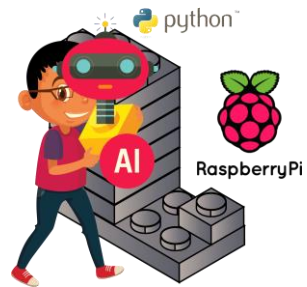# CodePai Curriculum A1.2

A place for Fun, Play and STEM education

A1.2 Explore CodePai Island
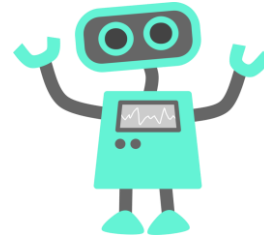
Course Objective

- Understand the basic of graphic coding
- Understand the angle, variables, logical operation and loop
- Understand what actually controls the experiment object
- Spark the audience on what application could be invented based on known components

Course Content

- Blocky coding introduction
- Demonstrate features
- Conduct user experience on demonstrated features

CodePai Island

Explore CodePai Island

Hello master, welcome to CodePai Island. In today's lesson, I will take you to the adventure of CodePai Island. You will

3 Help Sam to find worm and way home

2 Ride me around
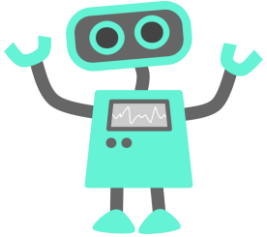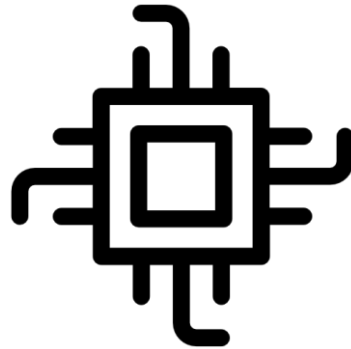
1 Learn how to drive me

4 Drive me to Campsite

A1.2.1 Learn how to drive me

User Interface and Chip Introduction

Hello master, drive me is easy. Just tell me what I should do.
But I am different to human beings. I only accept the command from coding…..
Try me now….

>Buddy, turn left…
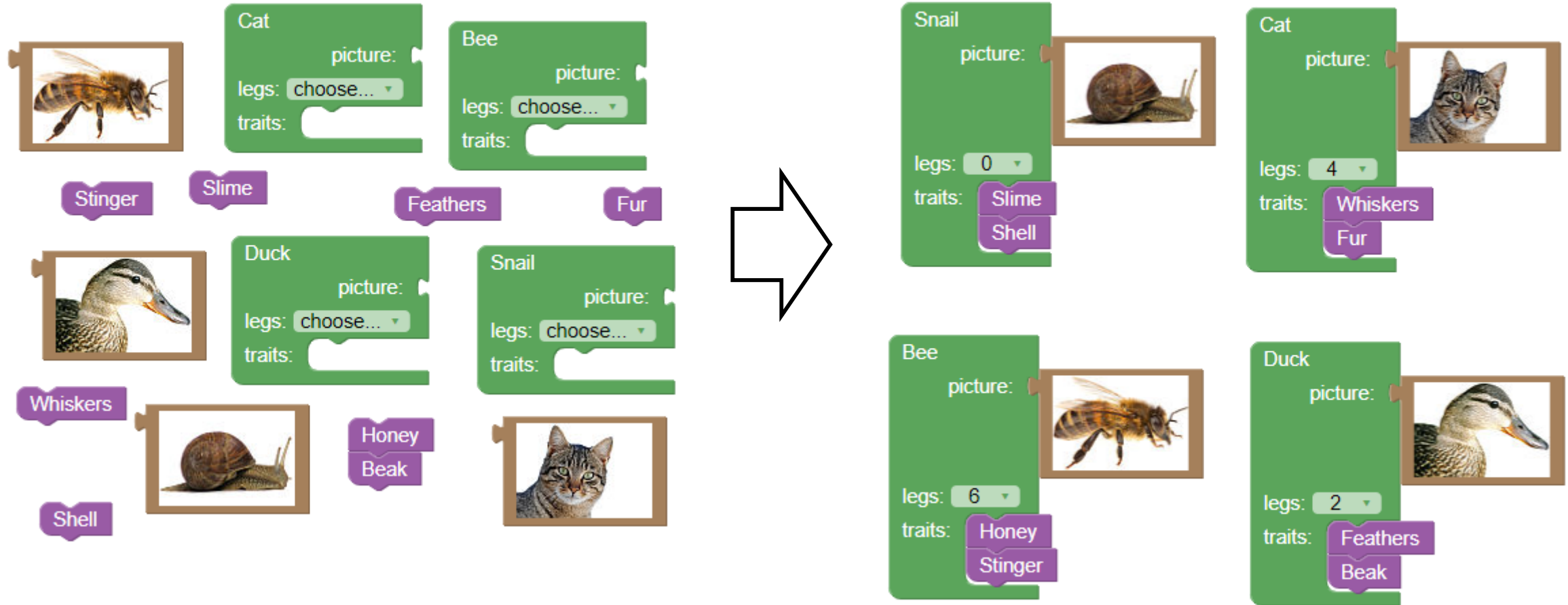>Forward 100 meters…
>Go home

