

Easy as Pie?

Teaching Code Literacy



Sarah Allen
@ultrasaurus

Coding Literacy



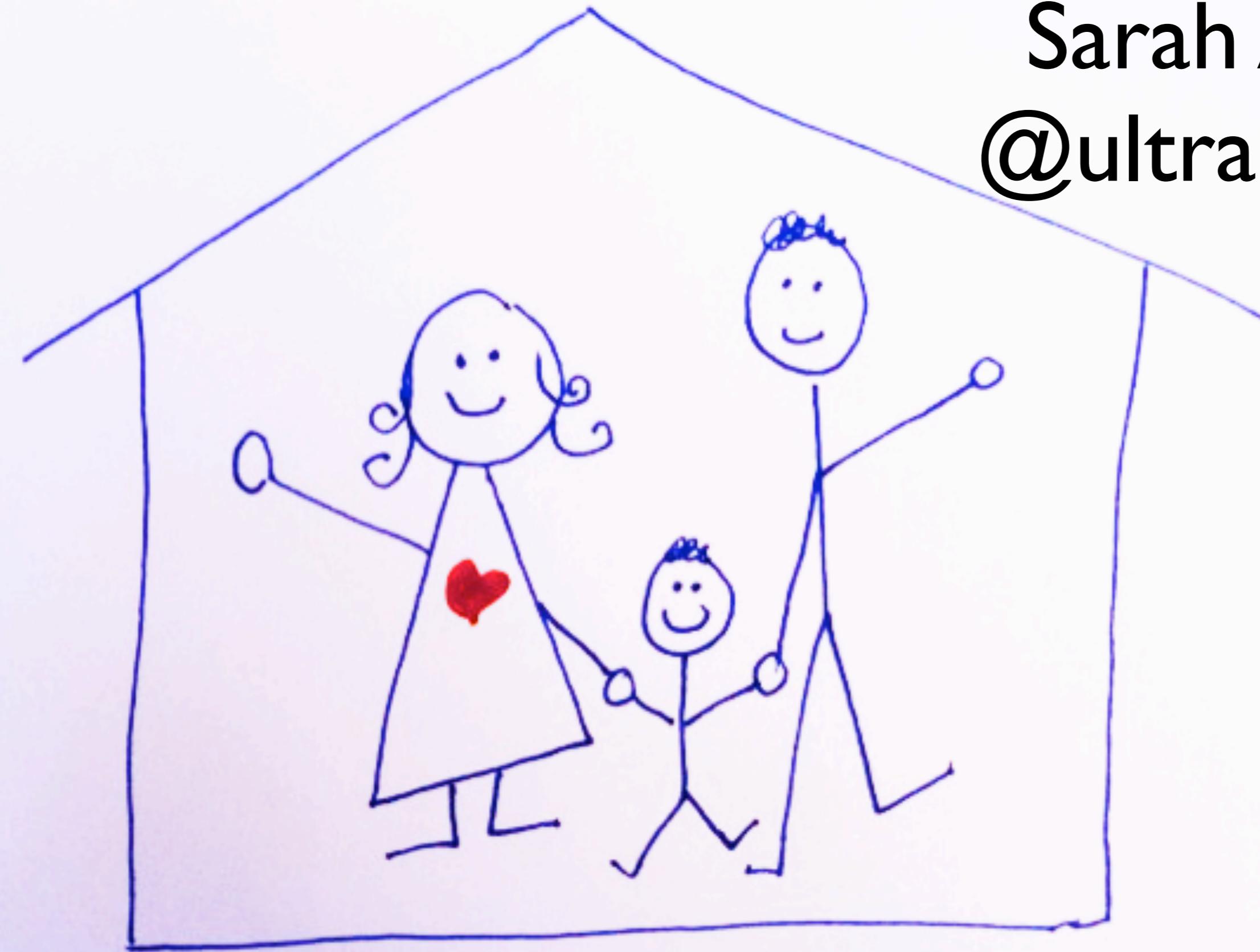
Sarah Allen
@ultrasaurus



What you want to say, in any language, anywhere



Sarah Allen
@ultrasaurus



Why?
Pie: the language
Teaching Kids

Why?
Pie: the language
~~Teaching~~ Kids

Why?
Pie: the language
Learning from Kids

Why me?
Why teach kids to code?
Why create a language?
Why Ruby?

