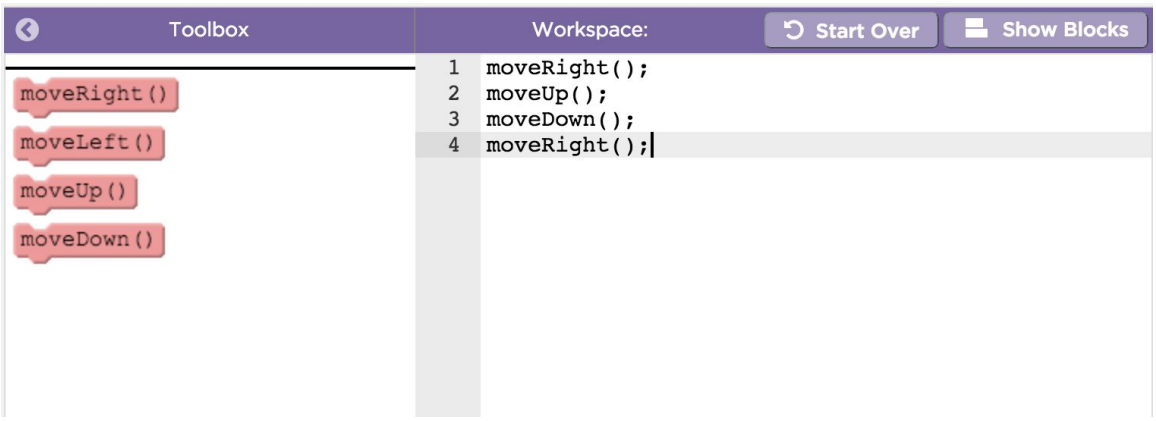


For more information, visit http://code.org/hourofcode/star-wars

Solution: Move right (X2), Move left (X2)

Level 3:

Solution: Move right, Move up, Move down, Move right



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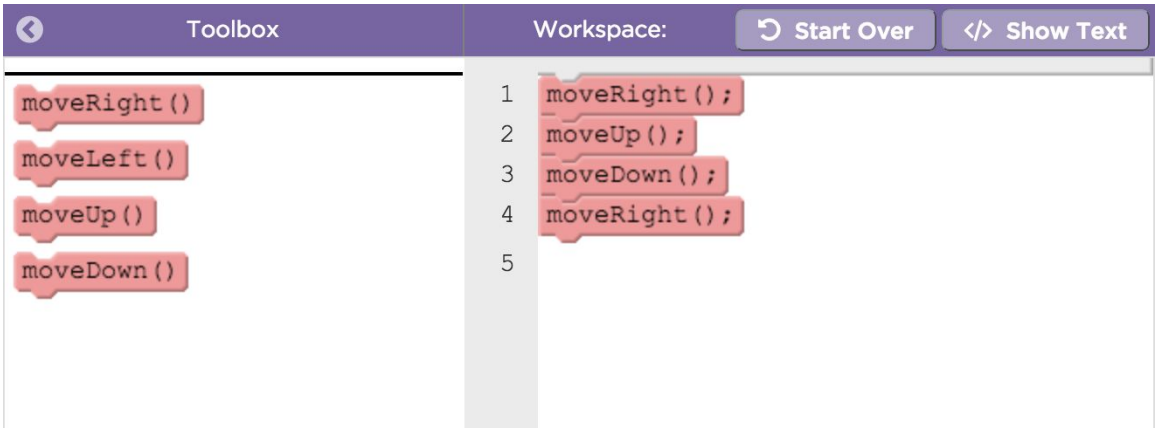
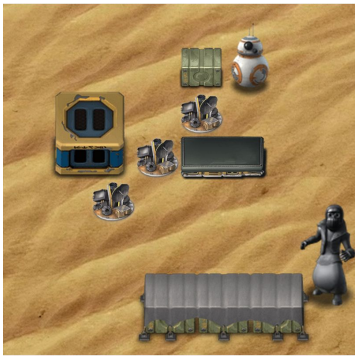
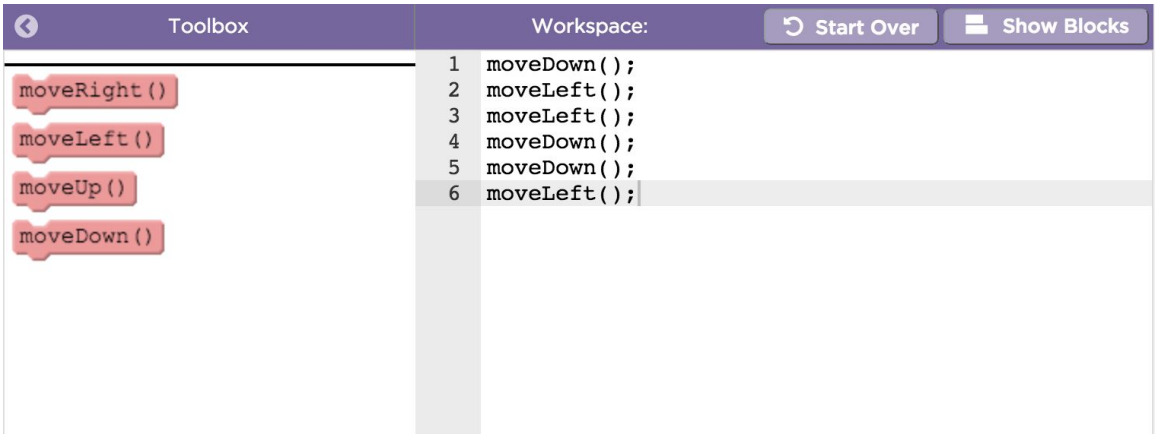