1010100010

A1.2.1 Learn how to drive me

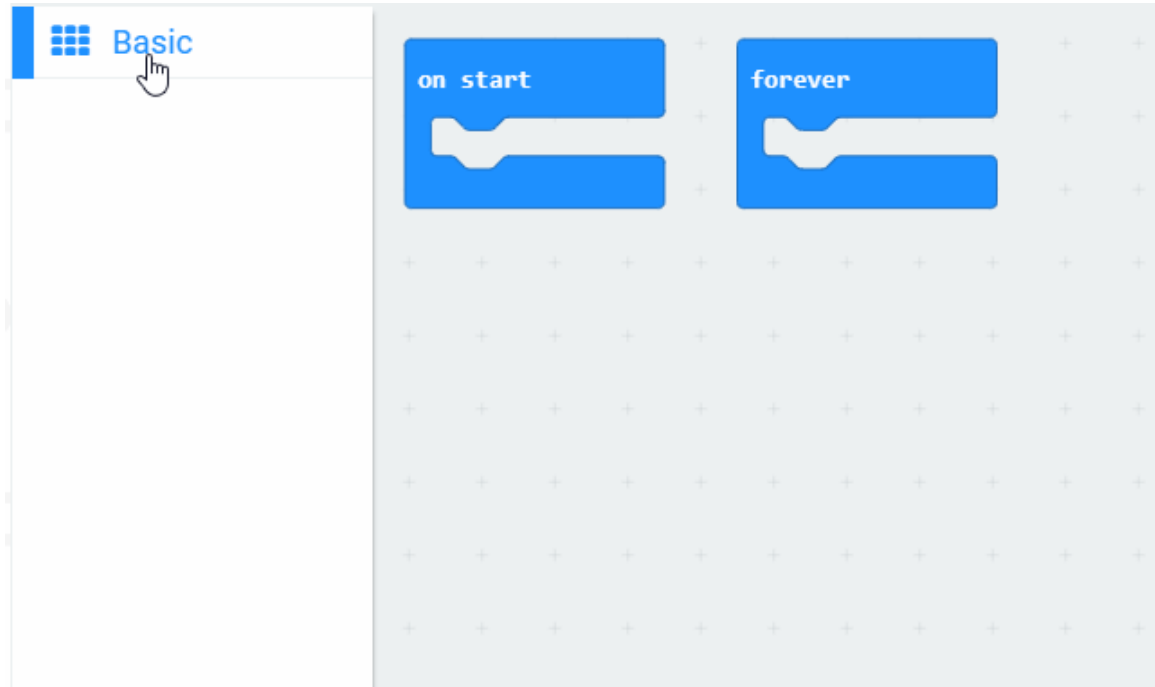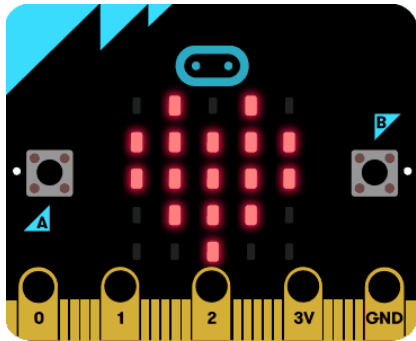**Blocky-Games Introduction**   https://blockly-games.appspot.com/?lang=en

Make your Puzzle!

