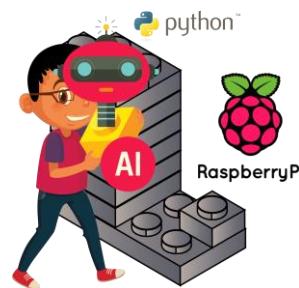


CodePai Curriculum A



A place for Fun, Play and STEM education

I am

Donald

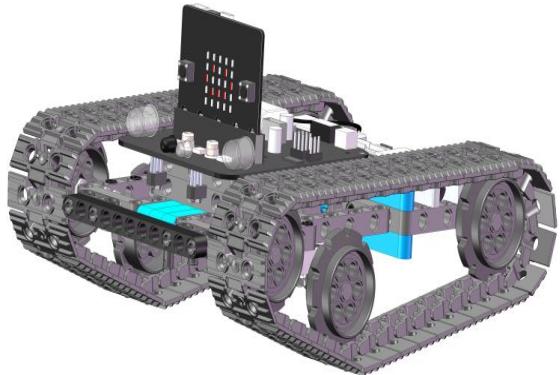
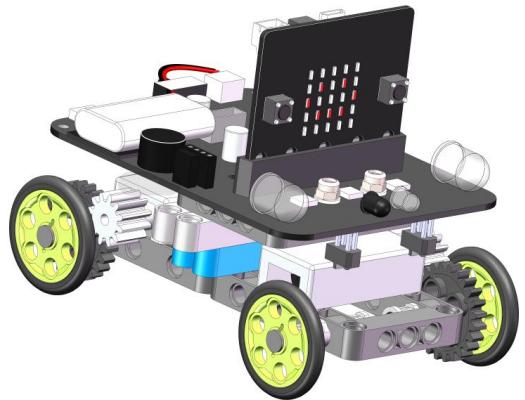
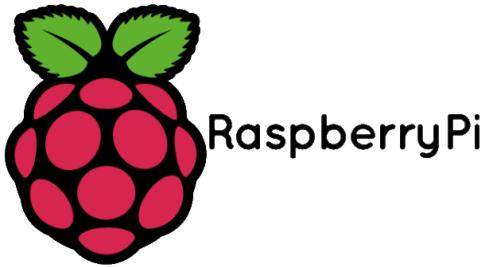
Big boy?

Teacher?

No, I am your Buddy!

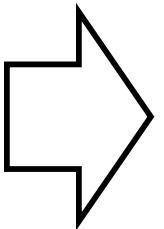
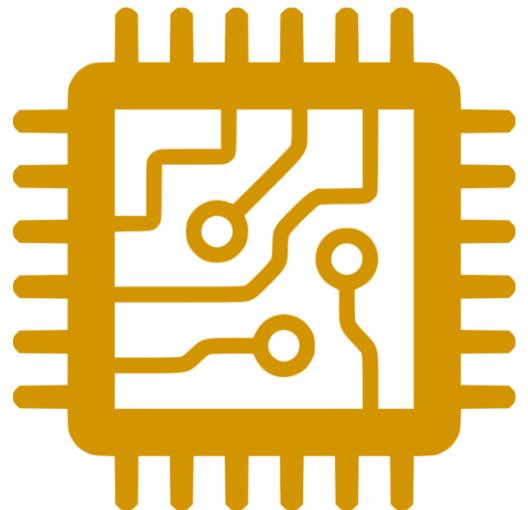
A1.1

