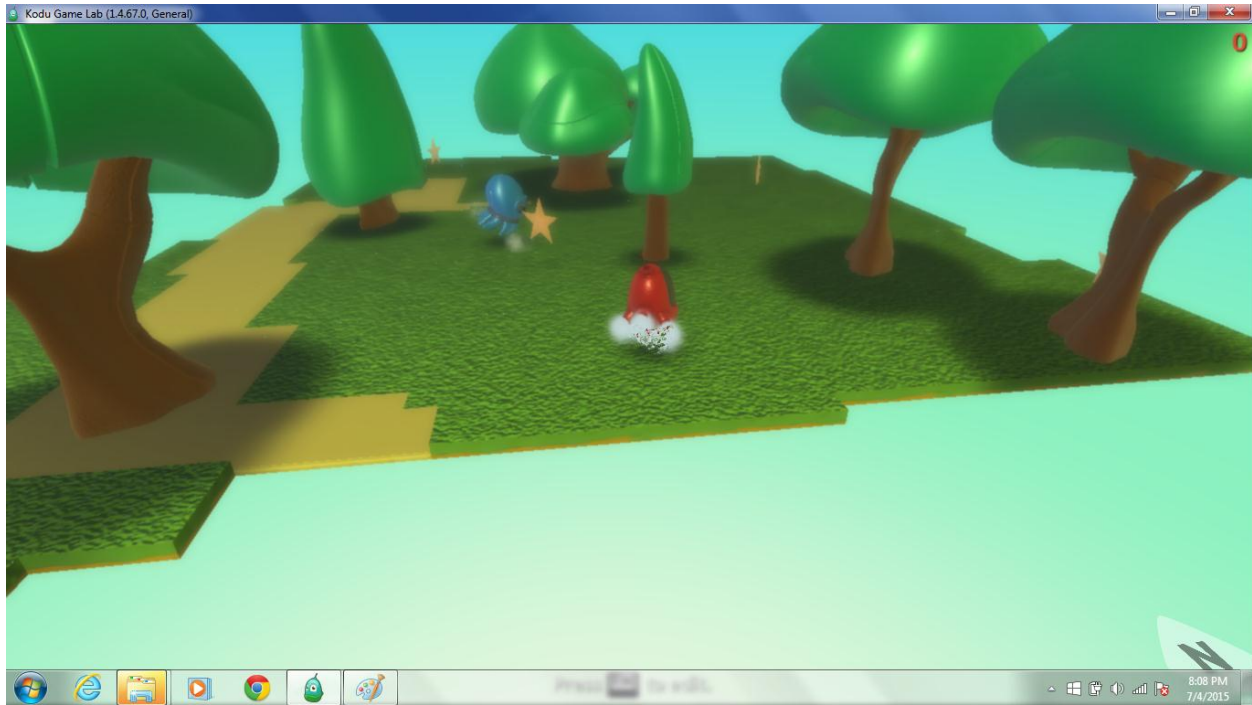


Module 1: Star1X World

Version of October 6, 2015



1. To load the “Star1X” world:
 - a. Press the Back button.
 - b. Go to the Home menu.
 - c. Select “Load World”.
 - d. If asked, press “X” to discard any changes to your previous world.
 - e. Choose “Downloads” and select Star1.
2. Use the game controller to explore the world to see how it’s laid out.
3. The octopus randomly picks up stars and moves them around. Sometimes this helps the kodu when it gets stuck trying to get to a star it can’t reach.
4. **Program the Kodu to eat all the stars.** Use the Pursue and Consume idiom. Note: to enter “star” you must select “objects” and then “more”. **Don’t program the octopus.**
5. Answer the questions on the back of this sheet.

How does the kodu choose which star to pursue?

1. What do you think the answer is? **Take a guess.**
2. **Try moving the kodu to a new starting place:**
 - a. Select the object tool.
 - b. Use the left stick to move the cursor (purple ring) to select the kodu.
 - c. Press the A button to pick up the kodu; it will glow orange.
 - d. Use the left stick to move the kodu to a different starting place.
 - e. Press the A button again to put down the kodu.
 - f. Run the program (hit the Back button twice) to see where the kodu goes now.
 - g. Test your theory: **try several more starting places** for the kodu.
 - h. If you like, you can also try moving the stars instead of moving the kodu.
3. Have you figured out how the kodu chooses which star to pursue? **Circle the correct answer** to complete this sentence:

“The kodu always pursues the _____ matching object.”

- a. biggest
- b. closest
- c. front-most
- d. prettiest