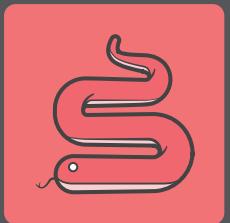
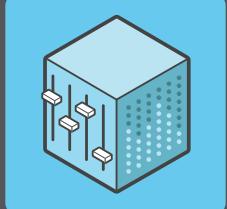


Kano



Level 2-6

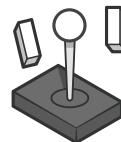
Make games, music, and more



Levels



1. Computer
See Book 1



4. Pong
Pages 23-50



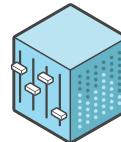
2. Video
Pages 2-9



5. Minecraft
Pages 51-58



3. Snake
Pages 10-22



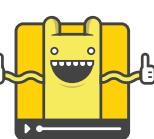
6. Music
Pages 59-64

Ready to make **Videos**, **Games** and **Music**?

Computer



Video



Snake



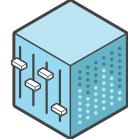
Pong



Minecraft



Music



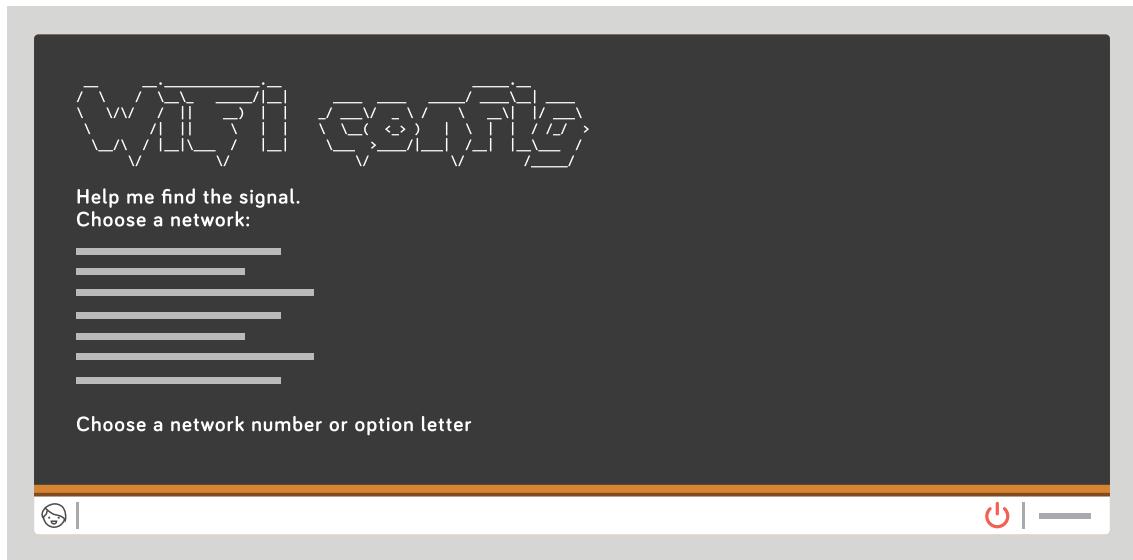
Flip the page to get started!

Ready for **Level 2?**



Let's make a **Video** player

First, connect to the Internet.



Choose a wireless network with **1** - **5**

(If you already have Internet, skip to page 6)

Type the password + **enter**



Let's connect to the internet

Help me find the signal.

Choose a network:



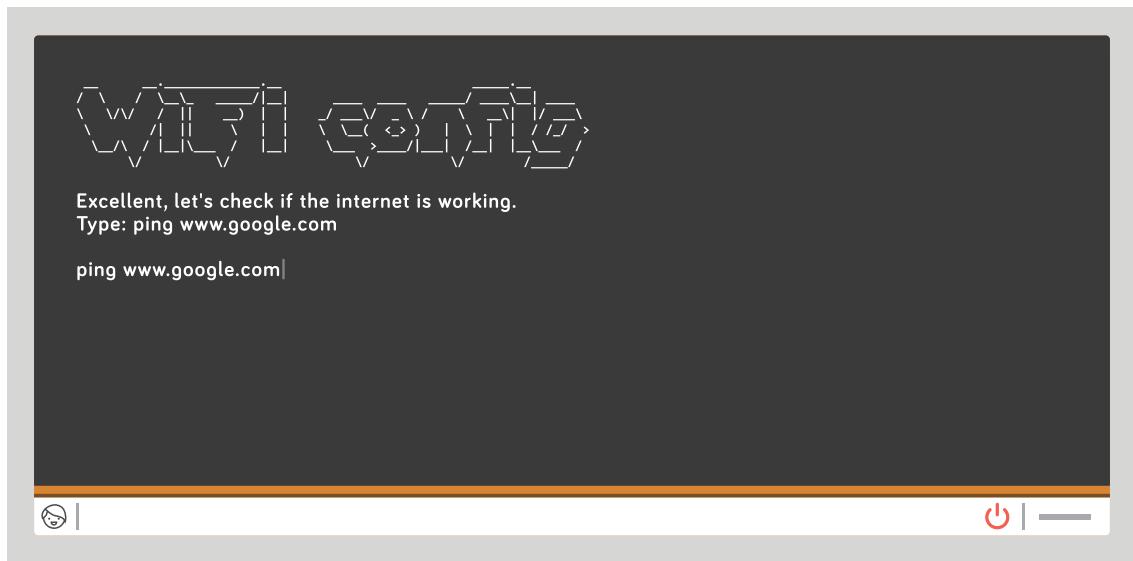
Choose with (1-9)

Password:



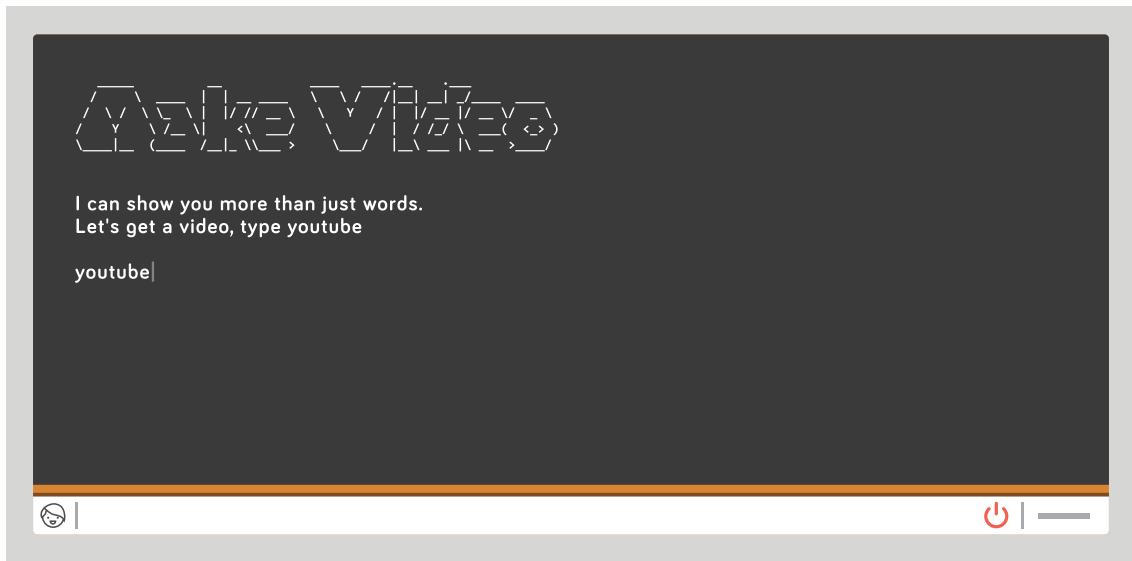
If you don't know it, just push **s** to skip

Check if the Internet is working



Type **ping www.google.com** + **enter**

Now let's call YouTube



Type **youtube** + **enter**

Play a video by pushing **1** - **9**

Showing 1-20 of most viewed ordered by relevance

- 1** Charlie bit my finger - again!
d:0:56 v:472.0m
- 2** Evolution of dance - by judson laapply
d:6:00 v:200.0m
- 3** Justin bieber - baby ft. ludacris
d:3:45 v:771.0m
- 4** Caine 's Arcade
d:4:24 v:93.0m



Try "Caine's Arcade,"
"Star Wars Alpacas,"
or "Kelvin Doe."



Press **S** to search

Press  to pause

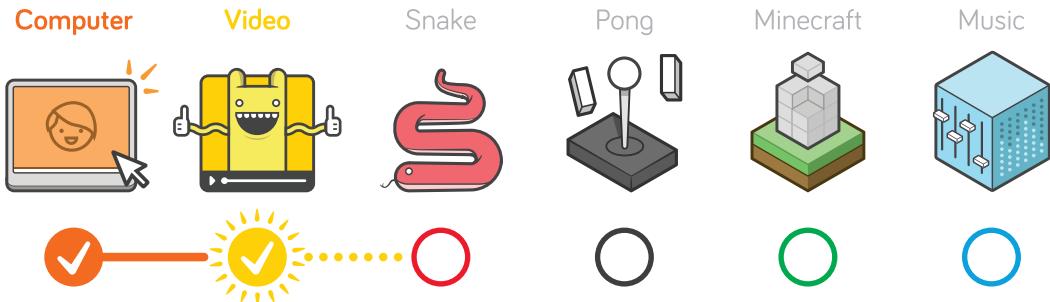


Grab the popcorn!



Press  twice when you're ready for the next level.

You completed **Level 2: Videos**, using the power of YouTube.



You unlocked a new belt:

Video Star!



Time for **Level 3: Snake**.

Now let's make some **games**.



Click on **Snake**

Type **python snake** + **enter**



Snake is one of the oldest and coolest games.
Eat apples, but don't bite your tail!
Ready to make it?
Type 'python snake' then [ENTER]

python snake|



Use  to move



Press  to quit

Too easy! Let's make it vicious.



Nice!

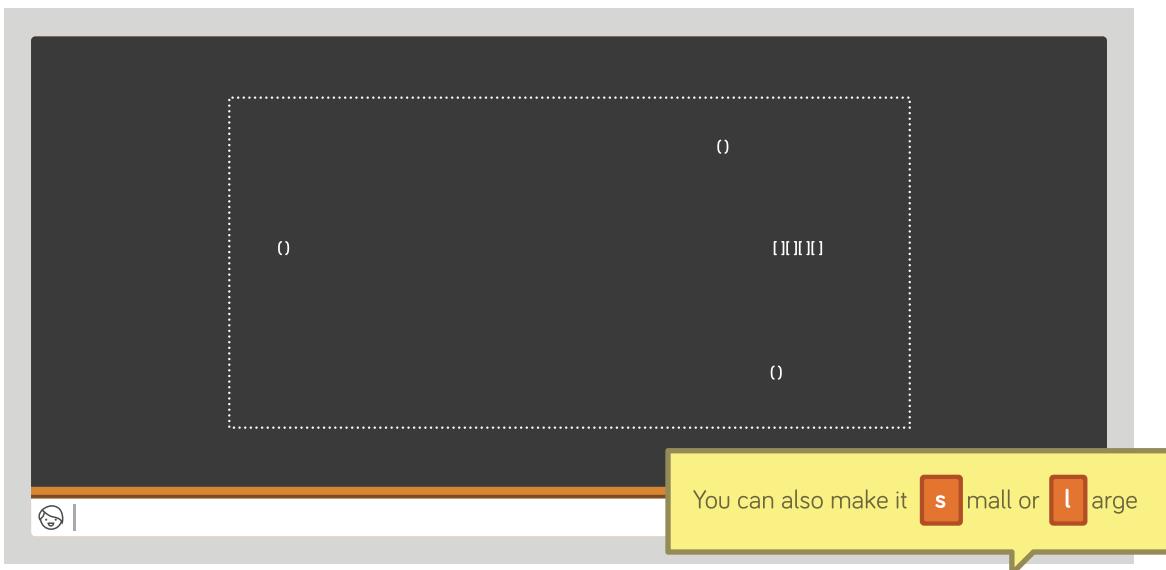
'python snake' launches the game. Change it by writing parameters after 'python snake'. You can make the board smaller with 'python snake -b m'

```
python snake -b m|
```



Type **python snake -b m** to make the board **m** edium

Get the apples!



Press **Q** to quit



Still too easy? Let's make the snake go faster



Another way to increase difficulty is by changing the speed.