Level 4



Solution: Move down, Move left (X2), Move down (X2), Move left



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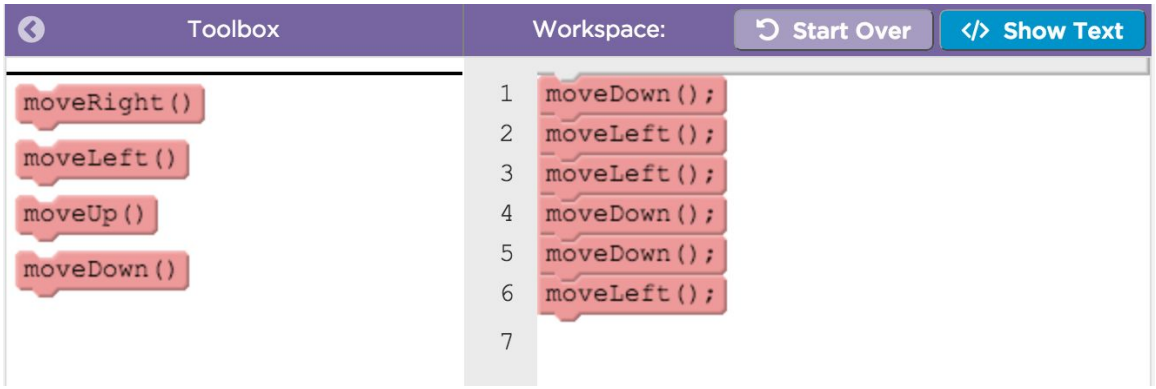

Level 5

Solution:

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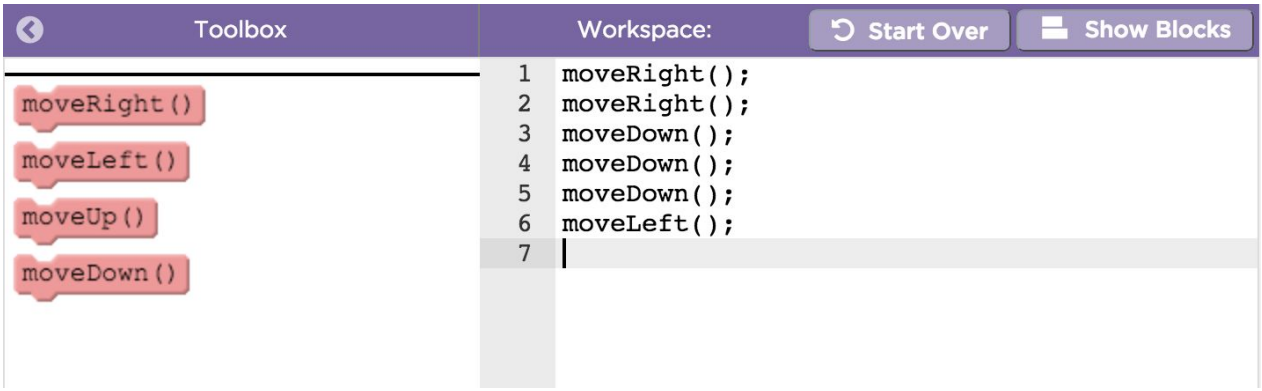
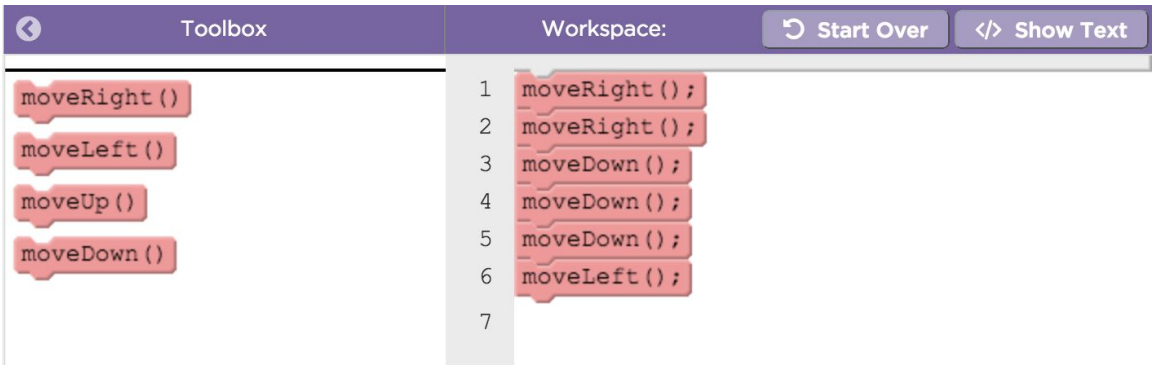
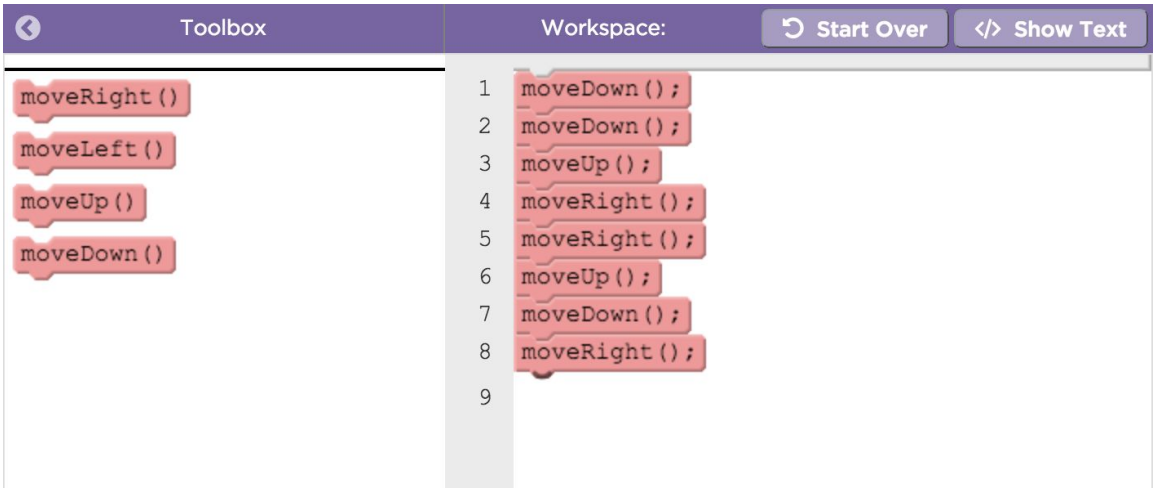