AWESOME!!!!!!

Intrinsic Gratification



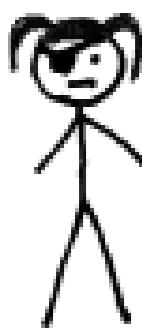
**Intrinsic
Gratification**

Results





Results



ultrasaurus

Level 9

Pastamancer

Muscle: **77 (64)**

Mysticality: **78 (72)**

Moxie: **79 (63)**



130 / 130 122 / 122



15,270

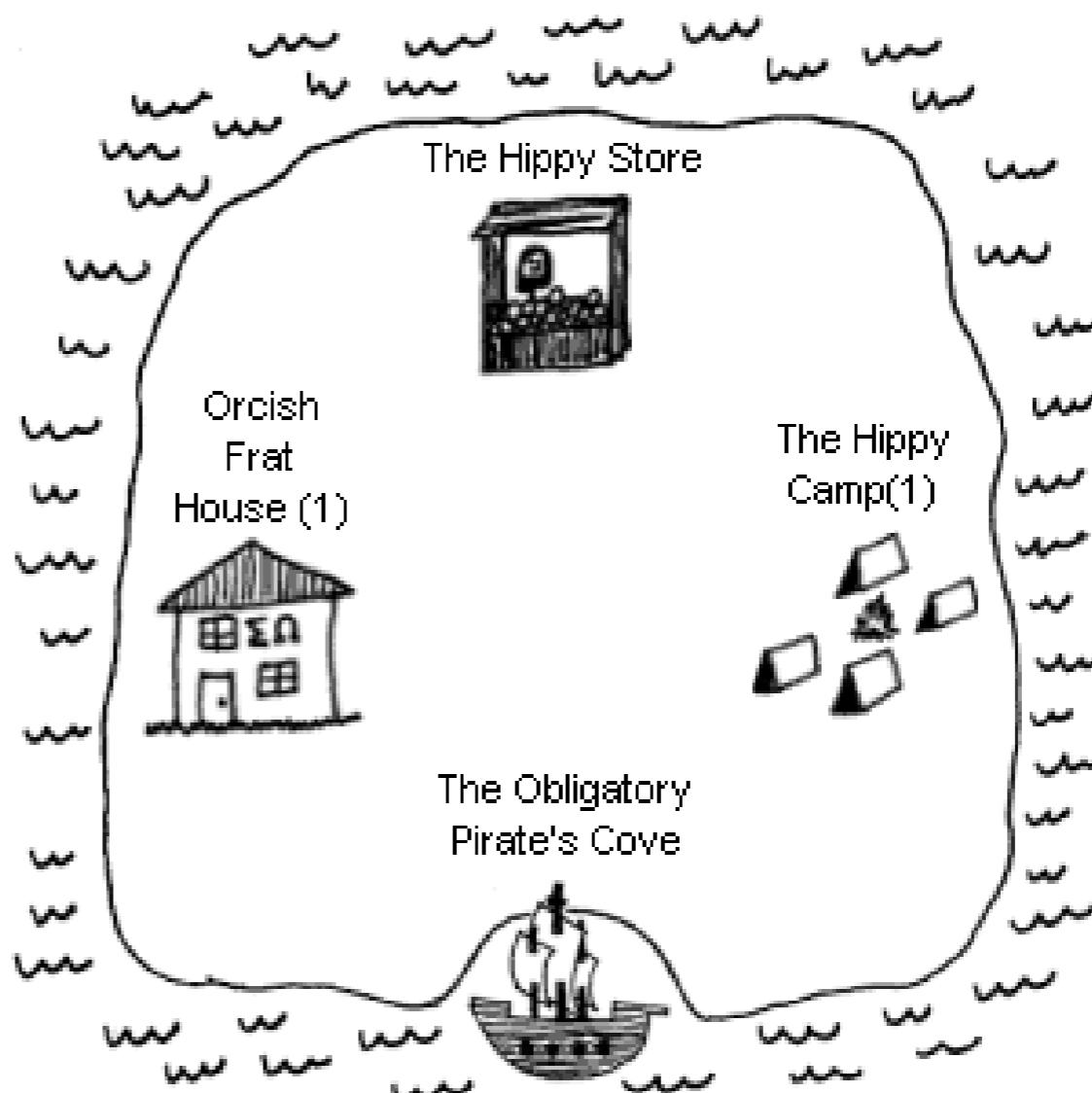


200

Current Quest:

(This Quest Tracker is a work in progress. Check your Quest Log for quests in the meantime.)

The Mysterious Island of Mystery



[Back to the Main Map](#)

AWESOME!!!!!!

Why teach kids code?

- Software is part of how our world works
- Skill for thinking & communicating
- Before they start believing they can't
- By high school some will outpace adults



Space Bar
switches guns

Score 13

Hi Score 104

language?