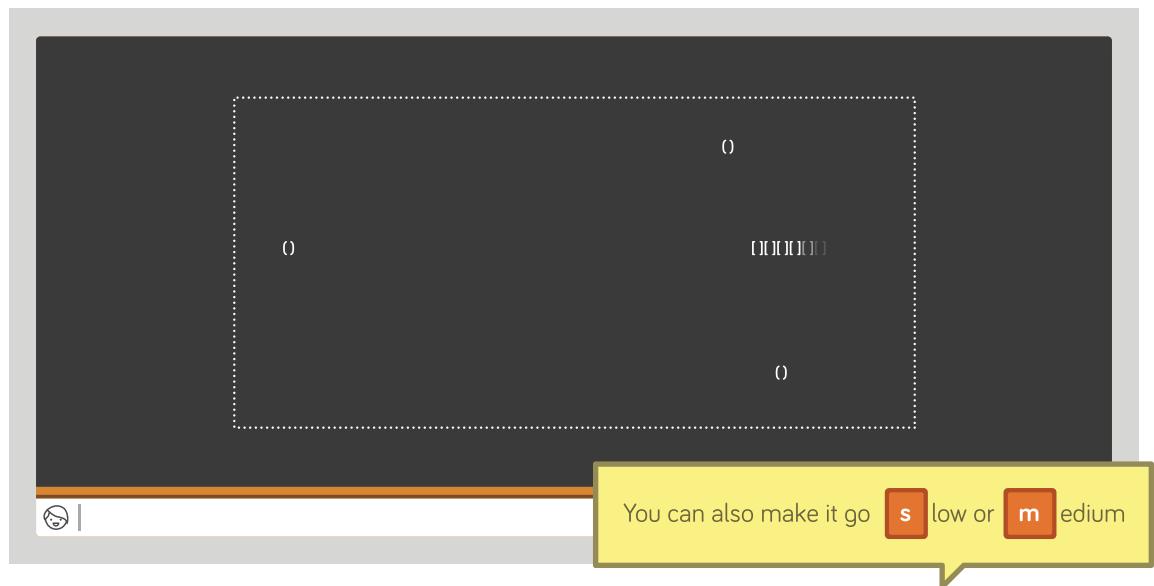
Let's try a fast game! 'python snake -s f'

```
python snake -s f|
```



Type **python snake -s f** + **enter** to increase game speed

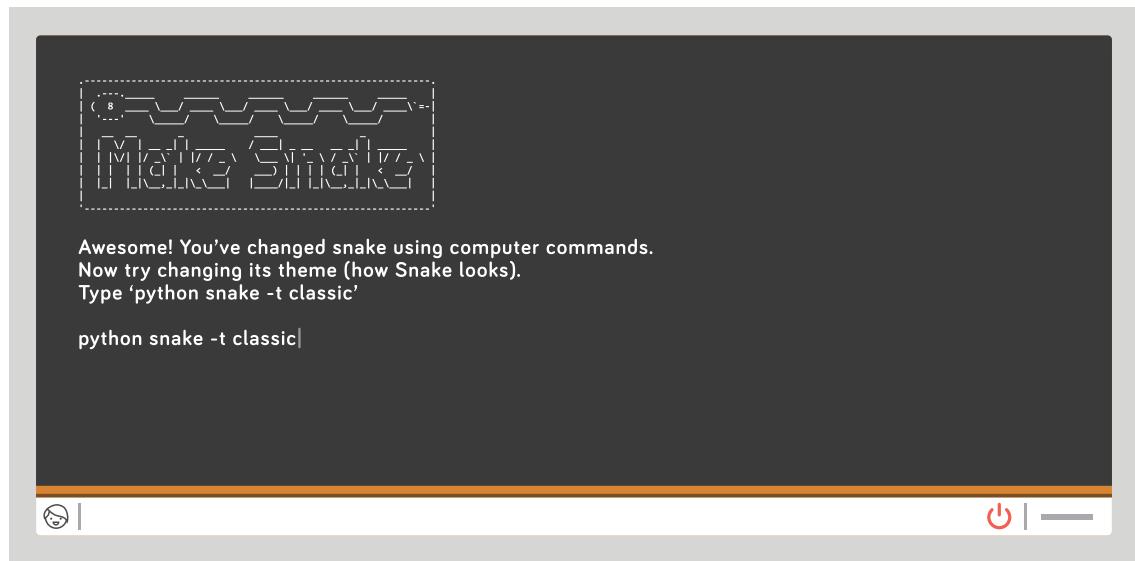
Look at it go!



Press **Q** to quit



Now make it look cool!

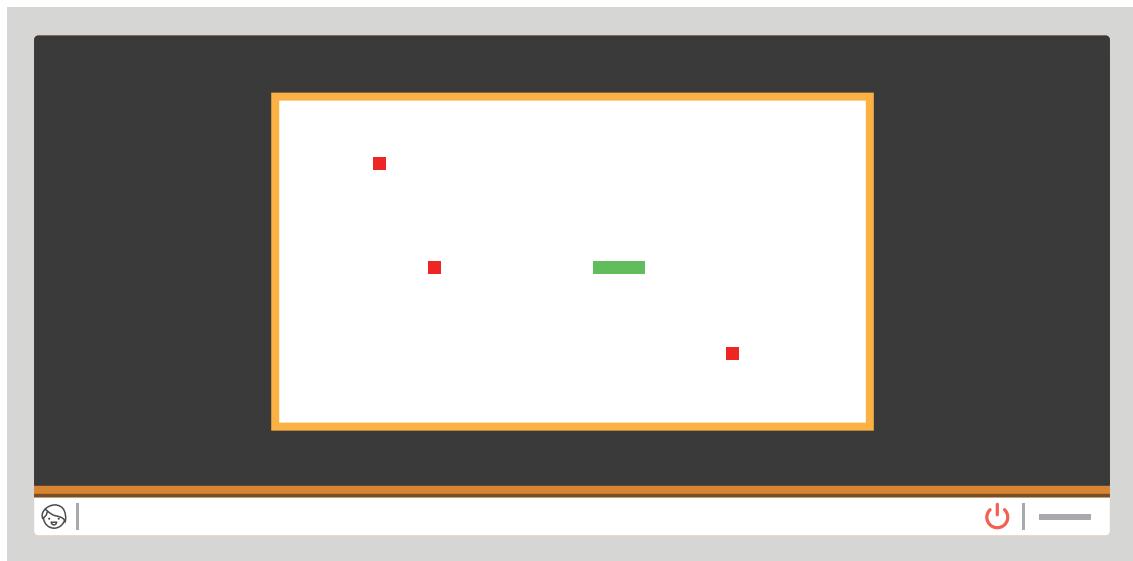


Awesome! You've changed snake using computer commands.
Now try changing its theme (how Snake looks).
Type 'python snake -t classic'

`python snake -t classic|`

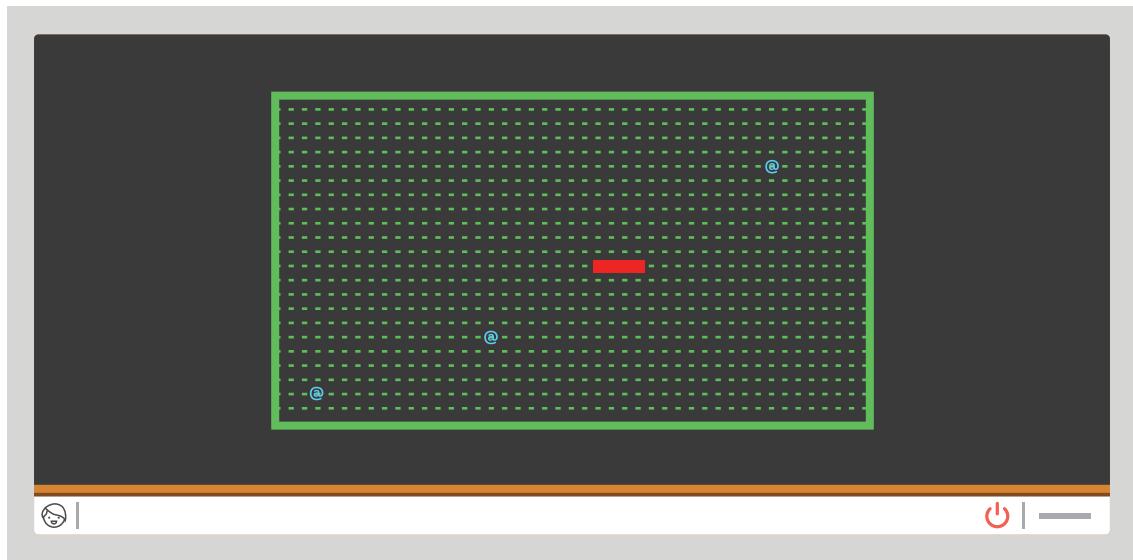
Type **python snake -t classic** + **enter**

This is **-t classic**, classic theme!



Press **Q** to try more.

Try `python snake -t jungle` + `enter`



Press `Q` to go back

Want to see the commands again?



The screenshot shows a terminal window with a dark background. At the top, there is a decorative header consisting of a grid of small squares. Below this, the terminal displays the following text:

```
Use the help option to learn all the different spells.  
Type 'python snake --help' to get help  
python snake --help|
```

The bottom of the window features a toolbar with several icons: a user profile, a search bar, and system control buttons for power and volume.

Type **python snake --help** + **enter**

You just completed **Snake** and unlocked the **Playground**!

Use the help option to learn all the different spells.
Type 'python snake --help' to get help

```
python snake --help|  
Usage: __main__.py [options]
```

Options:



Great! You've completed Make Snake

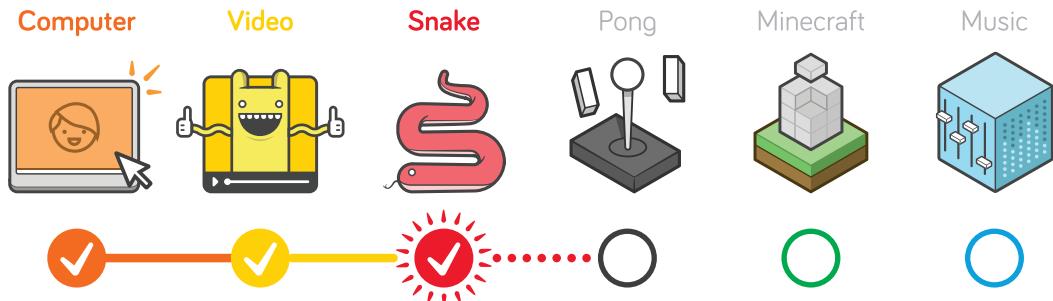
Press [ENTER] to continue

In the **Playground**, you can try out what you have learnt in the previous steps!

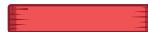


Press **enter** to go to the **Playground**

You beat **Level 3**, and made **Snake** sweet!

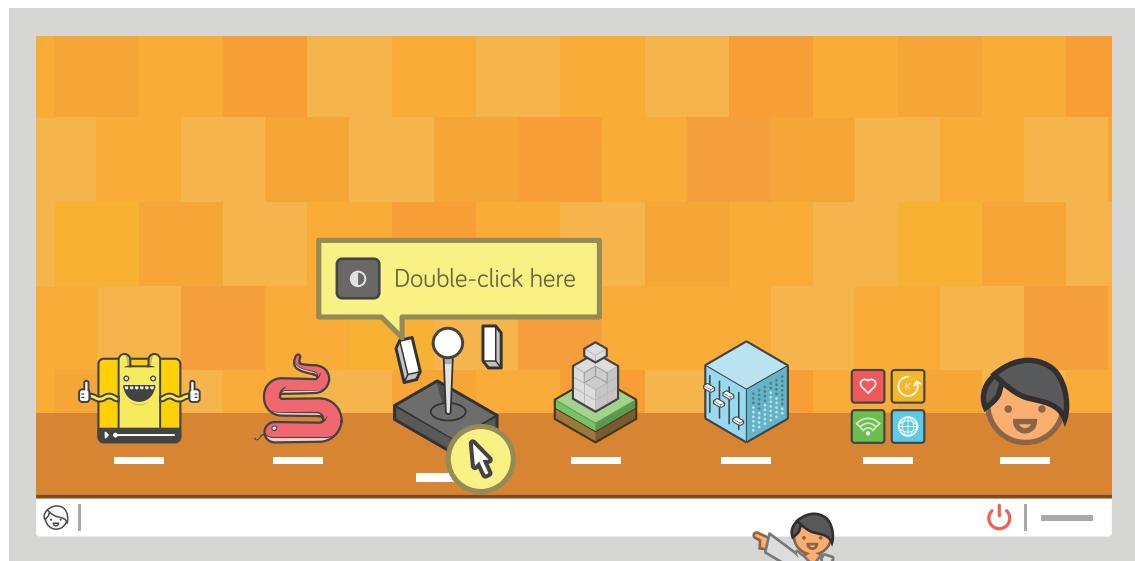


You unlocked a new belt:
Snake Survivor!



Good job getting those apples. Now let's make **Pong** in **Level 4**.

Time for some more games.