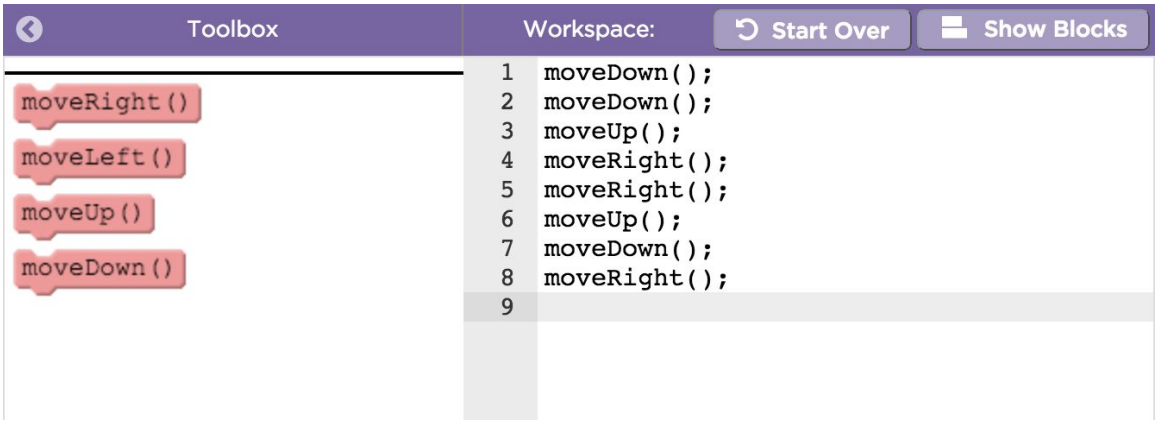


Level 6

For more information, visit http://code.org/hourofcode/star-wars

Solution:

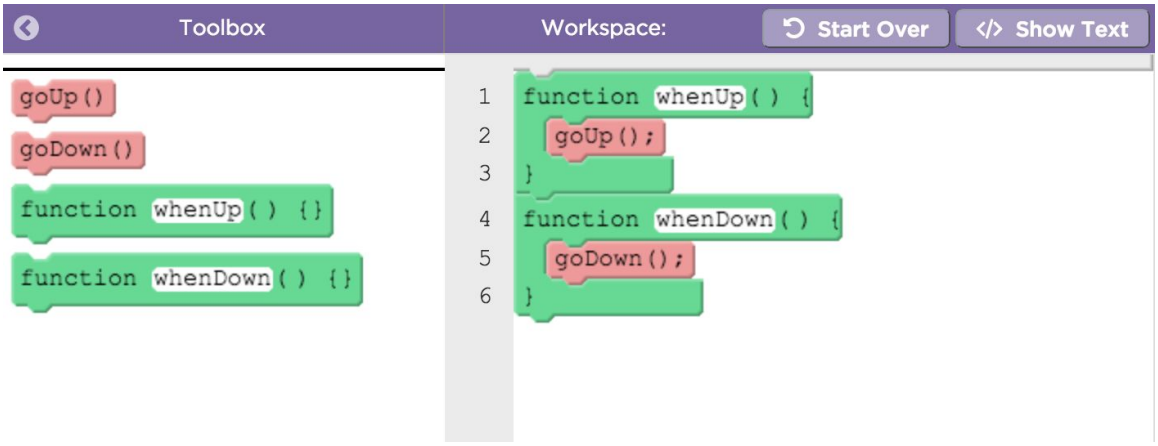


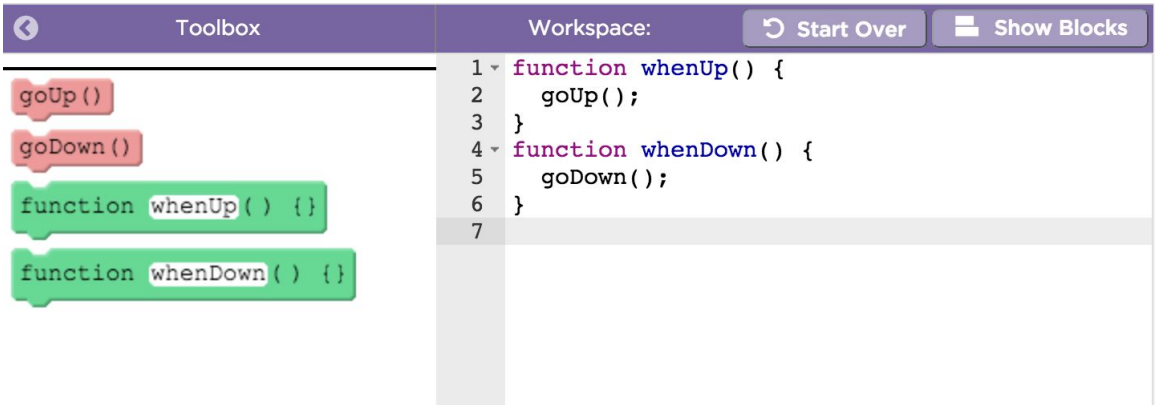


Level 7

For more information, visit http://code.org/hourofcode/star-wars

Solution:

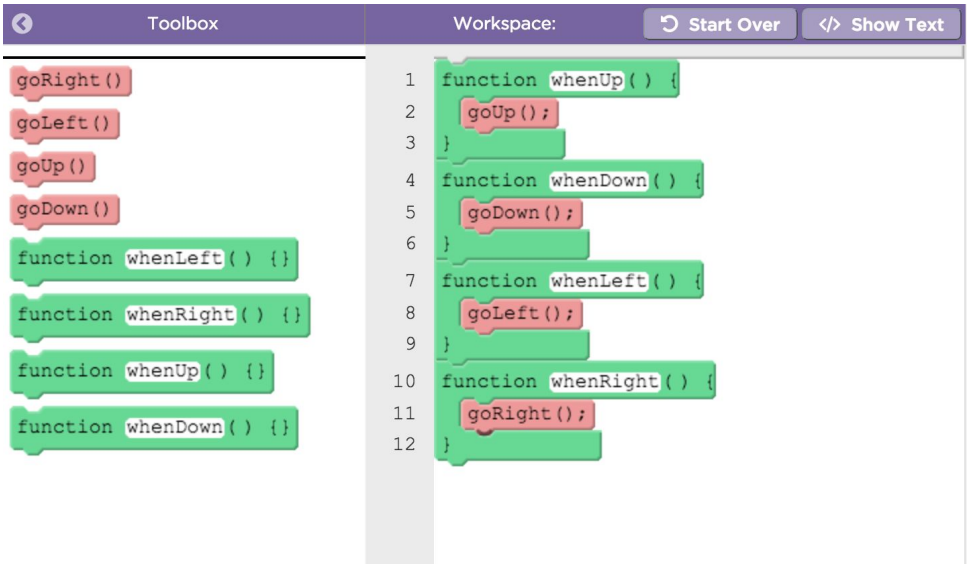


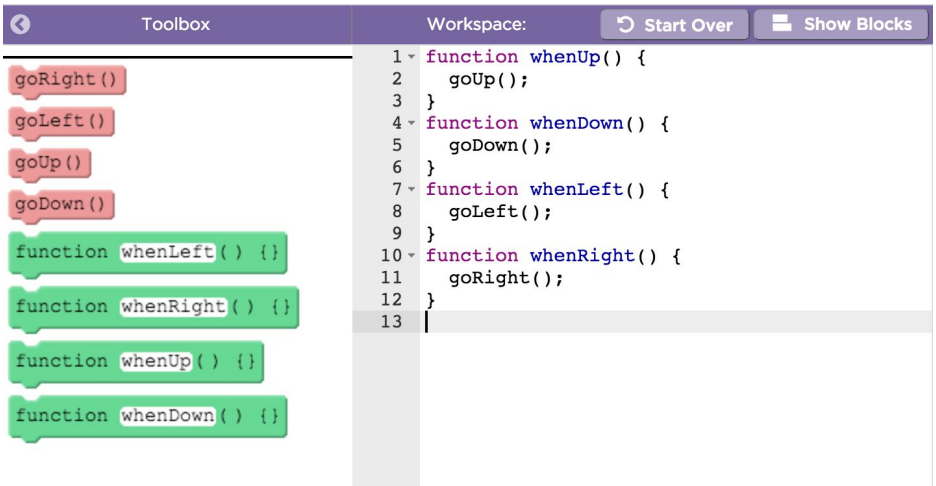


Level 8

For more information, visit http://code.org/hourofcode/star-wars

Solution:





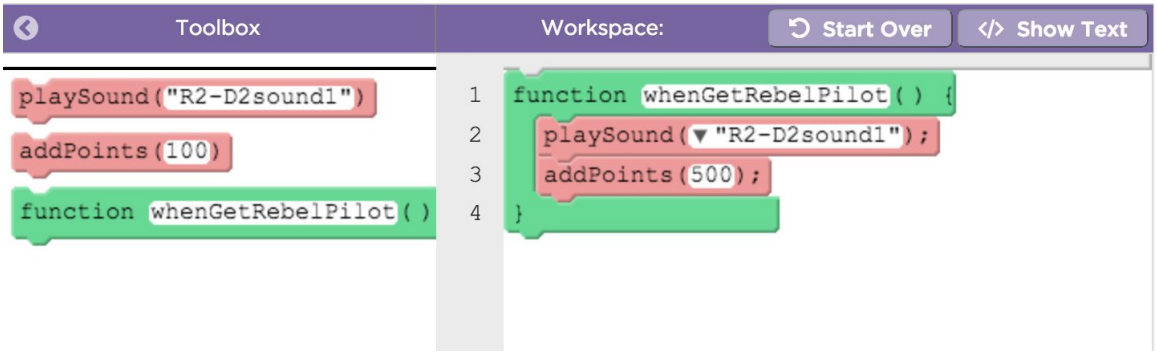
For more information, visit http://code.org/hourofcode/star-wars

