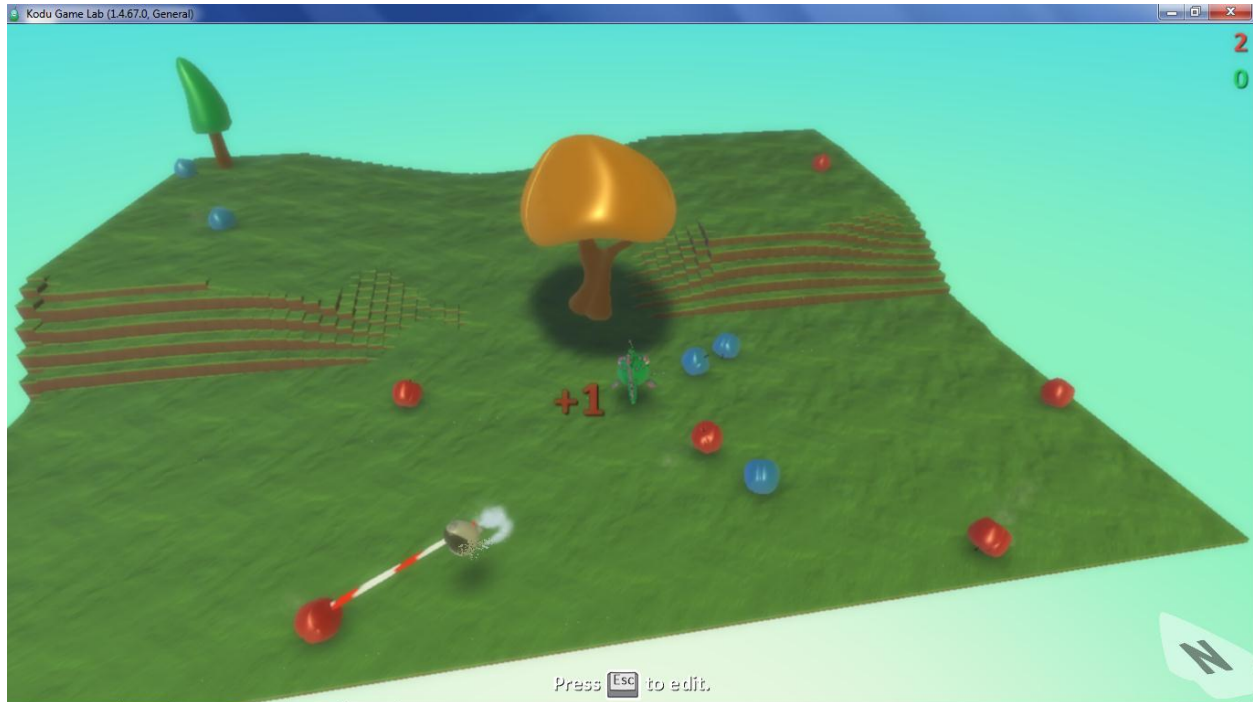


## Module 2: Apple2X World

Version of July 5, 2015



1. To load the “Apple2X” world:
  - a. Press the Back button and go to the Home menu.
  - b. Select “Load World”.
  - c. If asked, press the “X” button to discard any changes to your previous world.
  - d. Choose “Downloads” and select Apple2X.
2. As in the Apple2 world, use the Pursue and Consume idiom with color filters to make the kodu eat all the red apples and grab all the blue ones.
3. Program the flying fish so you can drive it and use the A and B buttons to grab or eat apples. This uses the Let Me Drive and Once Is Enough idioms; refer to the flash cards for information.
  - [1] WHEN gamepad L-stick DO move
  - [2] WHEN gamepad A-button DO grab once
  - [3] WHEN gamepad B-button DO eat once
4. See if you can control the flying fish to score more points than the kodu.