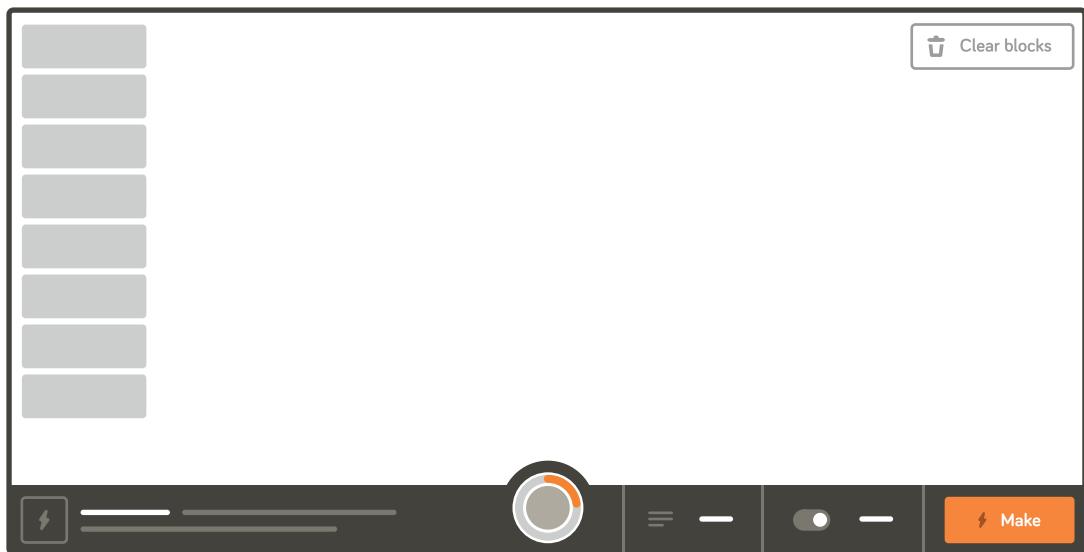
Click on **Pong**

In here, you can change Pong with tons of cool **Projects**



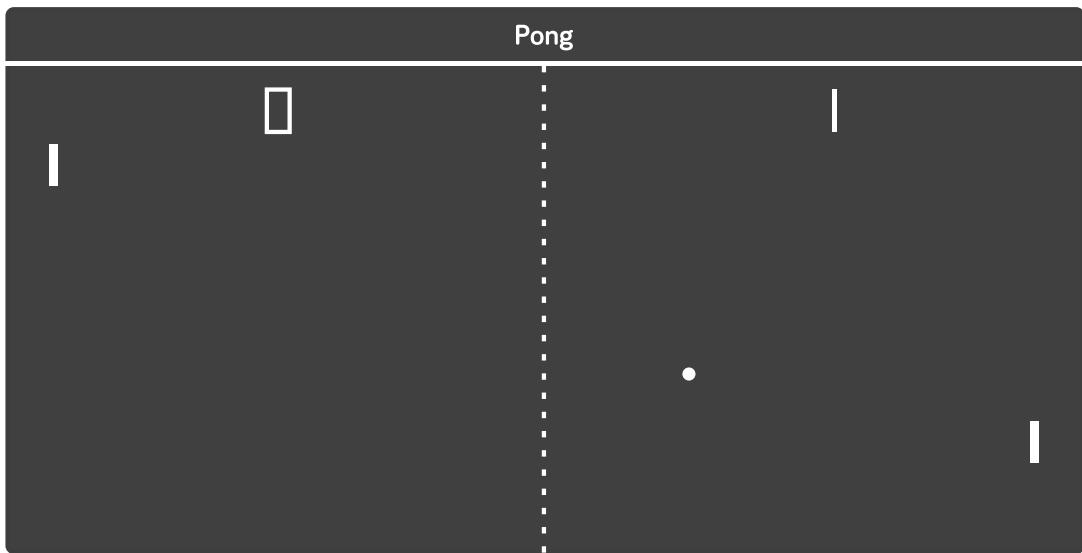
Click to get started

We can make games and give them powers!



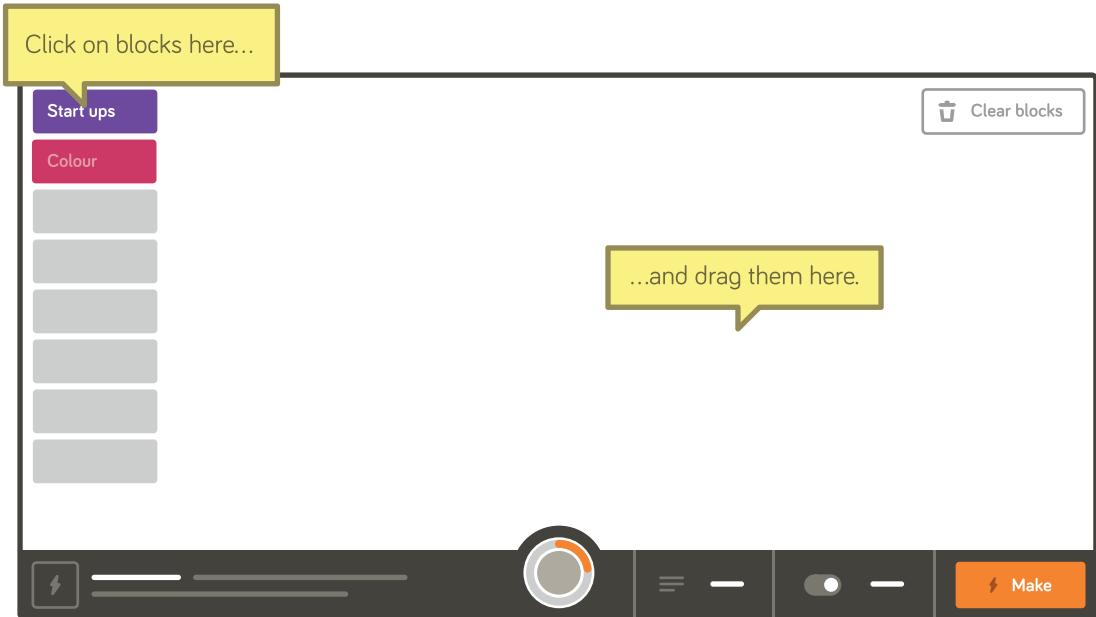
Click **Make** to load the game.

Awesome! Move with  and 



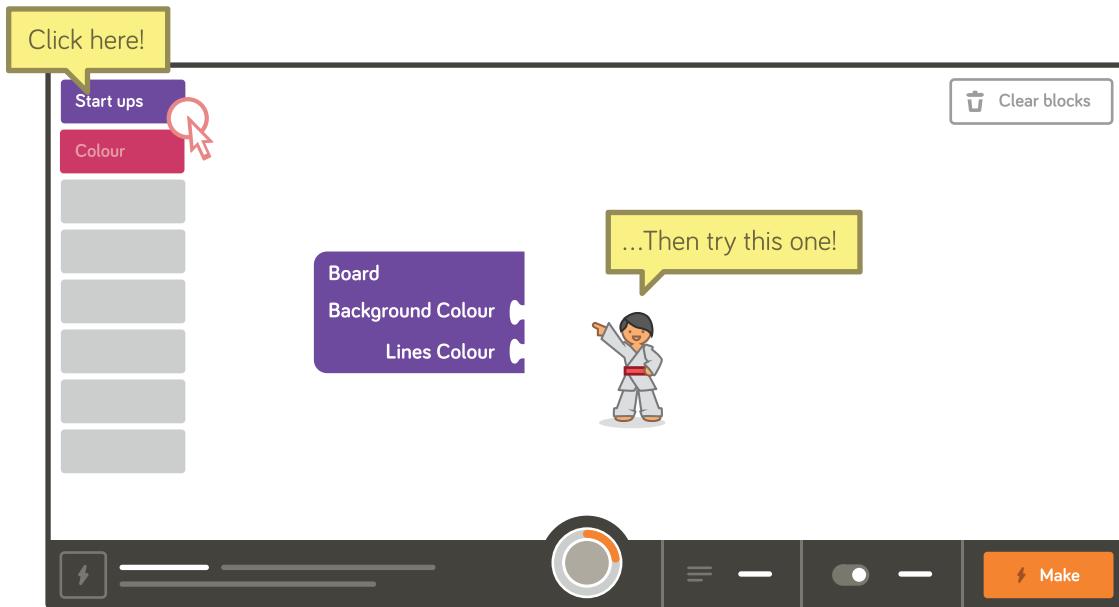
Then press  to add powerups.

With **Kano Blocks**, you can change the game!



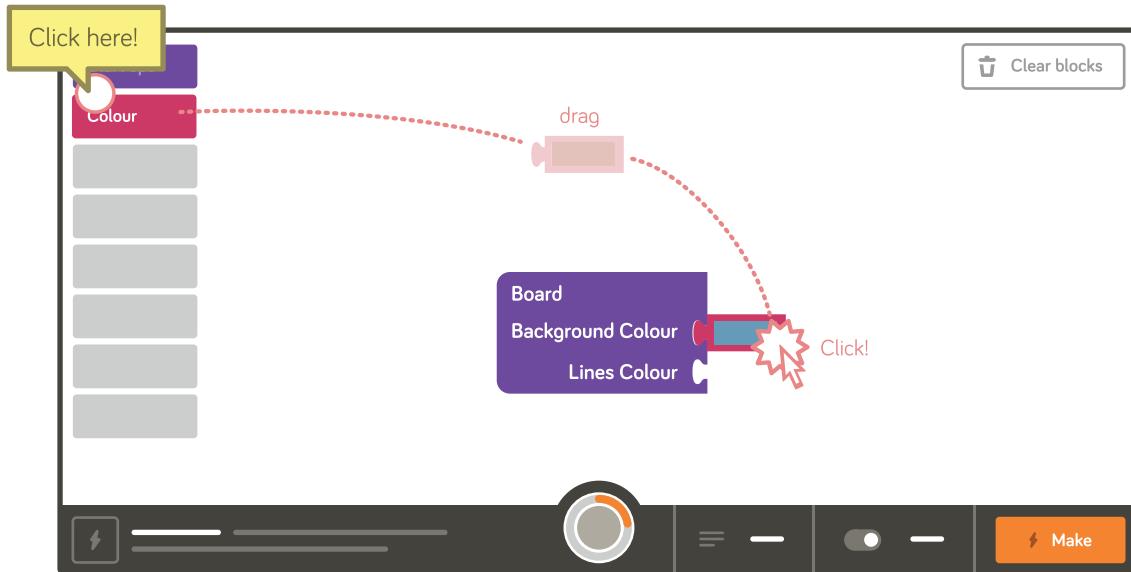
Different code blocks have different powers

Use the **start-up** blocks to mess with colors and speeds!



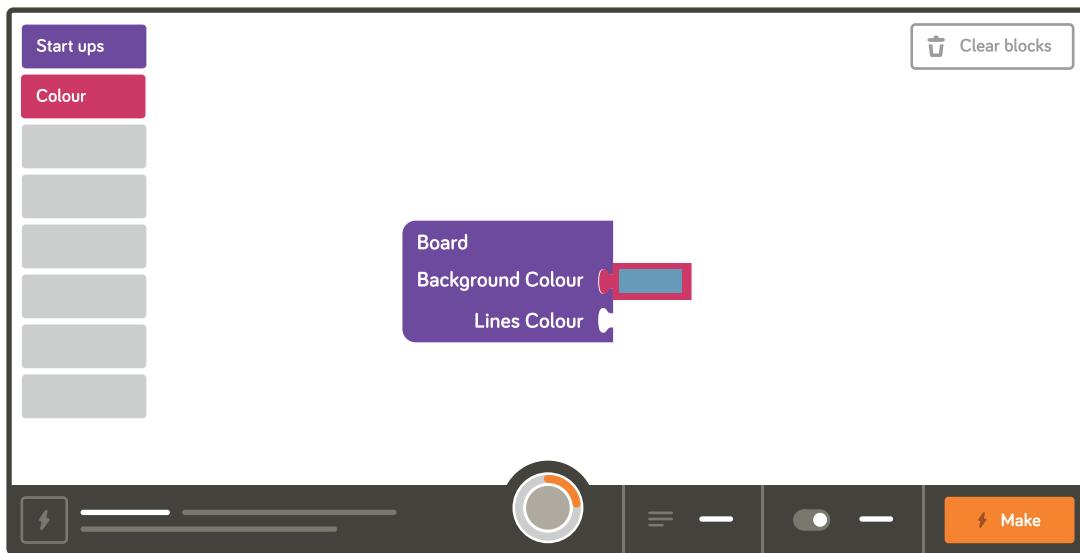
Click on **board** and drag it in.