Level 9

Solution:

NOTE: just adding 100 points is not enough so must either add 100 points three times or change point amount

Examples below:



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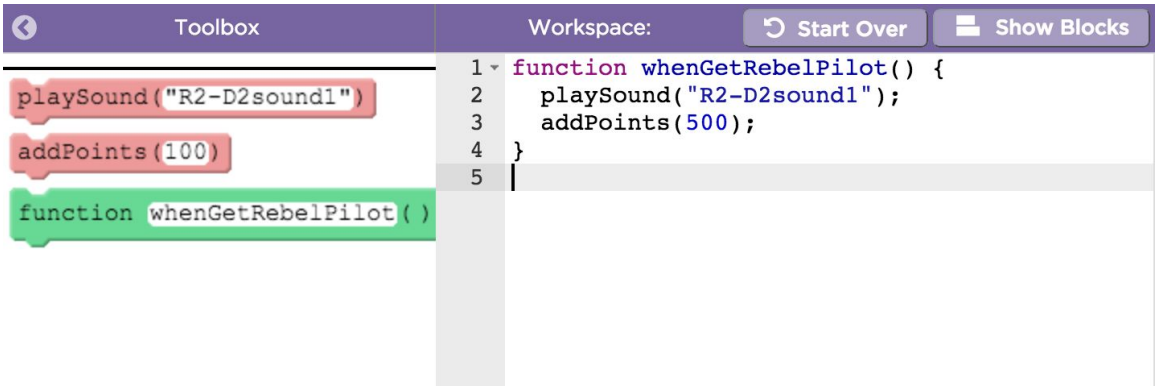

Level 10:

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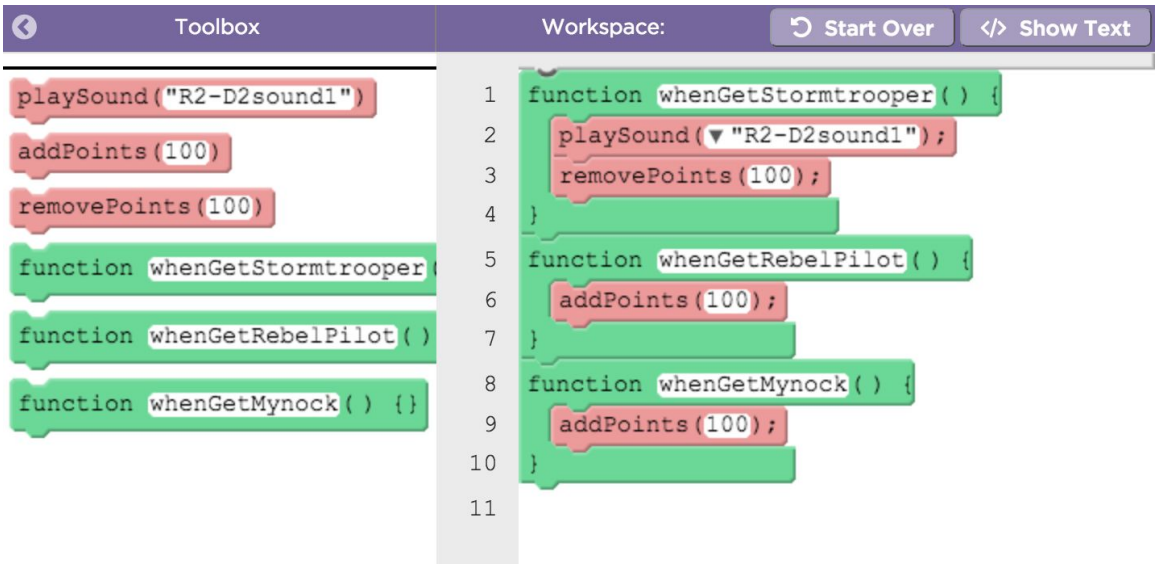
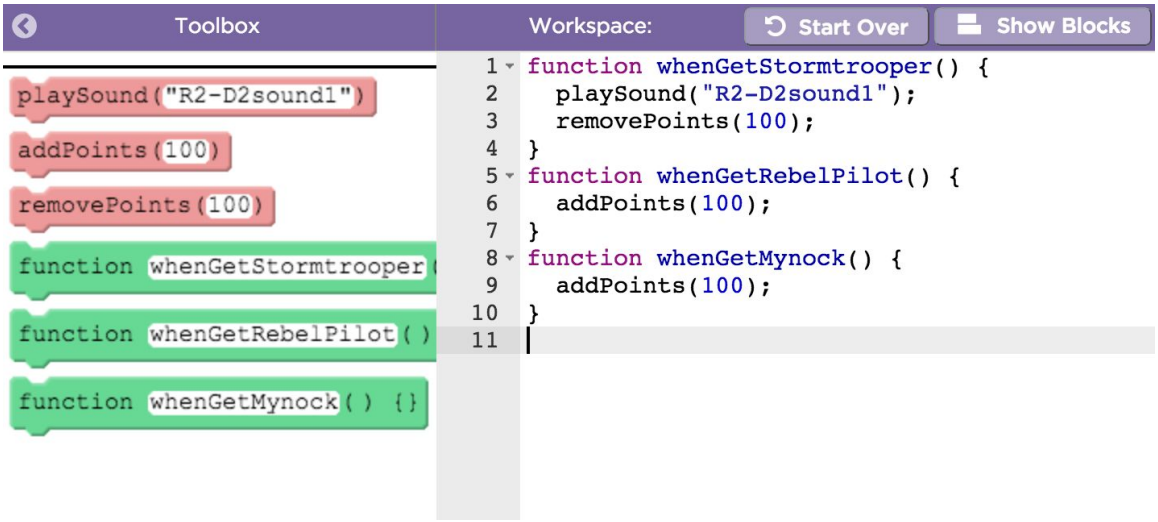




Notes: This is a free play level. While suggestions of point value are given via Leia, one can determine to add or remove points and of any value, one can also choose any noise for each action. If students are having trouble with this one, have them add 1000+ points when they get the Rebel Pilots or Mynock.