Small code

Big effect

Simple syntax

“real” language

Domain Specific Language

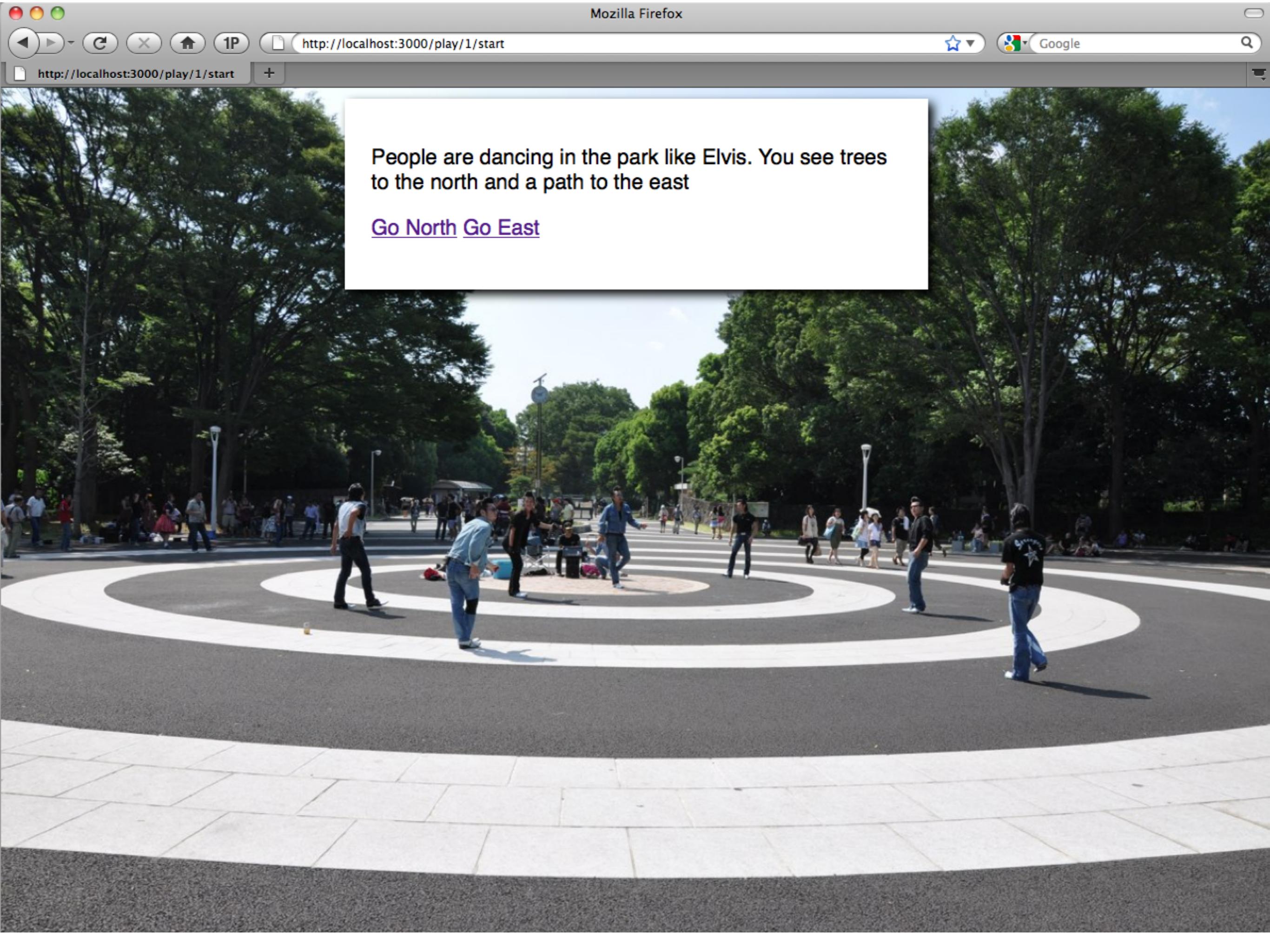
Domain = Web Games



<http://pie-bakery.herokuapp.com/>