Connect a **colour** block to the **board**



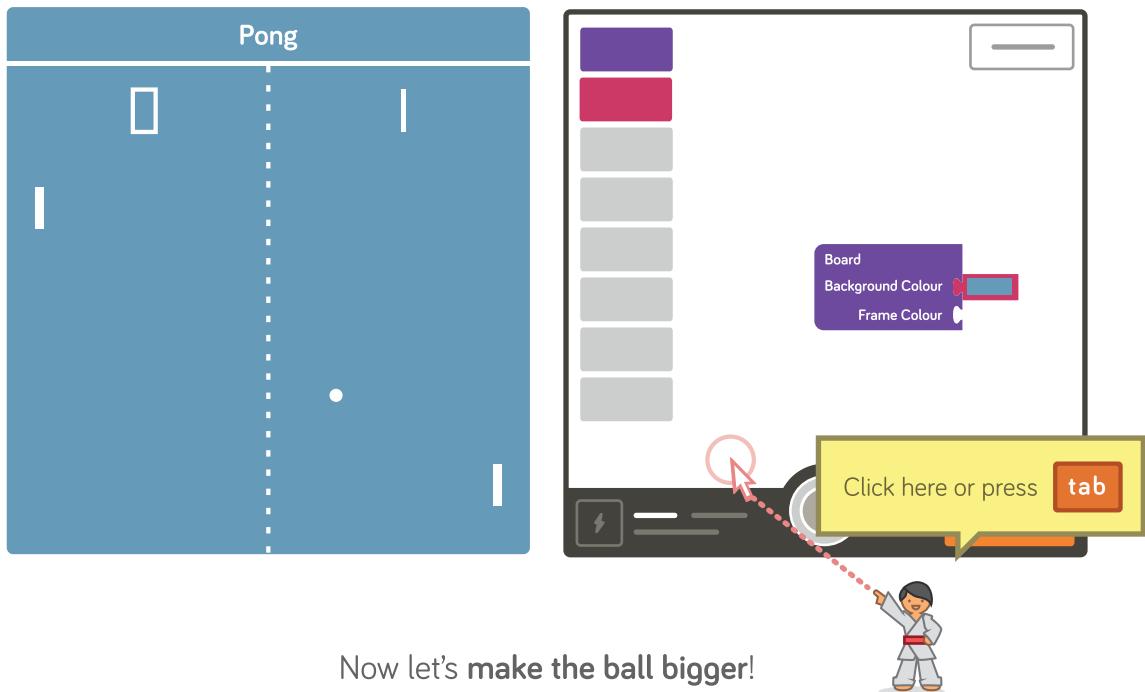
Change the colour of the block

This will change the Pong board's background

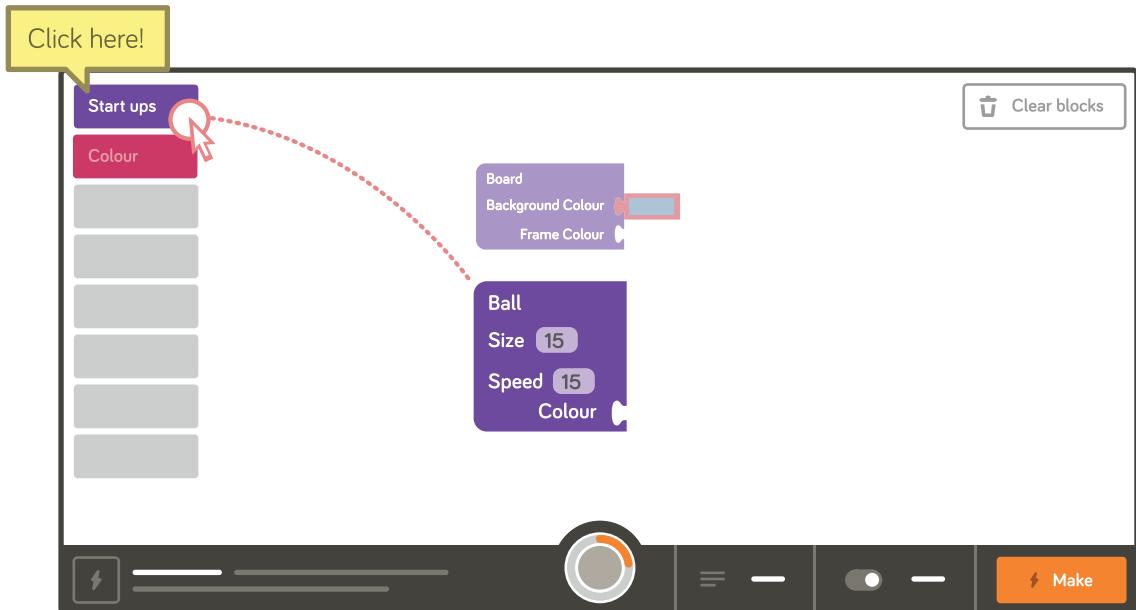


Press Make

Beautiful.

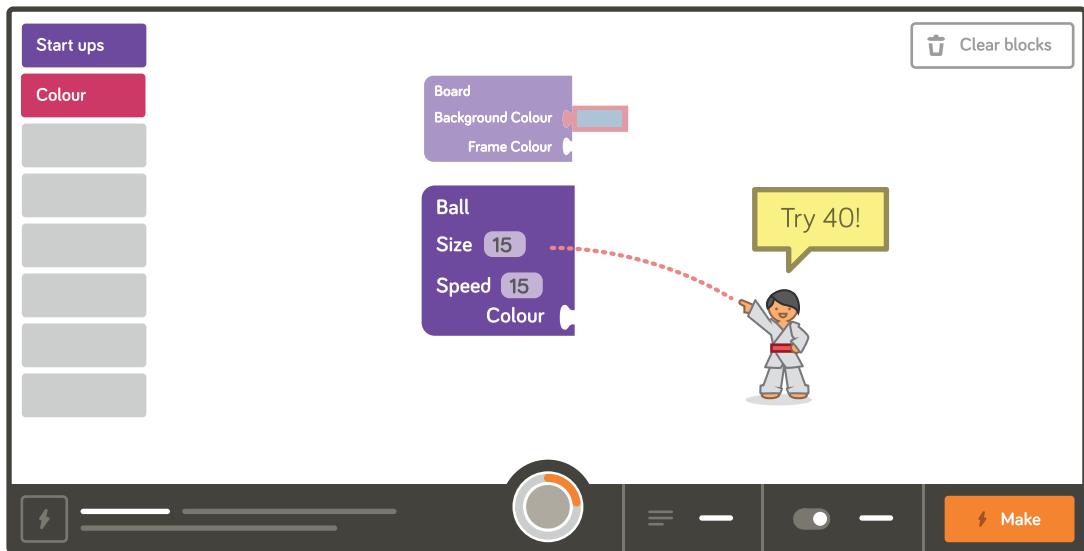


Click on **Start ups**



Click on **ball** and drag it in

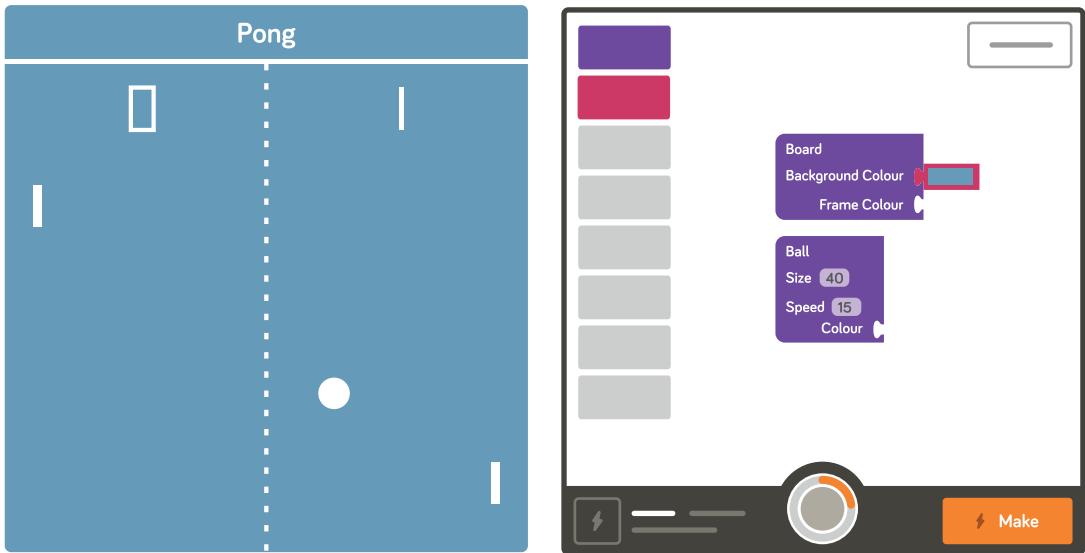
Change the number of the **Size 15** to make the ball bigger



Then press

Make

Great! You just made the ball bigger



Want to make it go faster?

Increasing the number on the block will increase the speed of the ball

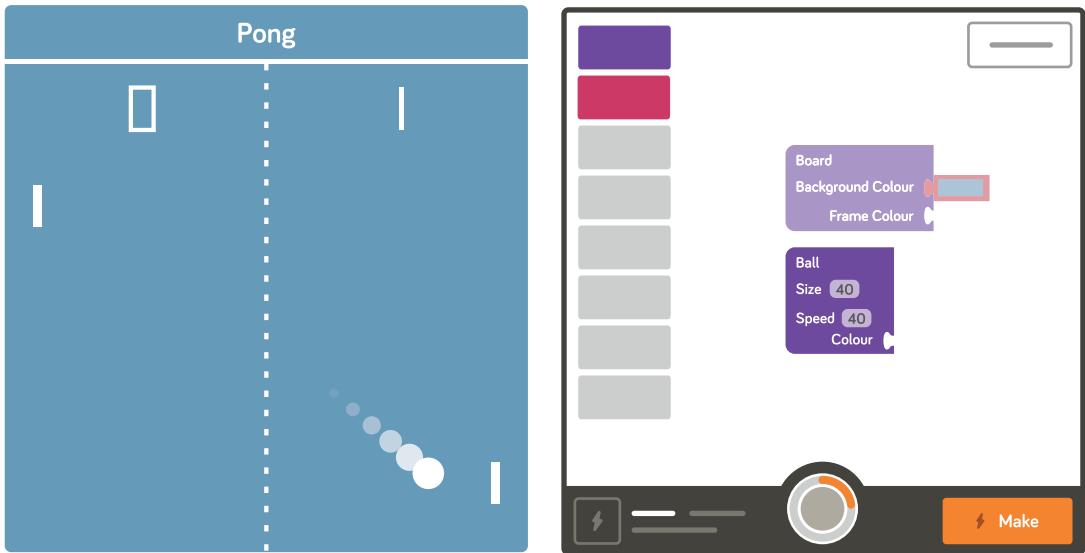
The image shows a Scratch script editor window. On the left, there's a vertical stack of blocks labeled "Start ups" and "Colour". In the center, there's a script for a "Ball" object. The script consists of the following blocks:

- A "Board" block with "Background Colour" set to light blue and "Frame Colour" set to white.
- A "Ball" block with "Size" set to 40.
- An "Event" block with "Speed" set to 15.
- A "Control" block with "Colour" set to black.

To the right of the script, a yellow speech bubble contains the text: "The higher the number, the faster it goes!". A small cartoon character of a person in a grey suit is pointing towards the speech bubble. At the bottom of the screen, there's a control bar with a lightning bolt icon, a slider, a "Make" button, and other control buttons.

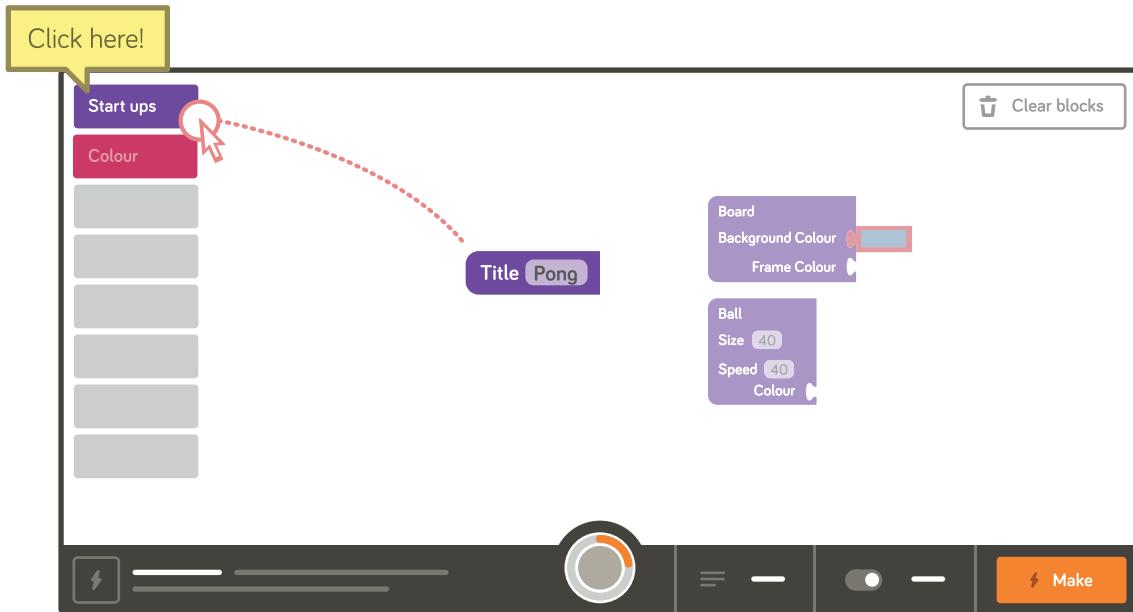
Click ⚡ Make

Wow – now the ball is bigger *and* faster!



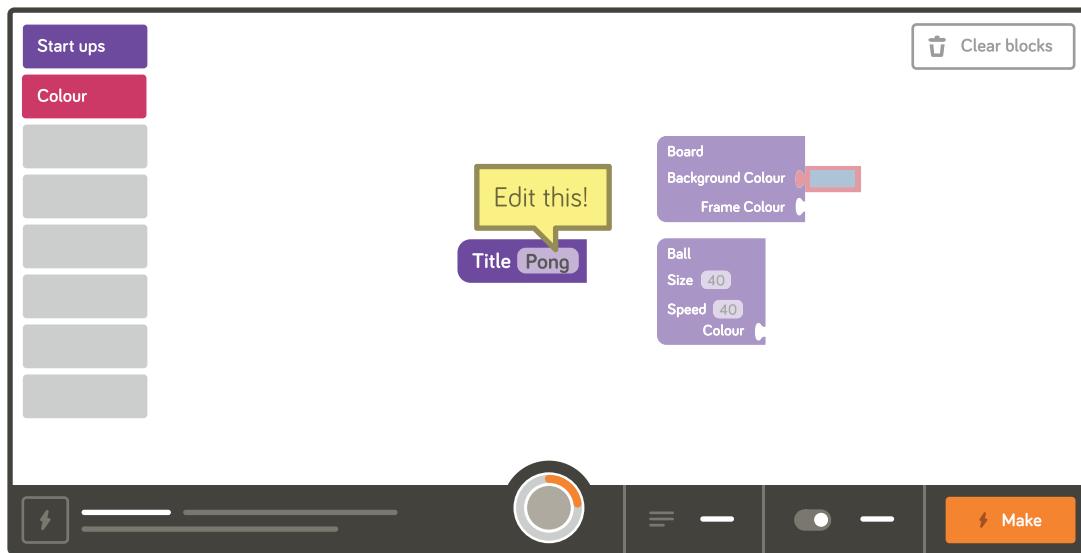
Ready to make the game your own? Let's give it a name!

