

consistent nicknames that they can enter directly into the toolbox search to find the block they need (will encourage them to learn the blocks so they don't have to do the extra work)

The screenshot displays the Microsoft MakeCode editor interface. At the top, the Microsoft logo and 'MakeCode' text are visible. Below the header, there's a navigation bar with icons for a monitor, a list, and an 'Exit Tutorial' button. The left sidebar contains a progress indicator 'Leaps and Bounds 3/5' and a section titled '3. Finding Freedom' with the instruction: 'Let's add a way to win when your turkey gets to the purple tiles at the top!'. Below this, three steps are listed: 1. Drag a new 'kind overlaps tile' container into the workspace. 2. Change the checkerboard to the solid purple tile. 3. Snap a 'game over <LOSE>' block. At the bottom of the sidebar are 'Back' and 'Next' buttons. The central area shows a search bar with the text 'kind overlaps ti' and a dropdown menu listing categories: Sprites, Controller, Game, Music, Scene, Info, and Loops. The right workspace shows a 'Scene' block with a script block containing 'on sprite of kind Player overlaps [checkerboard] at location'. A small preview window at the bottom right shows a black square. The bottom bar includes a 'Download' button and navigation controls.

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Exit Tutorial

Leaps and Bounds 3/5

### 3. Finding Freedom

Let's add a way to win when your turkey gets to the purple tiles at the top!

- Drag a new **kind overlaps tile** container into the workspace.
- This time, change the checkerboard to the solid purple tile.
- Snap a **game over <LOSE>**

Back Next

Search

- Sprites
- Controller
- Game
- Music
- Scene
- Info
- Loops



Scene

on sprite of kind Player overlaps [checkerboard] at location

Download

Micro block in the instructions that can be blown up to see better detail

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Exit Tutorial

Leaps and Bounds 3/5

### 3. Finding Freedom

Let's add a way to win when your turkey gets to the purple tiles at the top!



Drag a new

on sprite

 of kind 

Player


 overlaps 

00


 at 

location

container into the workspace.




This time, change the checkerboard to the solid purple tile.




Snap a

Back



Next

Download



Game

Scene

Loops

on start