A1.2.1 Learn how to drive me

Blocky-Games Introduction

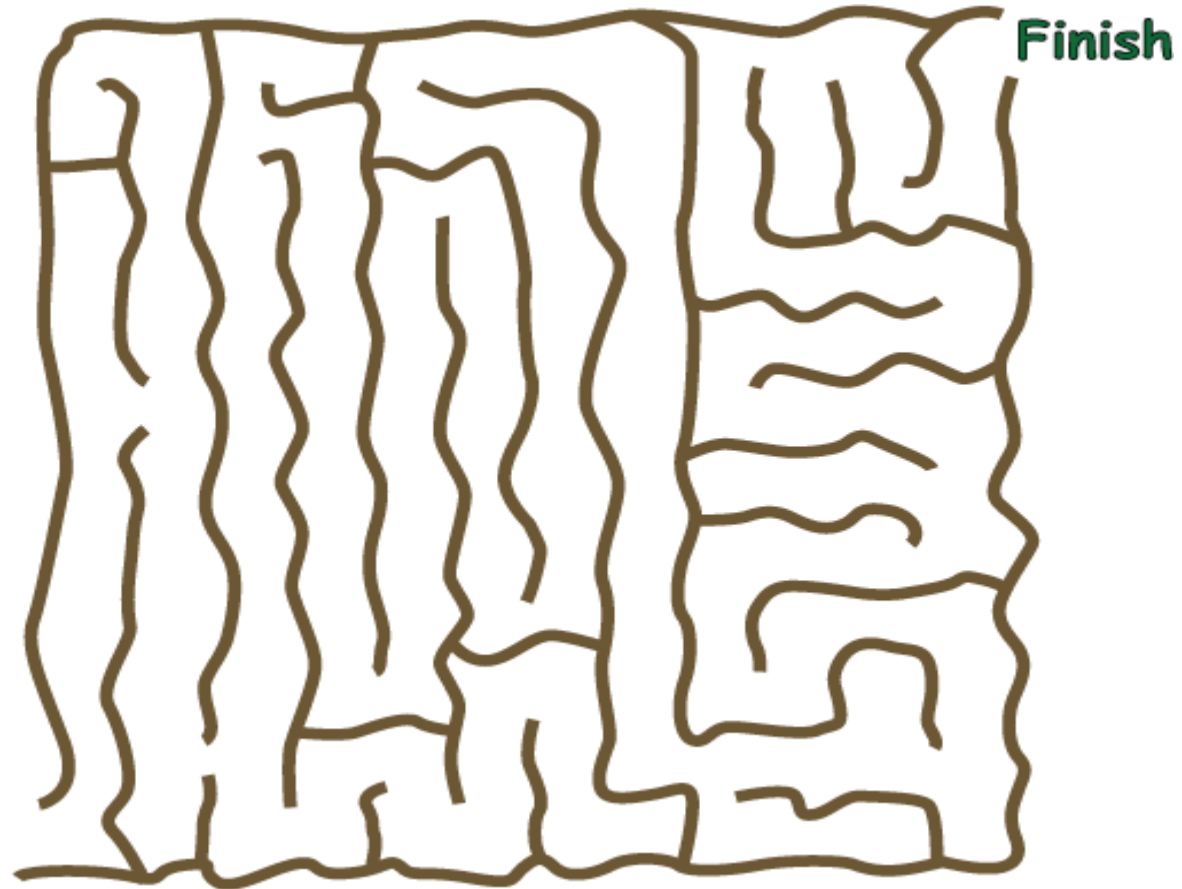**Do you still remember our first class? Make my heart beat!**