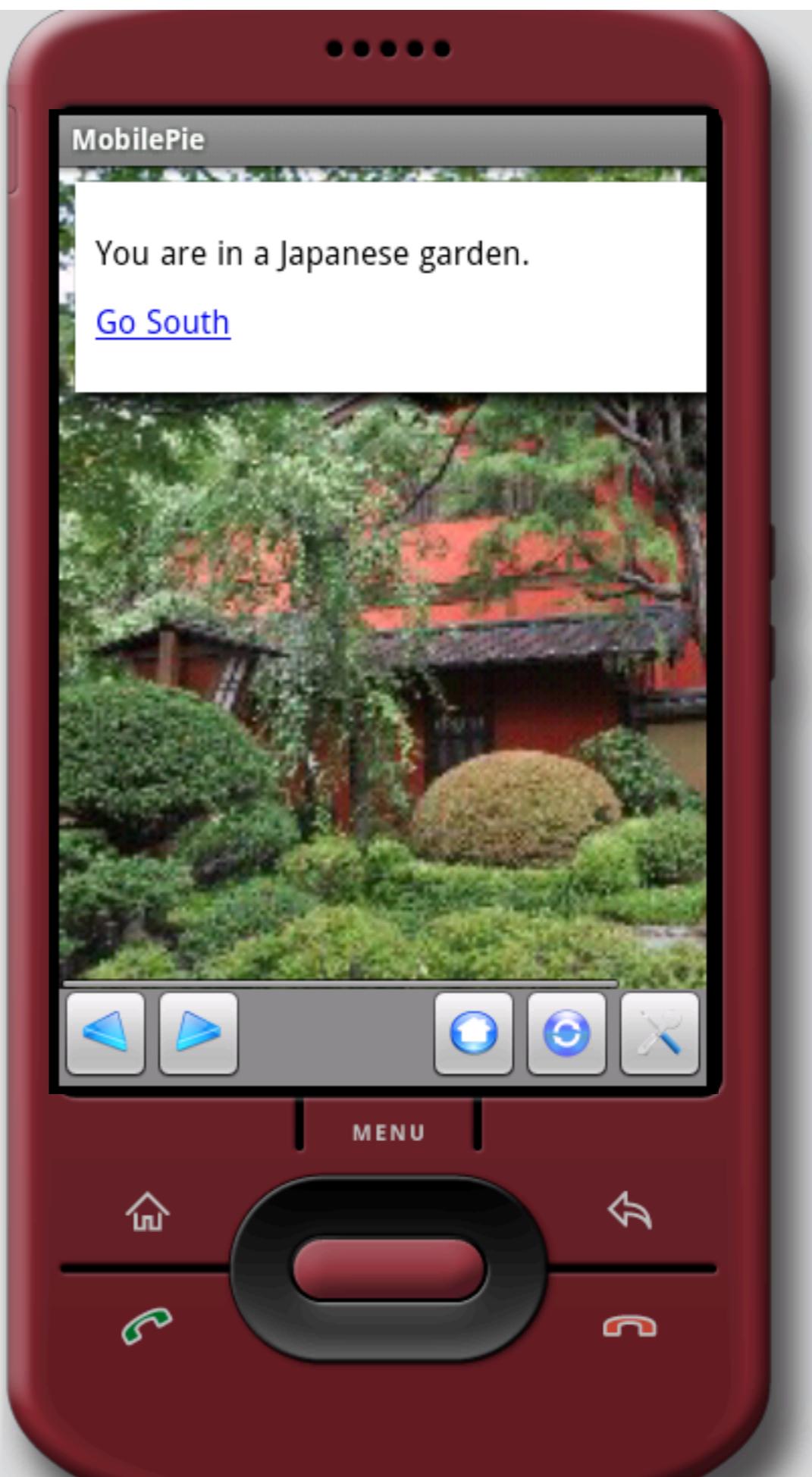
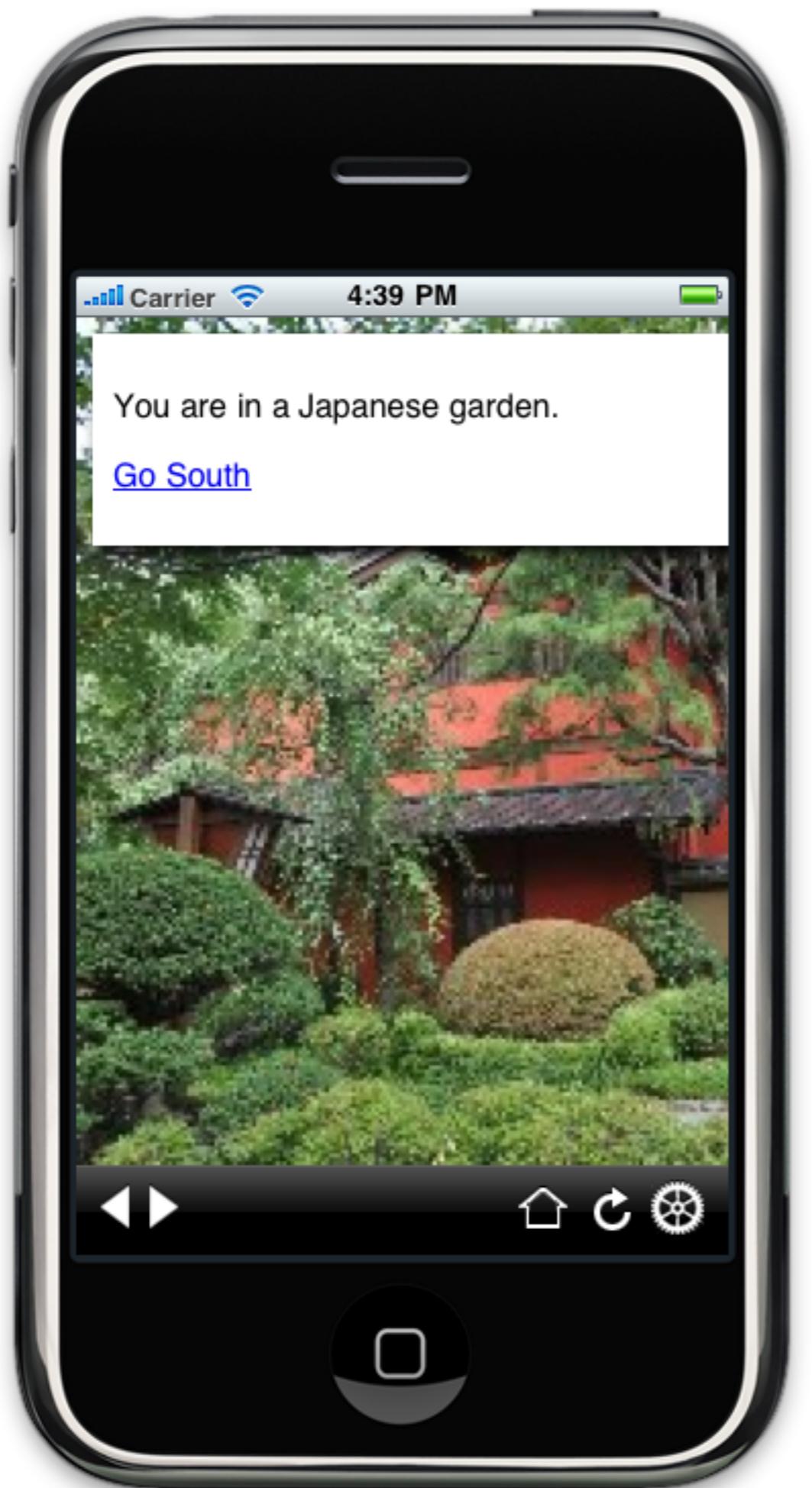
Pie: the language