For more information, visit http://code.org/hourofcode/star-wars

Level 11:

Toolbox

```
playSound("R2-D2sound1")
addPoints(1000)
removePoints(1000)
addCharacter("PufferPig")
function whenGetPufferPig( )
```

Workspace: Start Over | Show Blocks

```
1  playSound("R2-D2sound1");
2  addCharacter("PufferPig");
3  addCharacter("PufferPig");
4  addCharacter("PufferPig");
5
6  function whenGetPufferPig() {
7    playSound("PufferPigSound1");
8    addPoints(1000);
9  }
10
```

Toolbox

```
playSound("R2-D2sound1")
addPoints(1000)
removePoints(1000)
addCharacter("PufferPig")
function whenGetPufferPig( )
```

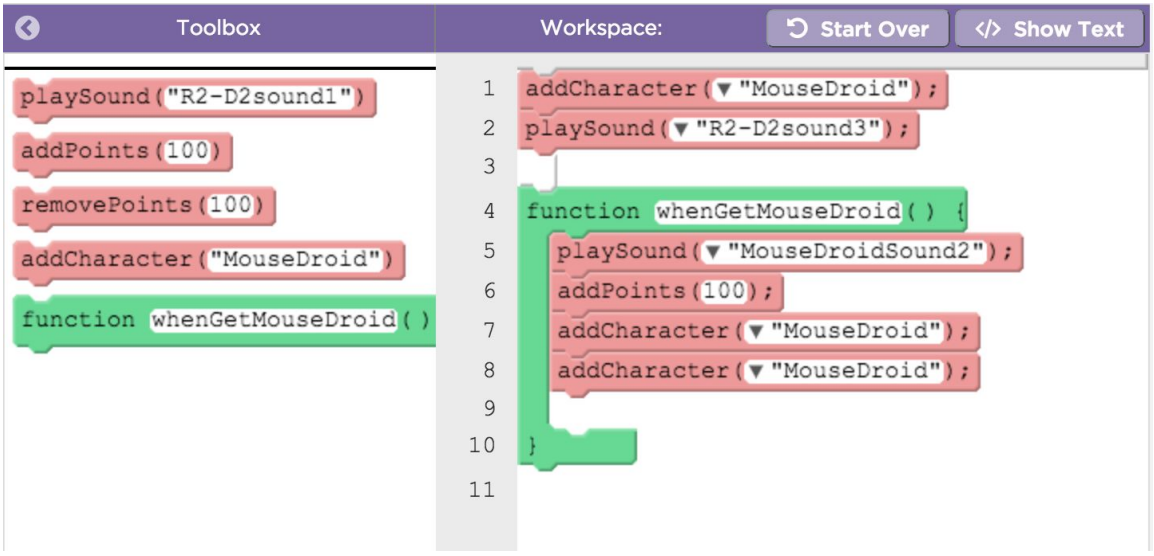
Workspace: Start Over | Show Text

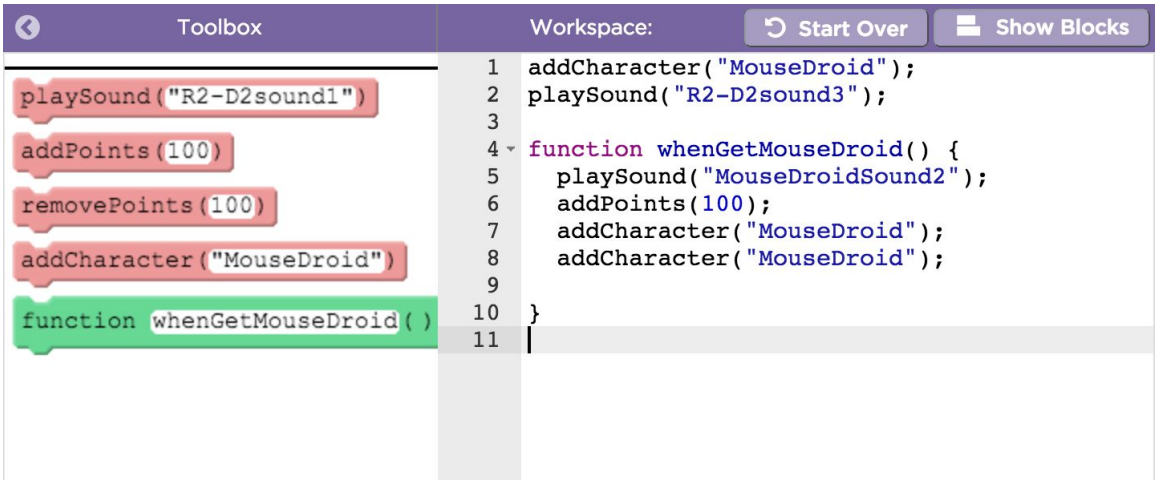
```
1  playSound("R2-D2sound1");
2  addCharacter("PufferPig");
3  addCharacter("PufferPig");
4  addCharacter("PufferPig");
5
6  function whenGetPufferPig( ) {
7    playSound("PufferPigSound1");
8    addPoints(1000);
9  }
```