Click on Start ups



Drag the **title** block into the workspace

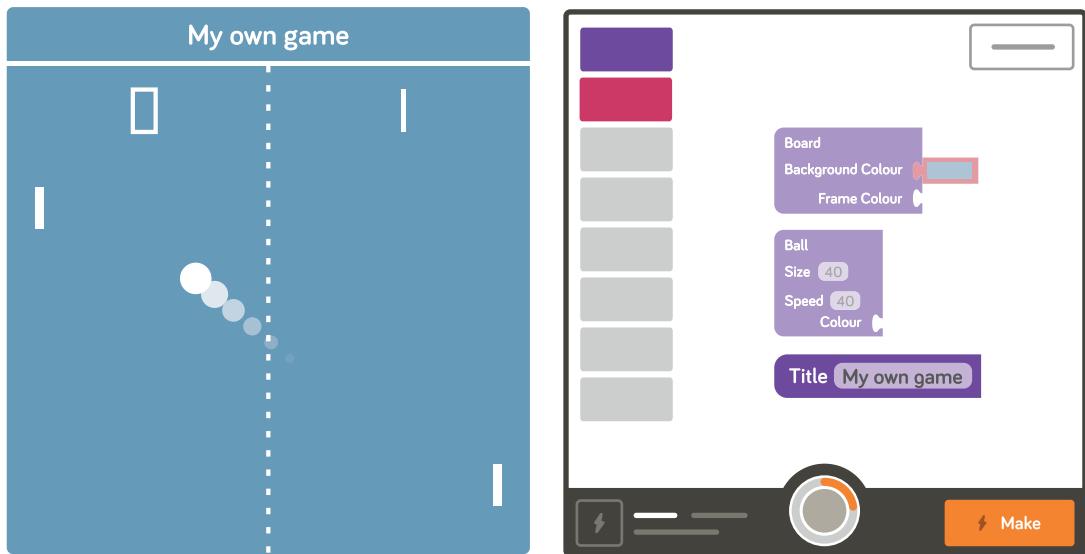
Edit the title to give your game a name



Then press

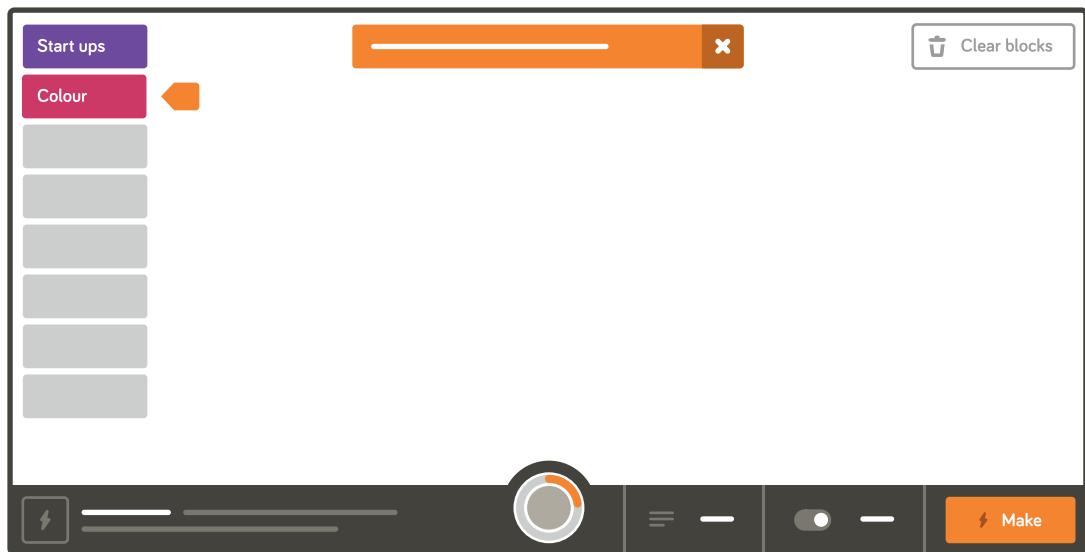
Make

Awesome!



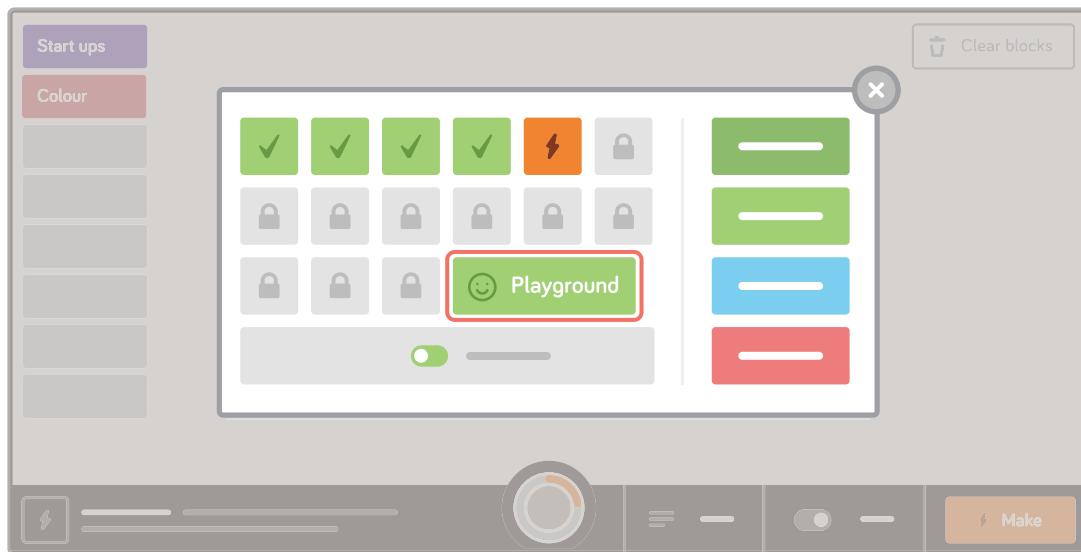
You just made a colorful, fun and personalised Pong game!

Now keep on going...



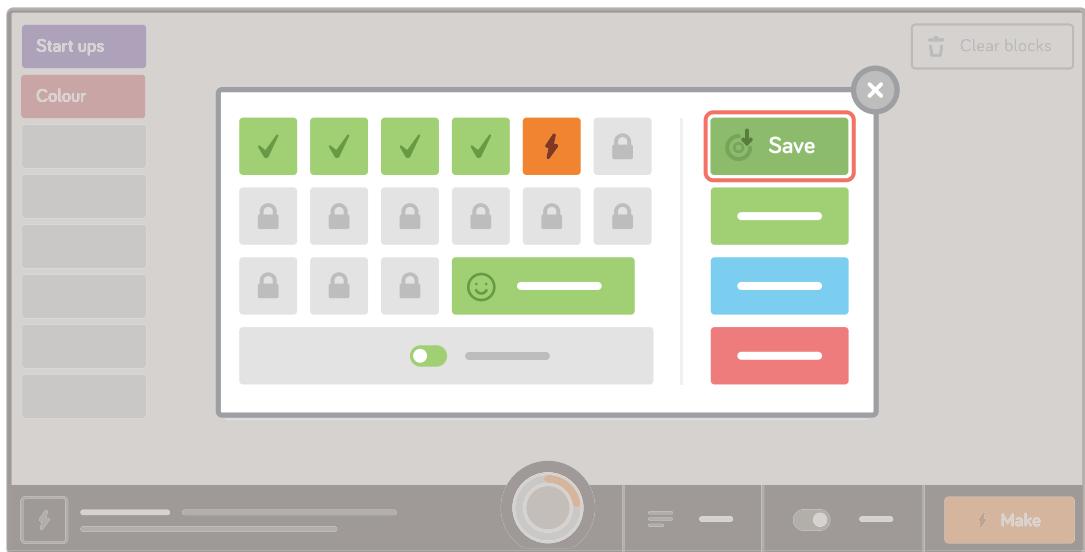
Follow the tips () to complete **Level 4: Pong**

And if you want to test your skills, go to the **Playground**.



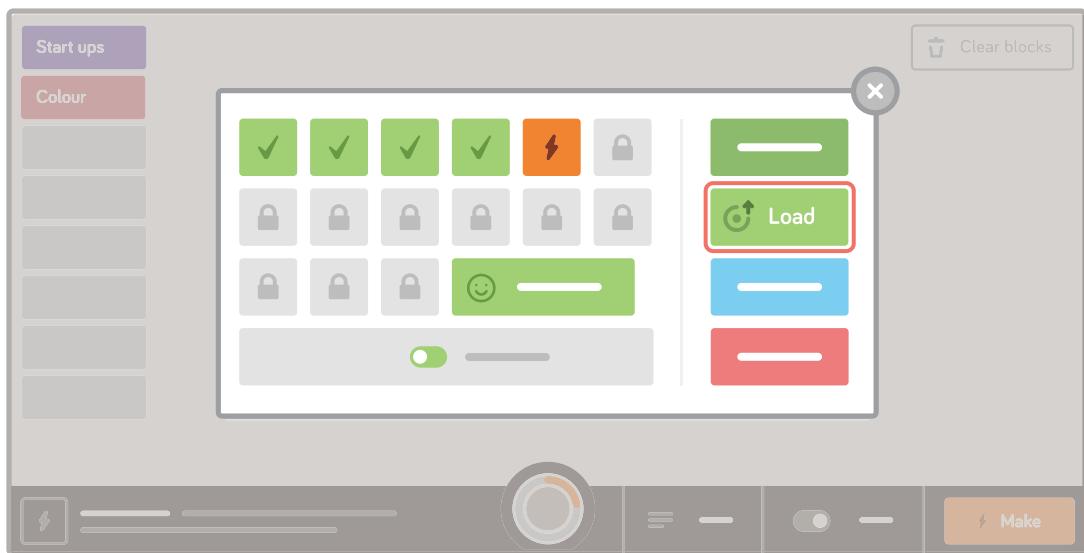
In **Playground** you can make the game do whatever you want!

You can also save your game at any time



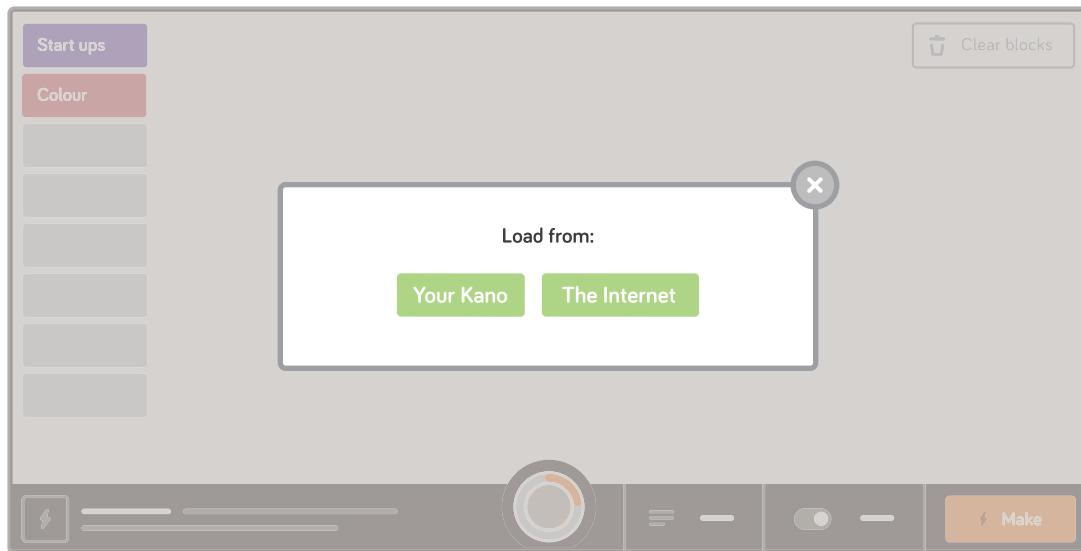
Click on Save to save

And load one of your old games or even try what your friends have done



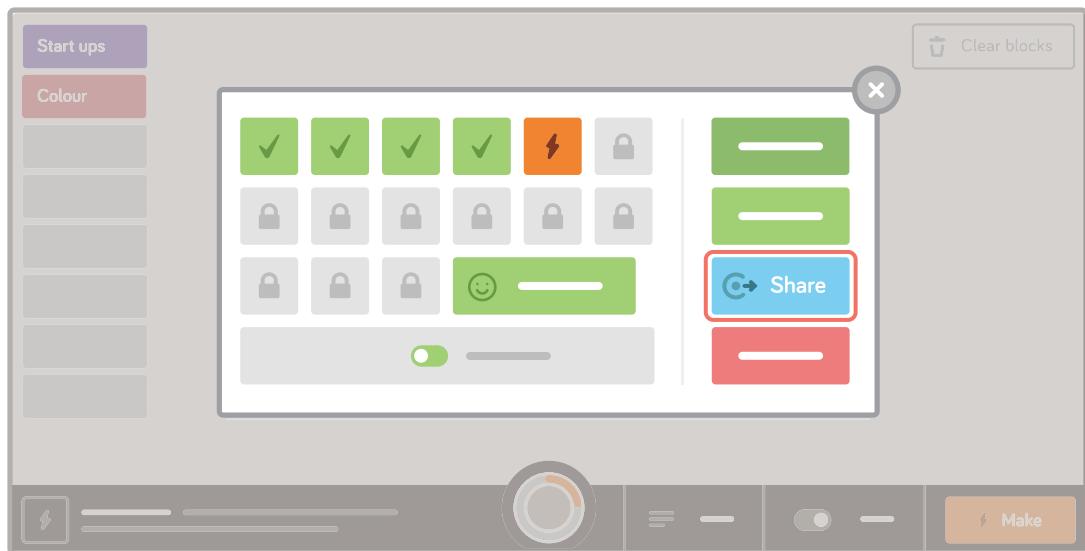
Click on Load

Click on **The Internet** to play something a friend has shared



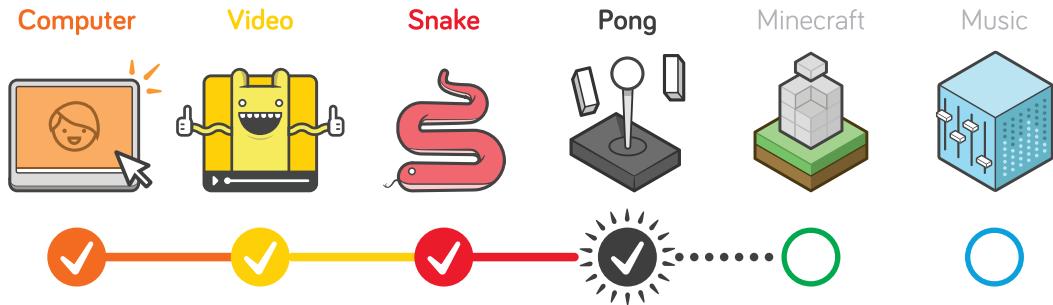
Or **Your Kano** to load one of your own games

And remember - sharing is caring!