Know my buddy family



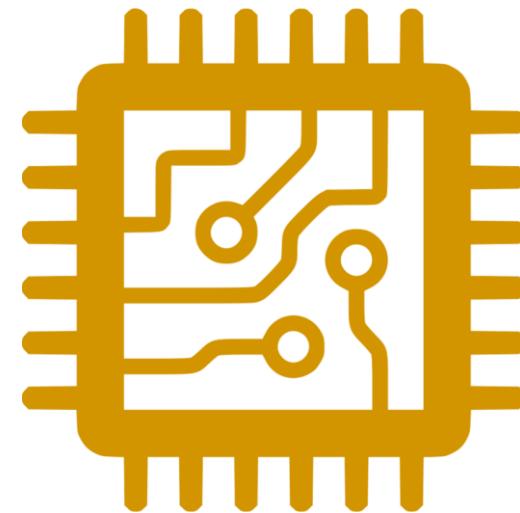
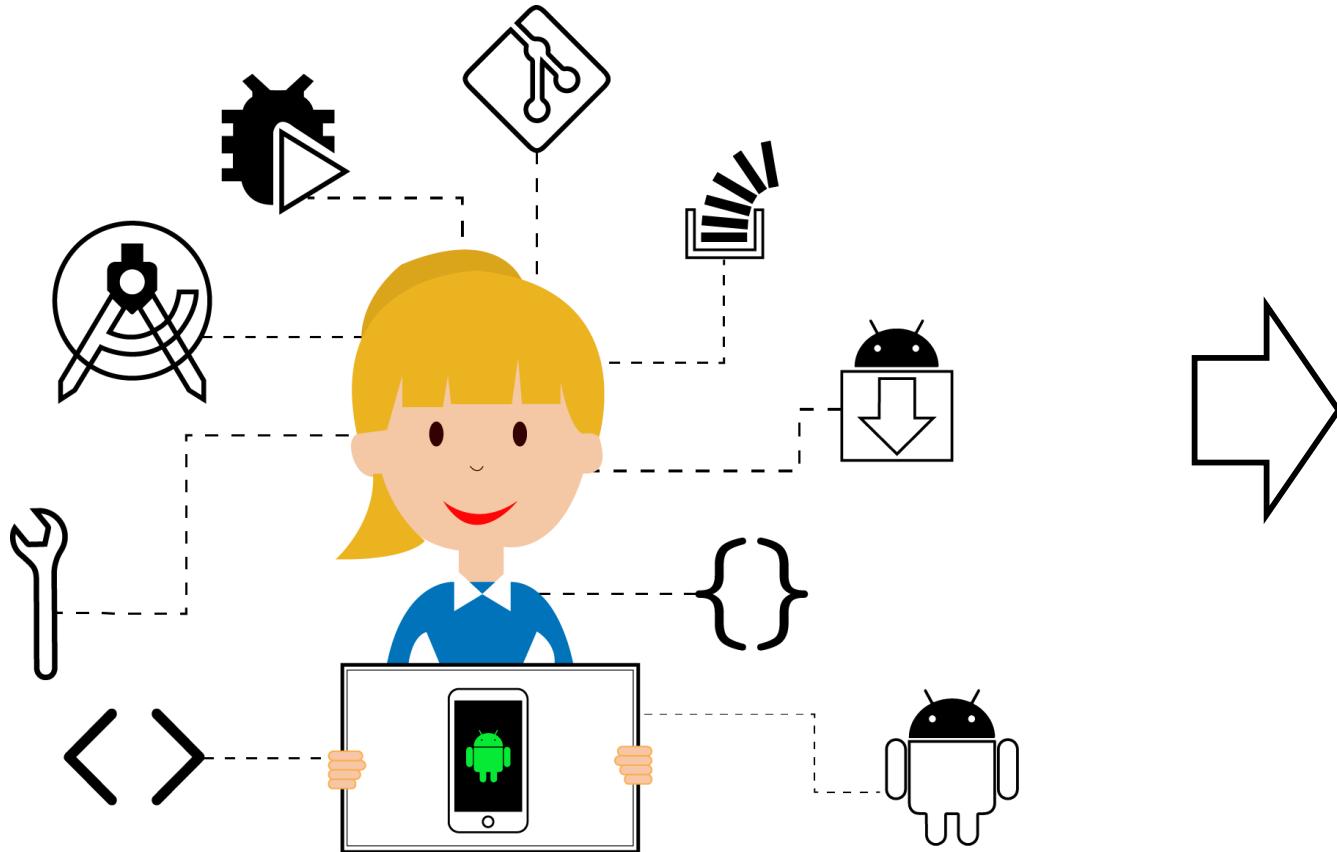
A1.1

Who is driving my buddy?



A1.1

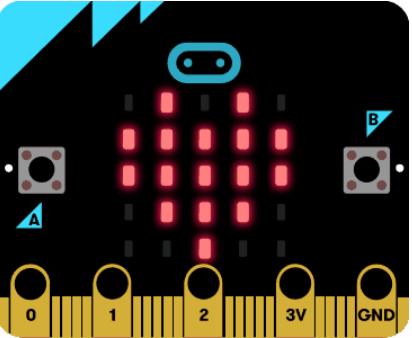
Who is controlling the chip?



A1.1

Graphic Coding Introduction

<https://makecode.microbit.org/#editor>



Basic

A screenshot of the MakeCode Basic editor. It shows two script blocks: "on start" and "forever". The "on start" block has a single script, and the "forever" block is empty. The background is a light gray grid.

A screenshot of the CodeCombat game interface. The hero is in a castle room facing an enemy. The hero's dialogue box says "findNearestEnemy: I see you." The enemy is named "enemy1". On the right, the "METHODS" panel lists "attack(target)", "while-true loop", "moveDown()", "moveLeft()", "moveRight()", "moveUp()", "findNearestEnemy()", and "say(message)". The code editor window shows Python code for the hero's attack sequence. The code is as follows:

A1.1

Coding Introduction

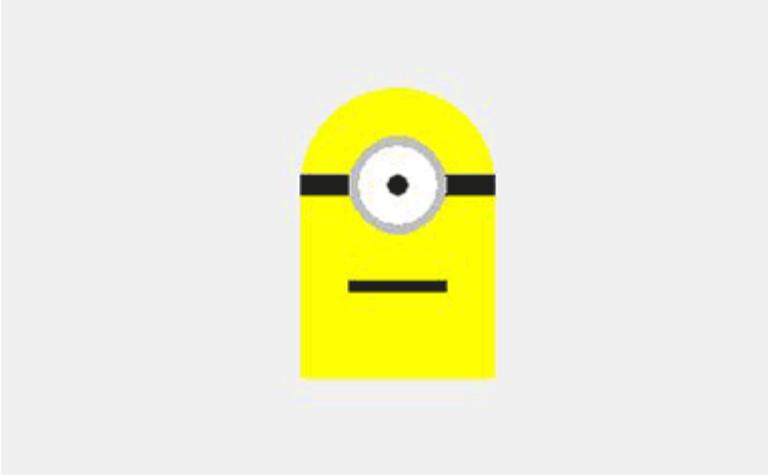
```
from Tkinter import *
import time

tk = Tk()
smiling = False

def mouseclick (event):
    global smiling
    smiling = True

def mouserelease (event):
    global smiling
    smiling = False

def drawcharacter () :
    canvas.create_oval (150, 150, 250, 250, fill="yellow", width=0)
    canvas.create_rectangle (150, 200, 250, 300, fill="yellow", outline="yellow")
    canvas.create_rectangle (150, 195, 250, 205, fill="black", outline="black")
```



A1.1

User Experience Time