A1.2.2 Ride me around

Blocky-Games Introduction
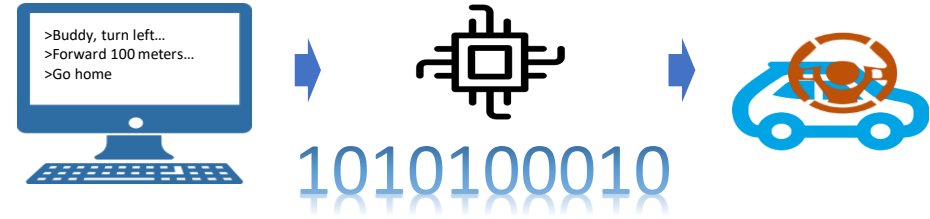
See, you already learnt how to drive me. Ride me now!

What do you see?
Yep, a maze!
Can you work out?

A1.2.2 Ride me around

Blocky-Games Introduction

Now it is your turn to lead me find way out! Remember how to drive me? I only understand 101010....

>Buddy, turn left...
>Forward 100 meters...
>Go home

1010100010

Move Forward
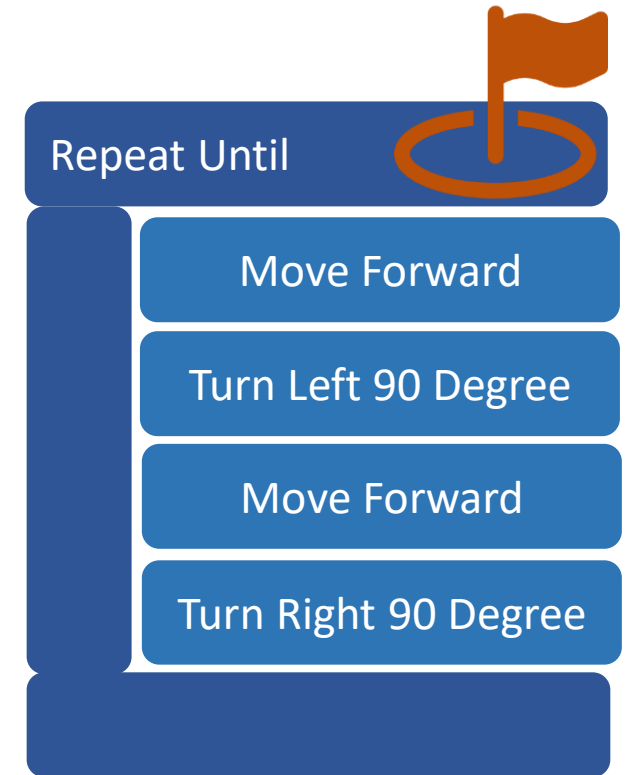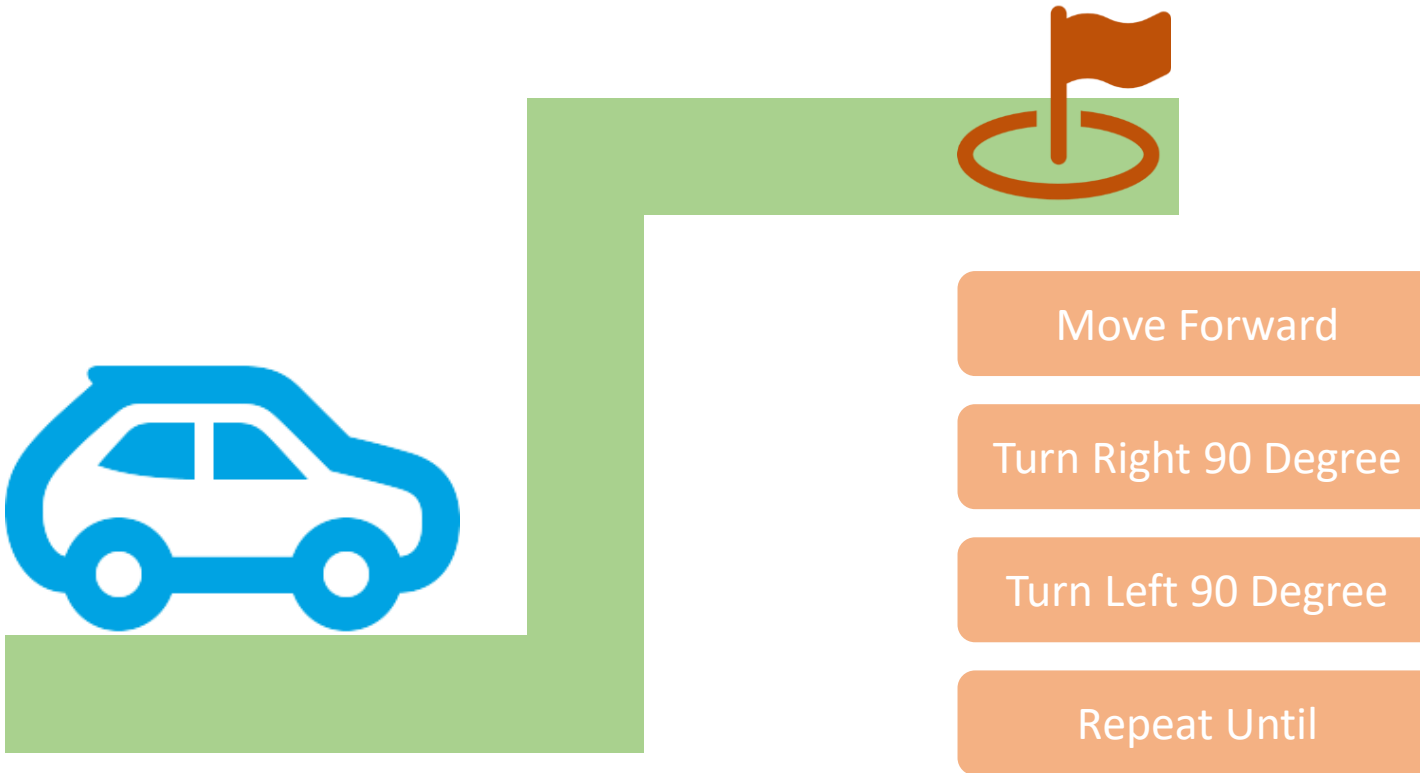
Turn Right 90 Degree