- What is Pie?
(demo)
- How do you make Pie?
(the code)



People are dancing in the park like Elvis. You see trees to the north and a path to the east

[Go North](#) [Go East](#)



place

place park:"You are in a park..."
place trees:"You are in a Japanese garden."
place river_edge:"The path ends at a river"
place in_the_river:"You walk into the river
and drown."

```
place(park:"You are in a park...")  
place(trees:"You are in a Japanese garden.")  
place(river_edge:"The path ends at a river")  
place(in_the_river:"You walk into the river  
and drown.")
```

```
place(:park => "You are in a park...")  
place(:trees => "You are in a Japanese garden  
place(:river_edge => "The path ends at a river edge.  
place(:in_the_river => "You walk into the river  
and drown.")
```

```
place(park:"You are in a park...")  
place(trees:"You are in a Japanese garden.")  
place(river_edge:"The path ends at a river")  
place(in_the_river:"You walk into the river  
and drown.")
```

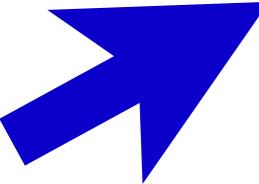
だいさんかを
いっしう
べんきょうする
つもりです

place park:"You are in a park..."
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place park:"You are in a park..."
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and drown."

park.path trees:north, river_edge:east
river_edge.path in_the_river:east!

```
place park:"You are in a park..."  
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 **park**.path trees:north, river_edge:east
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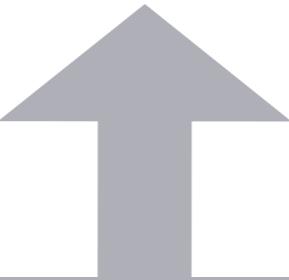
Metaprogramming

Ruby Techniques

used in the Pie DSL

- `method_missing`
- `blocks with instance_eval`

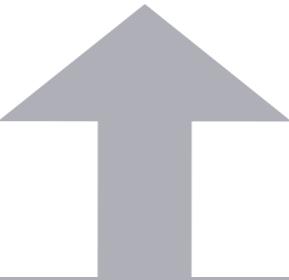
pie game.pie



File.open(pie_file) do |f|

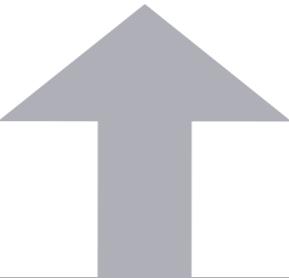
end

pie game.pie



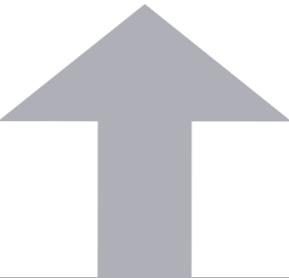
```
File.open(pie_file) do |f|
  new_pie.instance_eval do
    eval(f.read)
end
```

place park:"You are...



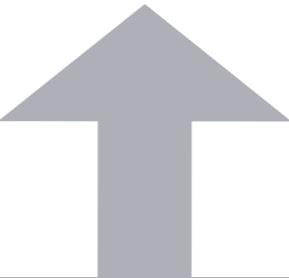
```
def place(options)
  Place.new(places, options)
end
```