Click on to share your creation with the world

Awesome! You've completed **Level 4: Pong!**

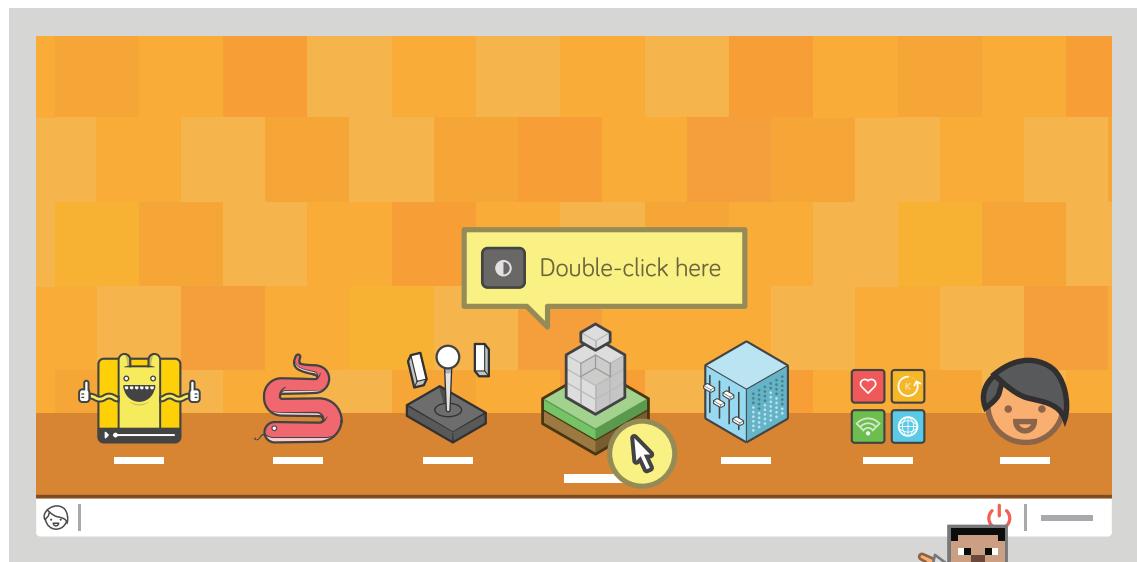


You unlocked a new belt:
Pong Champion!



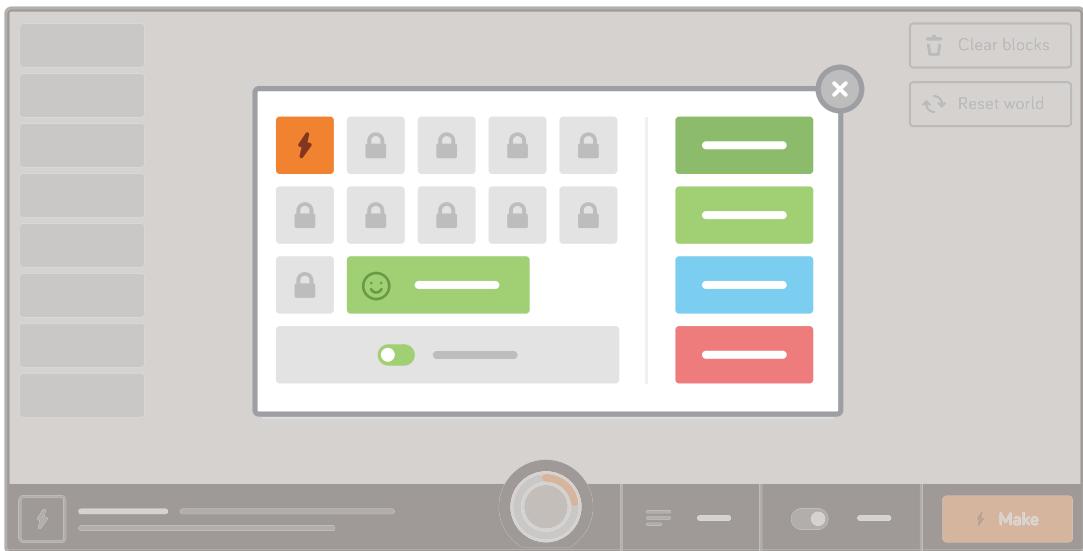
Ready for **Minecraft**? Turn to **Level 5**.

Ready for **Level 5?**



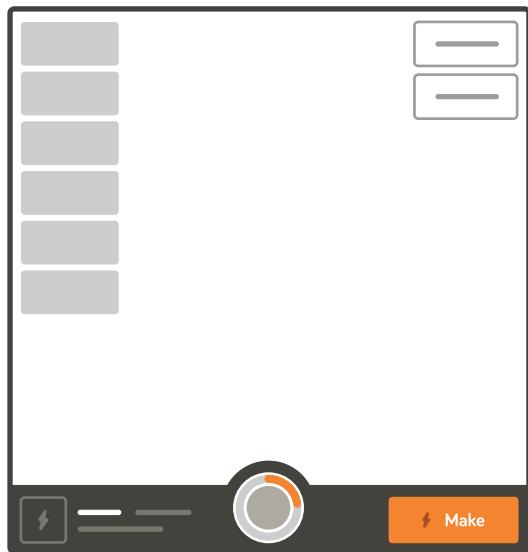
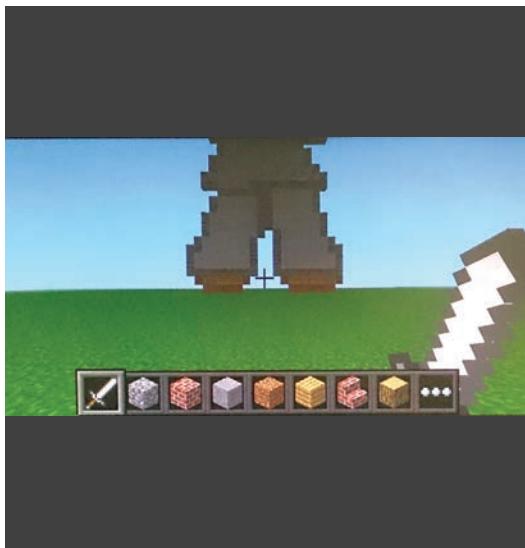
Let's make **Minecraft**

Click  to start your first Minecraft project



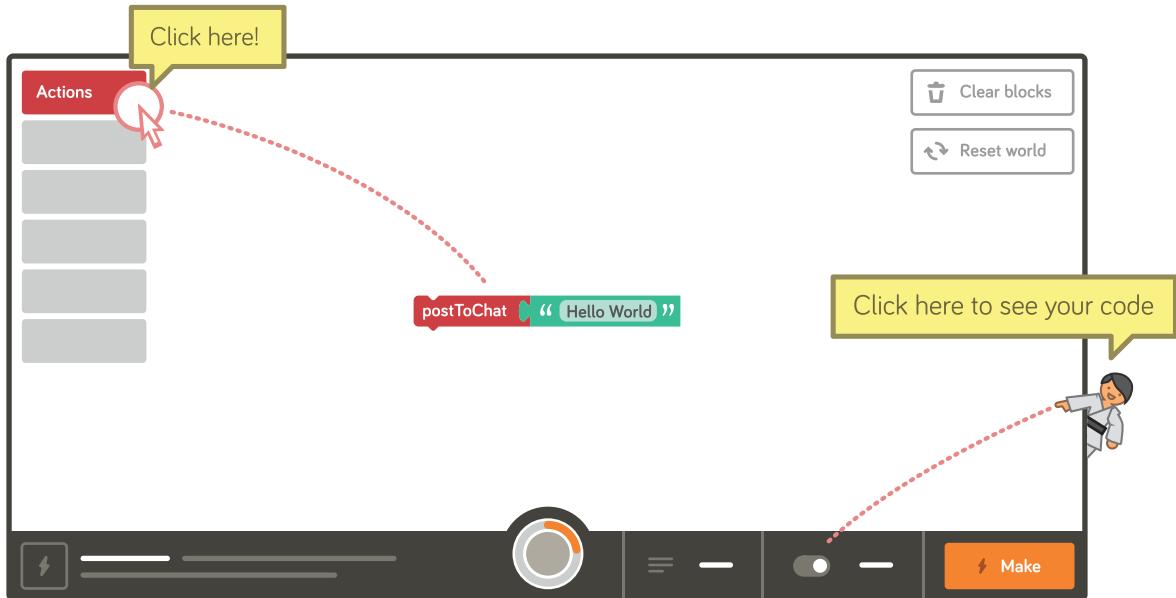
Then press  Make to load it

Great!



Press **tab** to go back to **Kano Blocks**

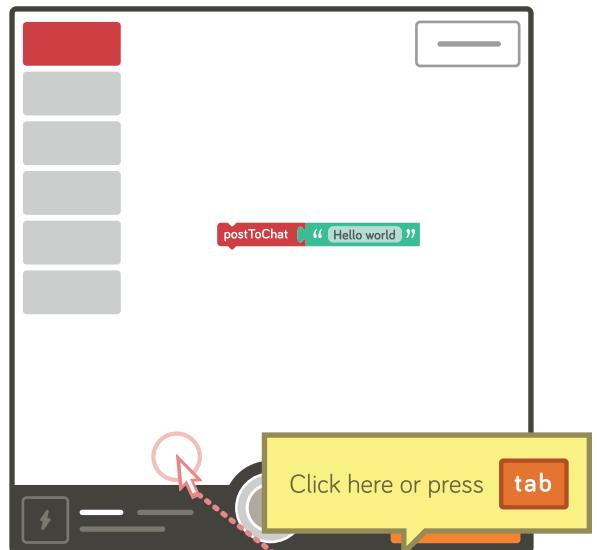
Now, let's say hi



postToChat a cool message, then press

Make

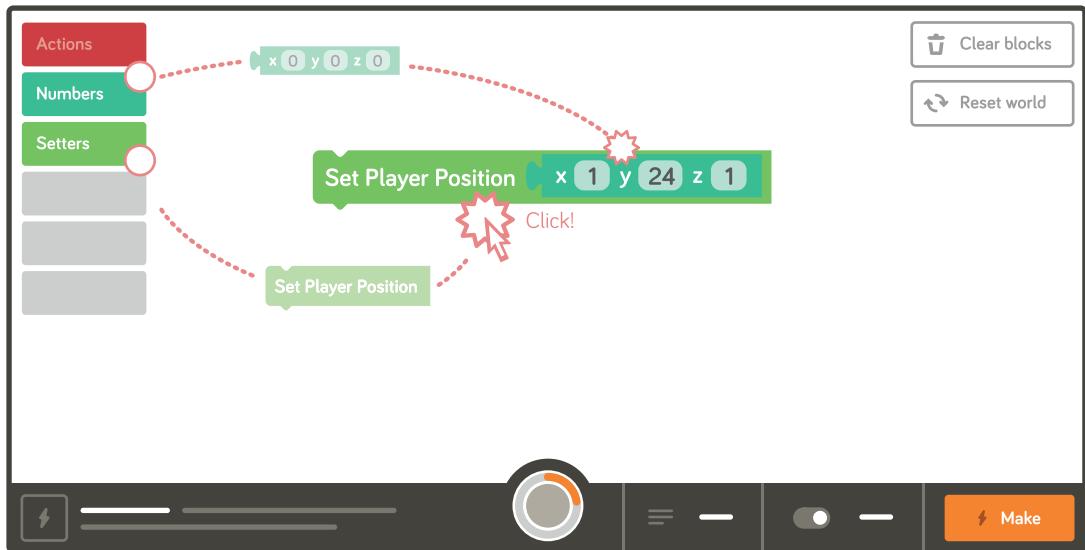
Awesome!



Now let's try **teleporting**.