Turn Left 90 Degree

move forward
turn left ↺
move forward
turn right ↻
move forward

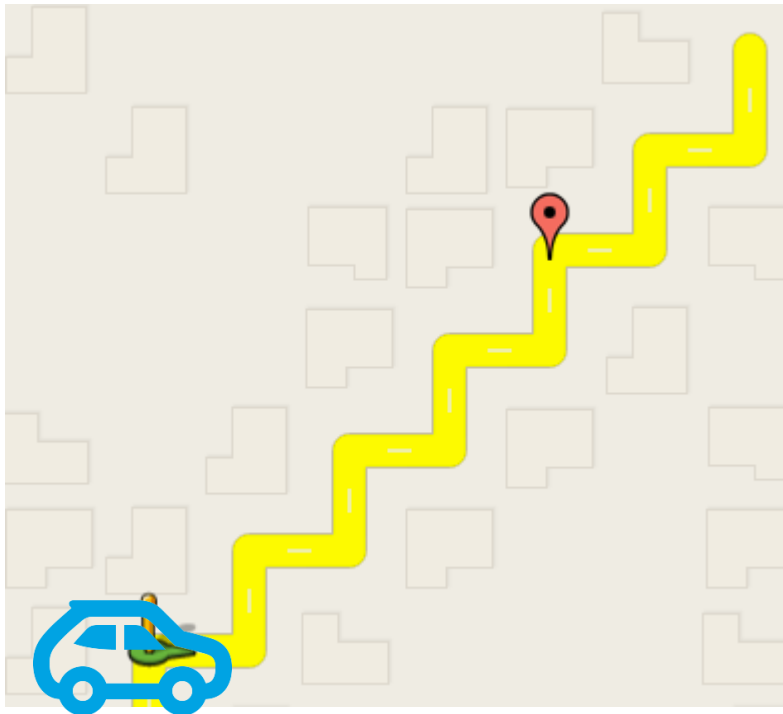# A1.2.2 Ride me around

Blocky-Games Introduction

Now you have more option on Repeat Until command, try me!