Notes: same free form re: points, sound. Must add at least 3 puffer pigs

For more information, visit http://code.org/hourofcode/star-wars

Level 12:

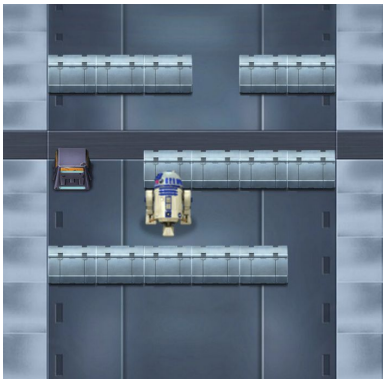


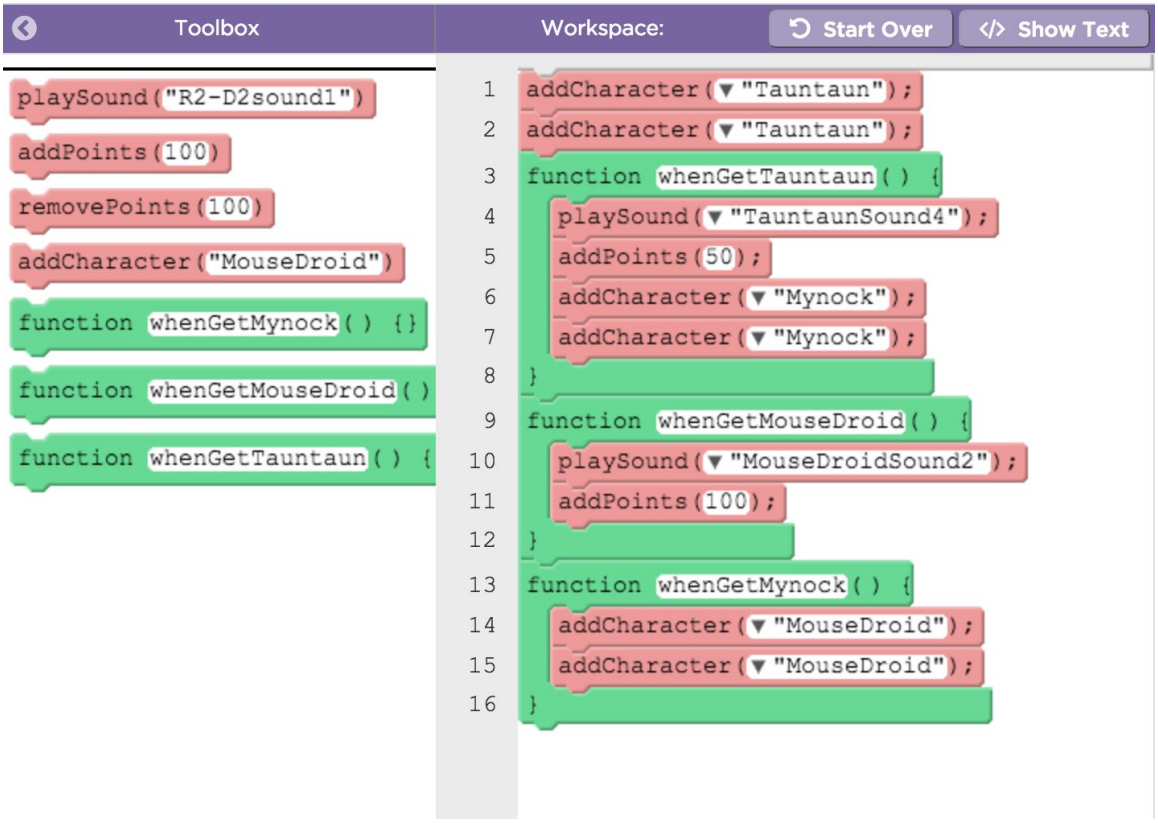


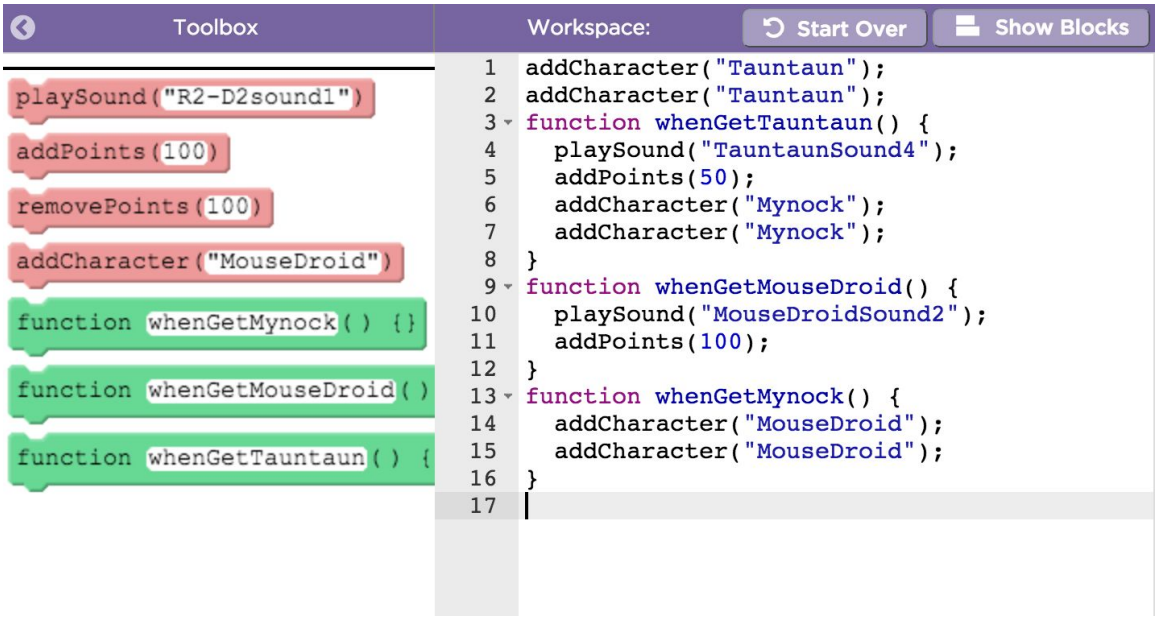
For more information, visit http://code.org/hourofcode/star-wars