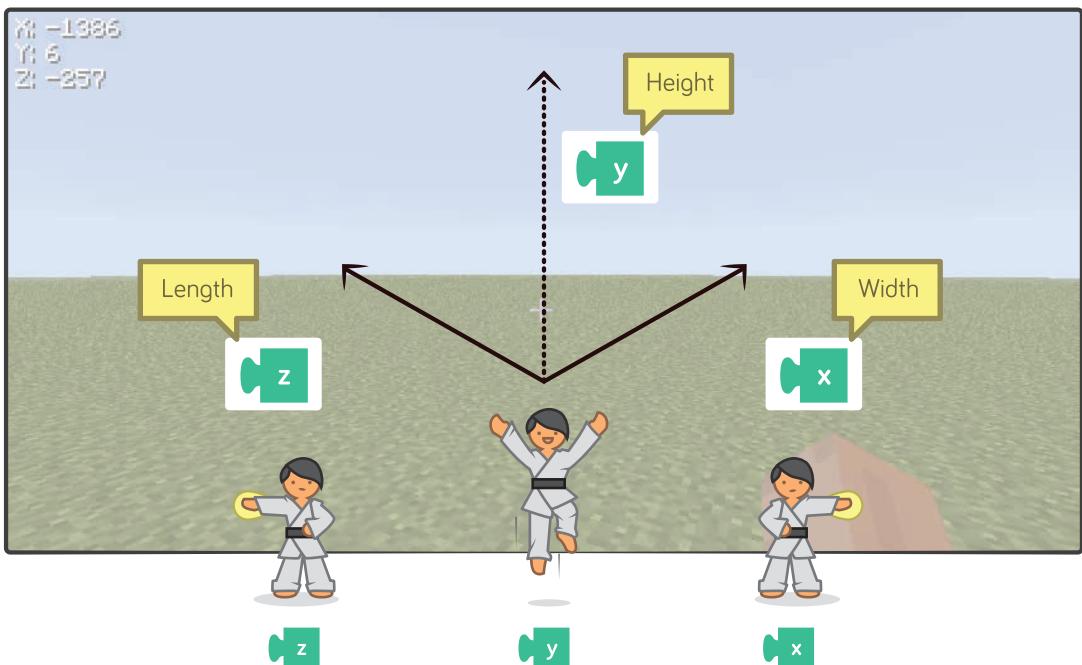


Connect a **Set Player Position** to an **x 0 y 0 z 0** to fly anywhere!

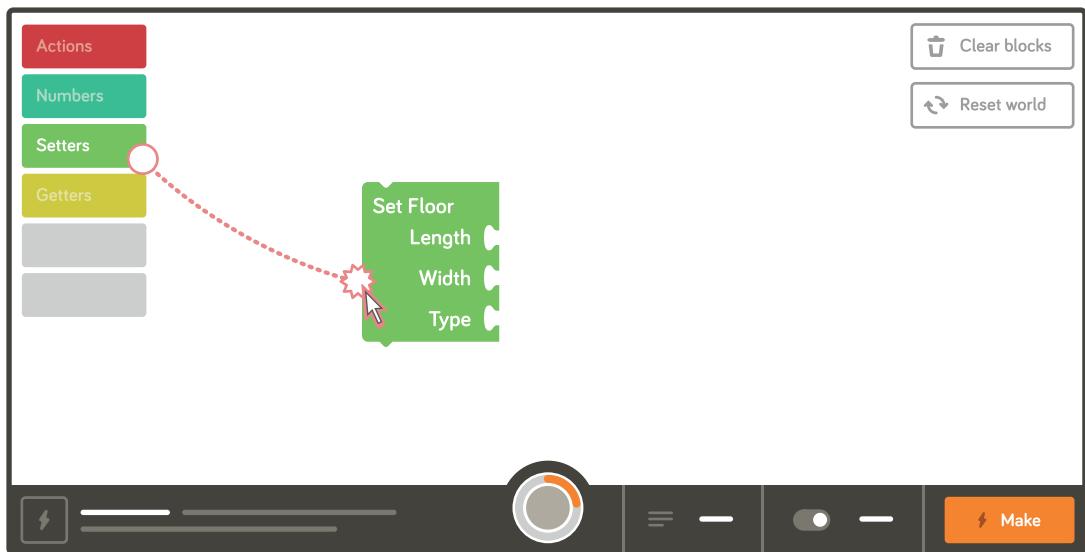


Try a big **y** then press **Make**

`x 0 y 0 z 0` controls where things go

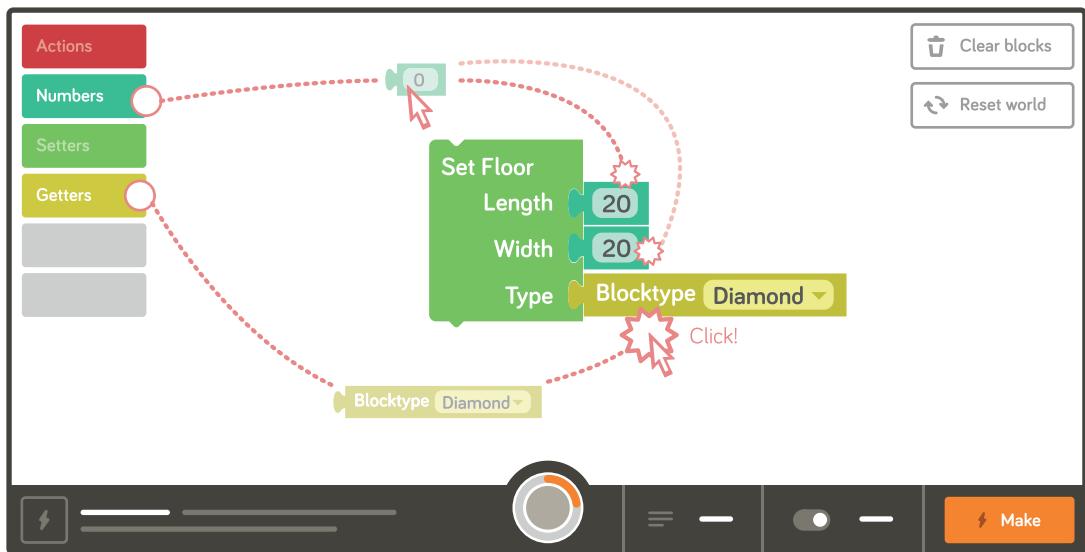


Let's make a diamond floor



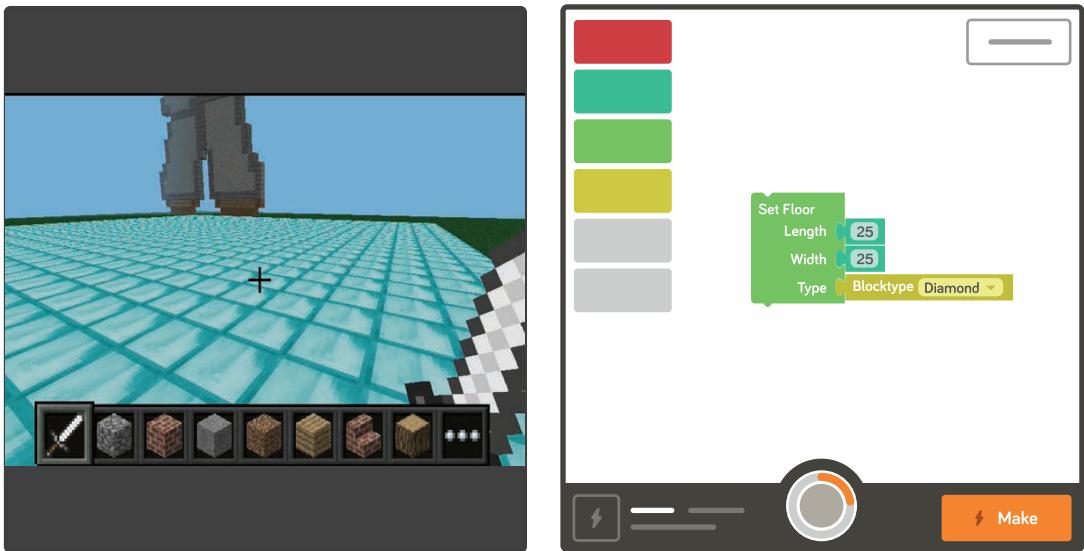
Use setters to **Set floor**

Set **number**s for length and width...

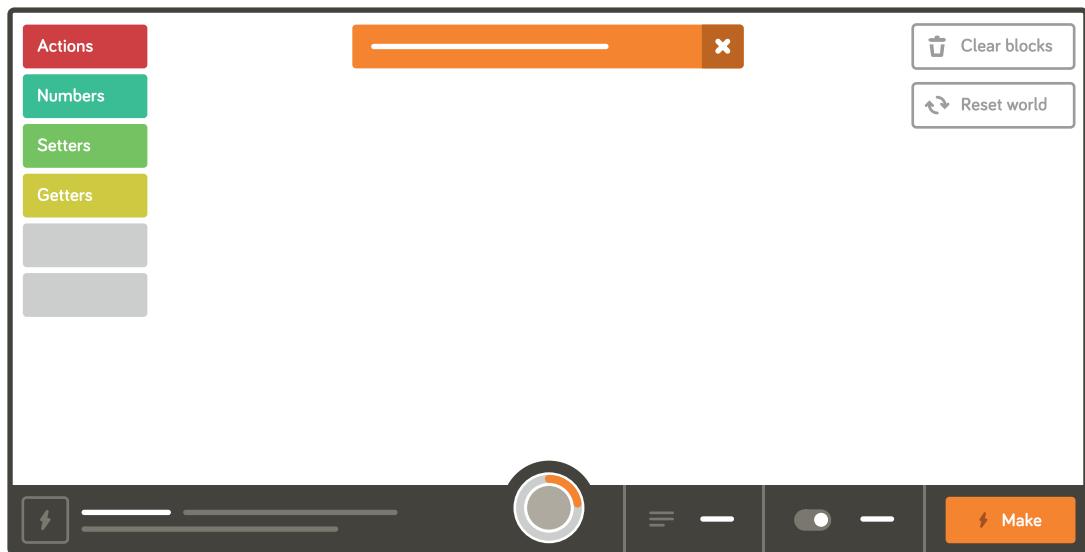


...and get a **Blocktype** – then press **Make**

You're a world maker!

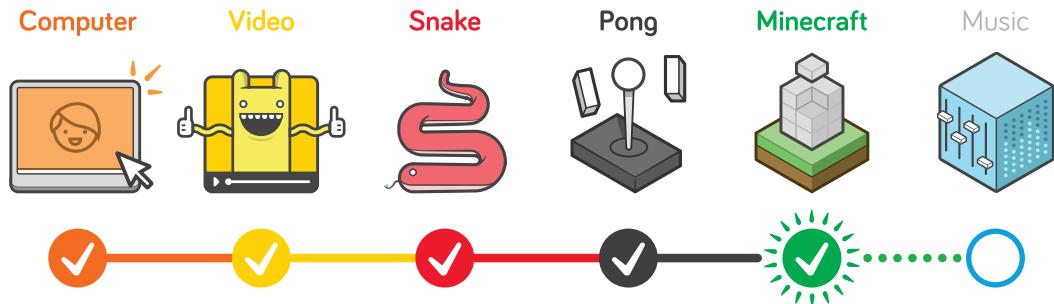


Now keep on going...



Follow the tips () to complete **Level 5: Minecraft**

You beat **Level 5!** Great job building **Minecraft**.

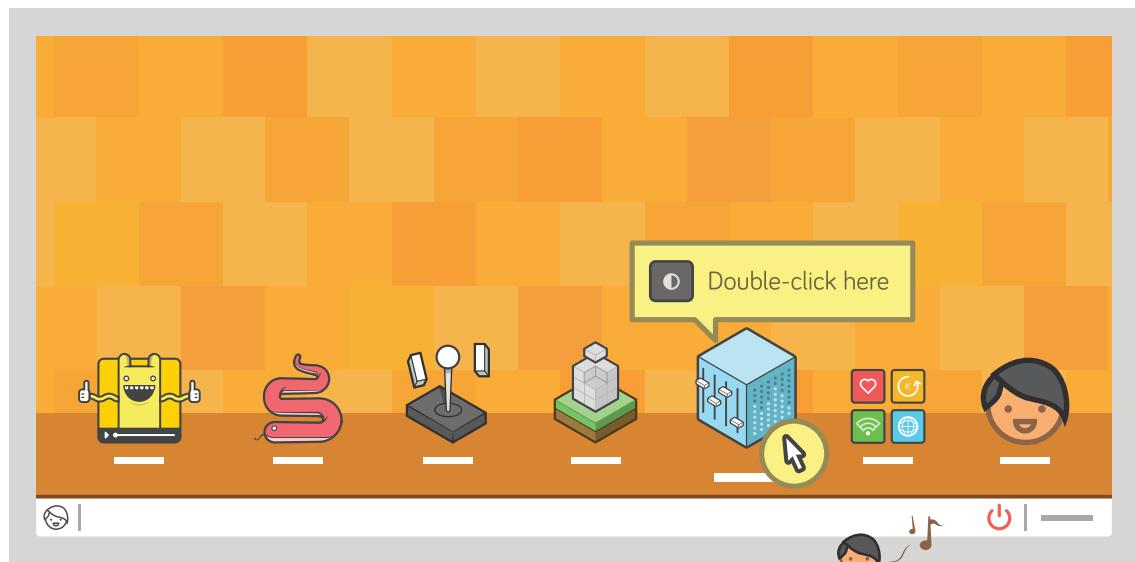


You unlocked a new belt:
Minecraft Master!



