

Module 3: Giver1 World

Version of June 13, 2015



1. Load and run the “Giver” world.
2. Notice that the cycle gives the kodu an apple. The kodu is holding the apple but it doesn’t know what to do with it.
3. When an octopus turns pink, the pushpad runs up to it and explodes it. How can we save the octopuses?
4. Press the Back button to stop the program.
5. FIRST STEP: Write a rule to make the kodu pursue a pink octopus. (It doesn’t need to pursue the apple because the cycle supplies the apples.)
6. SECOND STEP: Add a rule that when the kodu bumps a pink octopus, it gives it the apple. Use “(holding) give” to give the apple to the octopus.
7. Run the program, and notice that when the kodu gives an apple to a pink octopus, the octopus turns green and is protected from the pushpad. But the green octopus still wanders randomly.
8. THIRD STEP: To tell the octopus to go to its home, the kodu must play a special sound when it gives it the apple. Using the Do Two Things idiom, add a third rule so that when the kodu gives the apple it also plays the sound by doing this:
... DO (actions) (more) play (events) (tower) coin spit
9. How many octopuses can the kodu save?
10. Is giving an apple to a pink octopus an example of Pursue and Consume? Why?