Notes: can add any number of mouse droids or any number of points to change pace of level.

Level 13:







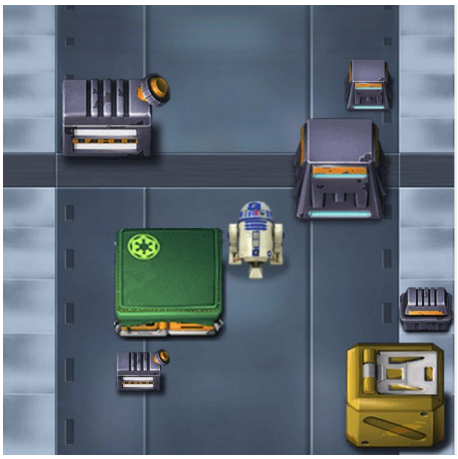
Notes: One can change sounds, functions, points, number of Myncoks/ droids/ Tauntauns that appear etc. → more free form

For more information, visit http://code.org/hourofcode/star-wars

Level 14:

Note: This is a free play level. You can do whatever you like. The only goal is to get rebel pilots.

Two examples:



Toolbox

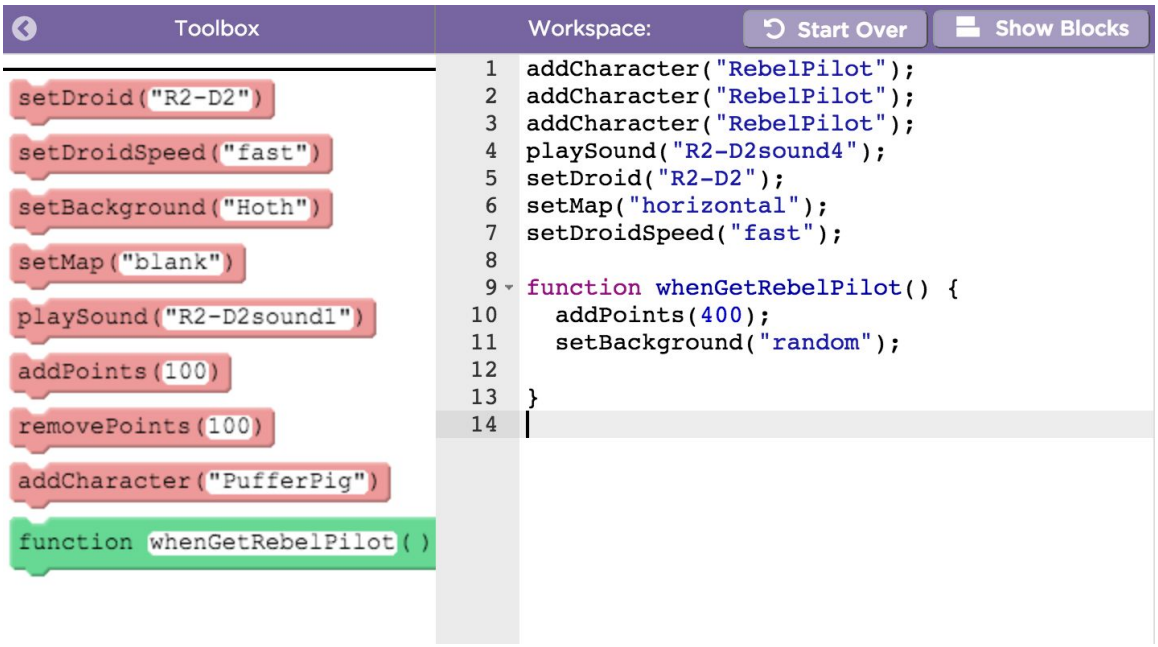
```
setDroid("R2-D2")
setDroidSpeed("fast")
setBackground("Hoth")
setMap("blank")
playSound("R2-D2sound1")
addPoints(100)
removePoints(100)
addCharacter("PufferPig")
function whenGetRebelPilot()
```

Workspace: Start Over | Show Text

```
1  addCharacter("RebelPilot");
2  addCharacter("RebelPilot");
3  addCharacter("RebelPilot");
4  playSound("R2-D2sound4");
5  setDroid("R2-D2");
6  setMap("horizontal");
7  setDroidSpeed("fast");
8
9  function whenGetRebelPilot() {
10   addPoints(400);
11   setBackground("random");
12
13 }
14
```

For more information, visit http://code.org/hourofcode/star-wars

HOUR OF CODE



For more information, visit http://code.org/hourofcode/star-wars