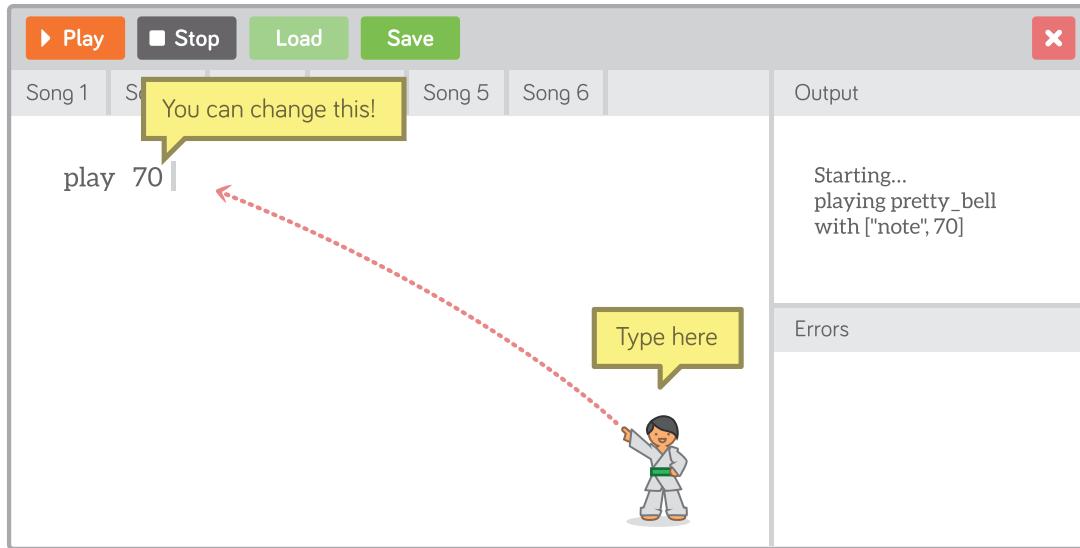
You can make anything with **Kano Blocks**

Computers can make any sound...



Click on **Music**

Try typing **play 70**



Then press **▶ Play**

Let's complete a melody!

▶ Play ■ Stop Load Save

Song 1 Song 2 Song 3 Song 4 Song 5 Song 6 Output

```
play 70
sleep 1
play 66
sleep 1
play 68
sleep 1
play 61
sleep 1
```

This is a 1 second pause

The interface is a Scratch-like environment. At the top, there are buttons for 'Play' (orange), 'Stop' (black), 'Load' (green), and 'Save' (green). Below these are tabs for 'Song 1' through 'Song 6'. To the right is a column labeled 'Output' containing three horizontal bars. On the left, a script is displayed with the following code:
play 70
sleep 1
play 66
sleep 1
play 68
sleep 1
play 61
sleep 1

A yellow speech bubble contains the text "This is a 1 second pause". A small character figure is pointing towards the bubble.

Listen to the melody by pressing ▶ Play

Add a loop

Play Stop Load Save

Song 1 Song 2 Song 3 Song 4 Song 5 Song 6 Output

```
3. times do
  play 70
  sleep 1
  play 66
  sleep 1
  play 68
  sleep 1
  play 61
  sleep 1
end |
```

Do 3 times, then end

Errors

Finish with a **funky rhythm**

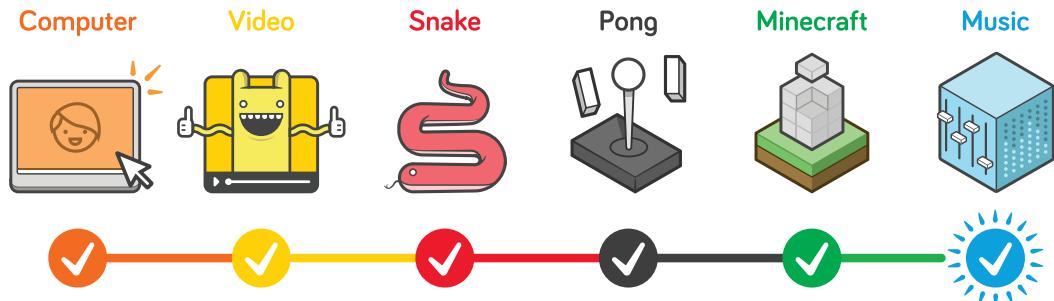
The interface is a Scratch-like environment with the following components:

- Top Bar:** Contains buttons for "Play" (orange), "Stop" (black), "Load" (green), "Save" (green), and a red "X" button.
- Song Selection:** A row of buttons labeled "Song 1" through "Song 6".
- Output Window:** Shows three horizontal bars representing sound waves.
- Errors Window:** An empty window below the output.
- Script Area:** Displays the following script:

```
with_synth "saw_beep"
play_pattern [61, 68, 70, 66]
```

A yellow speech bubble with the text "Change the instrument" points to a small character icon at the bottom left.

Congratulations! You just completed **Level 6: Make Music**.

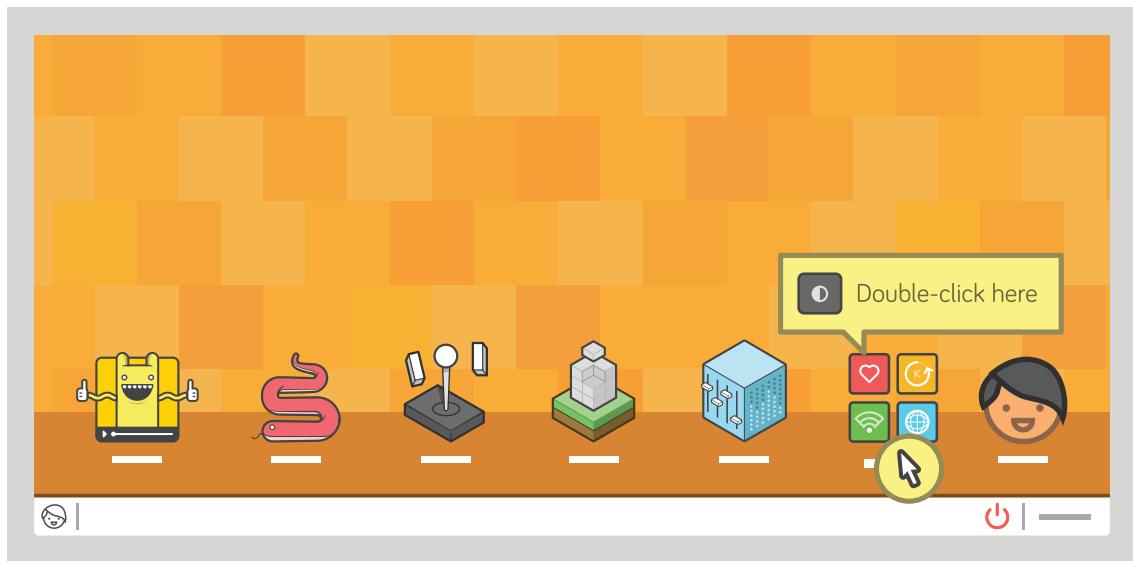


You unlocked a new belt:
Music Genius!



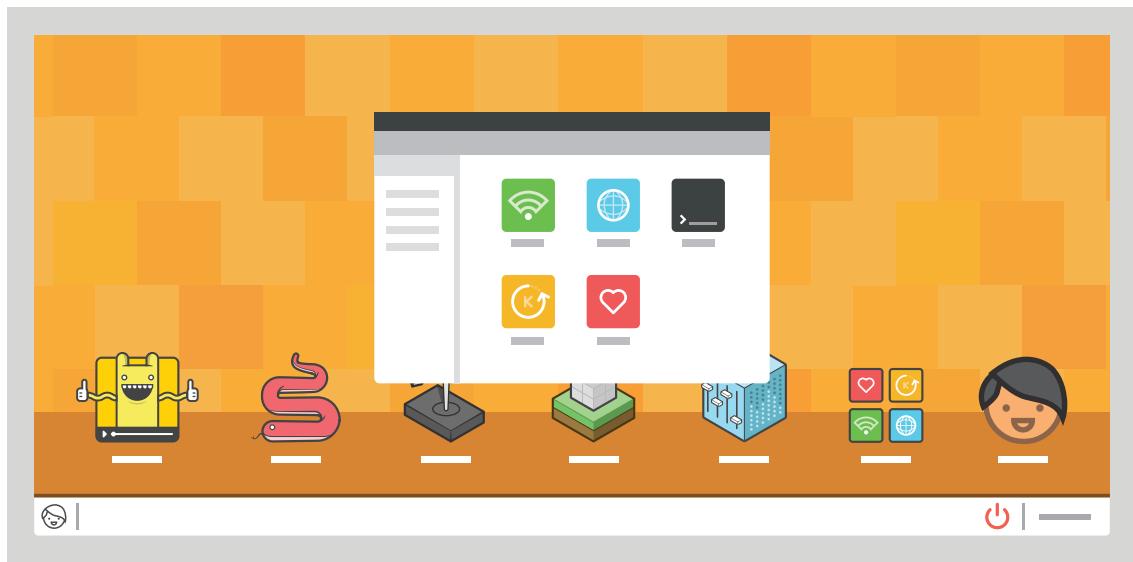
You're on your way to becoming a **Kano Master**.

But wait! There are a few more things you can do...

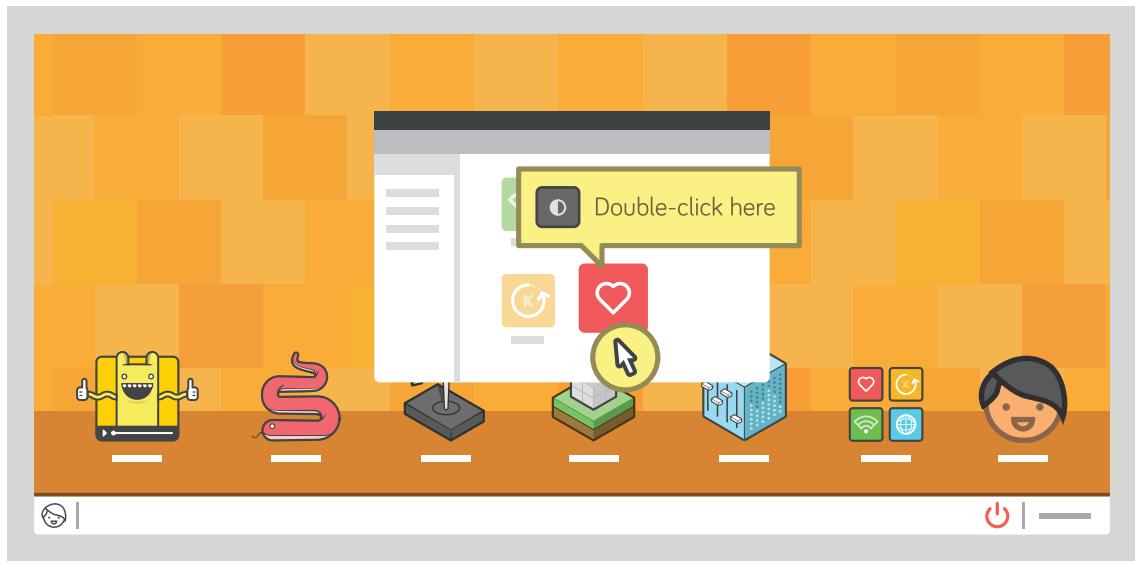


Click on **Extras**

In **Extras** you will find more exciting things to do

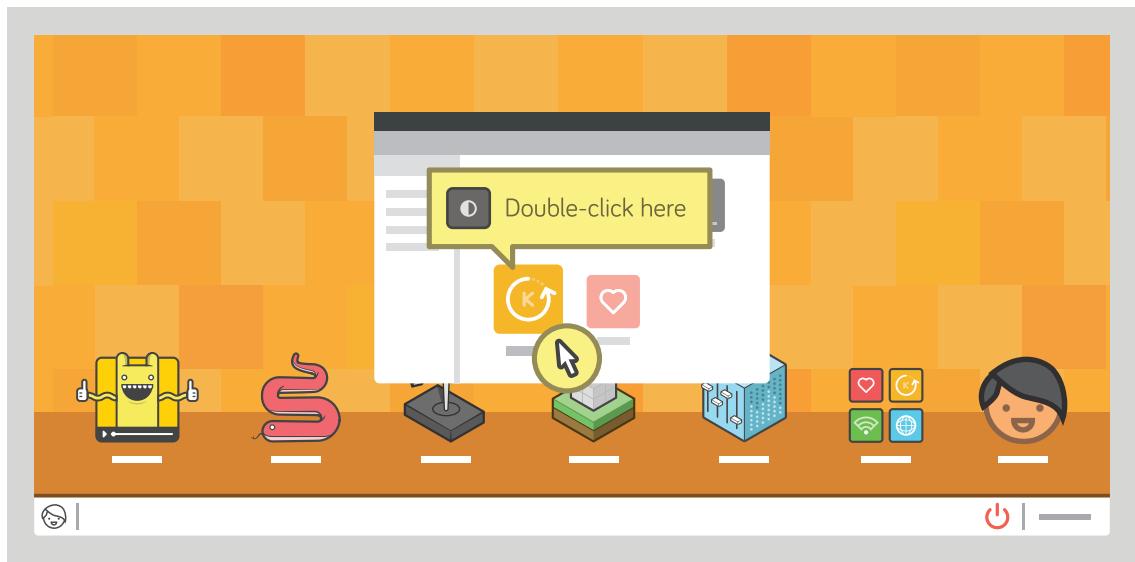


Like **Feedback**! We would love to know what you think of us!



Click on **Feedback** to send us a message

And with your messages we will make Kano better



Click on **Updater** to keep your computer up to date

And that was what we had to show you for this time!



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Visit storybird.com/kano