Move Forward

Turn Right 90 Degree

Turn Left 90 Degree

Repeat Until

Repeat Until
- Move Forward
- Turn Left 90 Degree
- Move Forward
- Turn Right 90 Degree

A1.2.2 Ride me around

Blocky-Games Introduction

That's right! You can repeat doing thing until you reach the target!

Move Forward

Turn Right 90 Degree

Turn Left 90 Degree

Repeat Until

Repeat Until

Move Forward

Turn Left 90 Degree

Move Forward

Turn Right 90 Degree

A1.2.2 Ride me around
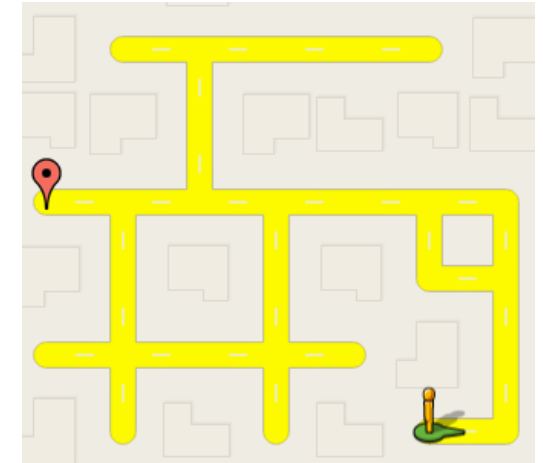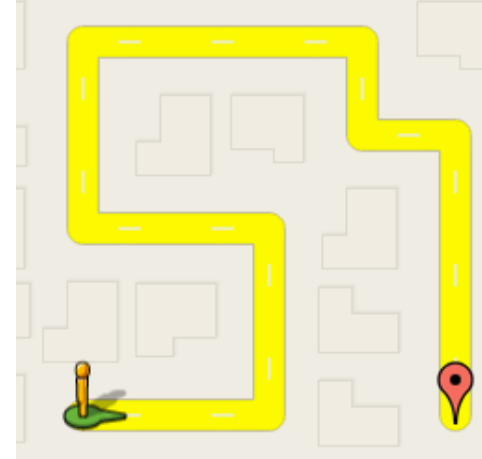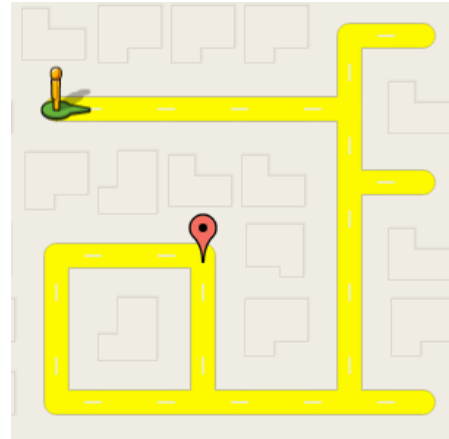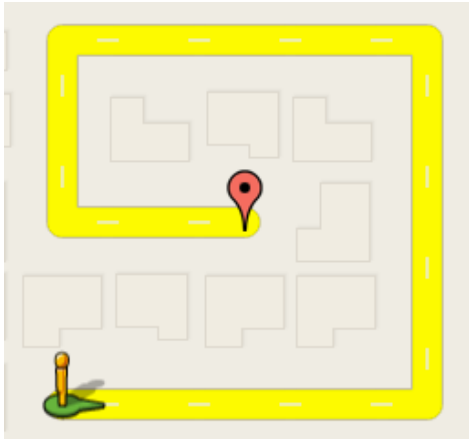
Blocky-Games Introduction

Challenge!
Try more!

A1.2 Recap

Angle and calculation

Logical thinking

Event: something happened

If-Else: if something happen, Then do something

Action: do something

Chips Language