park.path trees:north



```
def method_missing(name)
  ...
end
```

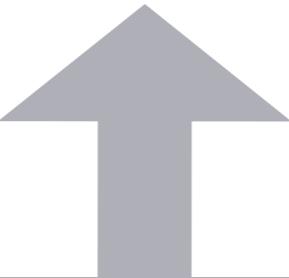
park.path trees:north



```
def method_missing(name)
  place = places[name]
```

...

park.path trees:north

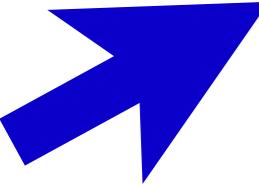


class Place

def path

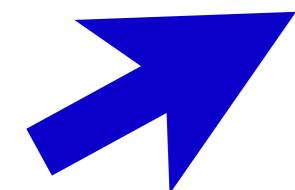
...

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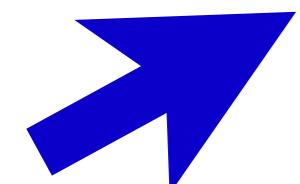
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park.**path** trees:north, river_edge:east
river_edge.path in_the_river:east!



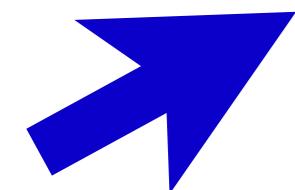
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```



```
park.path trees:north, river_edge:east  
river_edge.path in_the_river:east!
```

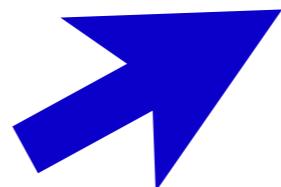
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```

park.path trees:**north**, river_edge:**east**
river_edge.path in_the_river:east!



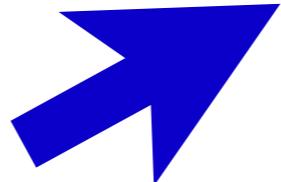
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and drown."

park.path trees:north, river_edge:east
river_edge.path in_the_river:**east!**



place park:"You are in a park..."
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and drown."

park.path trees:north, river_edge:east
river_edge.path in_the_river:east!
trees.path river_edge:**"go through the trees"**



Tech Notes

- Sinatra web app
<http://www.sinatrarb.com/>
- Rails IDE
<http://rubyonrails.org/>
- Rhodes mobile apps
<http://rhomobile.com/>

What I Learned

- Installation is boring
- Teach Different Things
 - language, environments, physical computing
- Seek Immediate Gratification
- Errors are part of the user experience

Next Steps

- Snazzier games
- Create a path to writing more code
- IDE improvements

<https://github.com/blazingcloud/pie>
gem install pie

<https://github.com/blazingcloud/pie-bakery>
<http://pie-bakery.herokuapp.com>

<https://github.com/blazingcloud/mobile-pie>
rake run:iphone
rake run:android

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<http://teachingkids.railsbridge.org/>