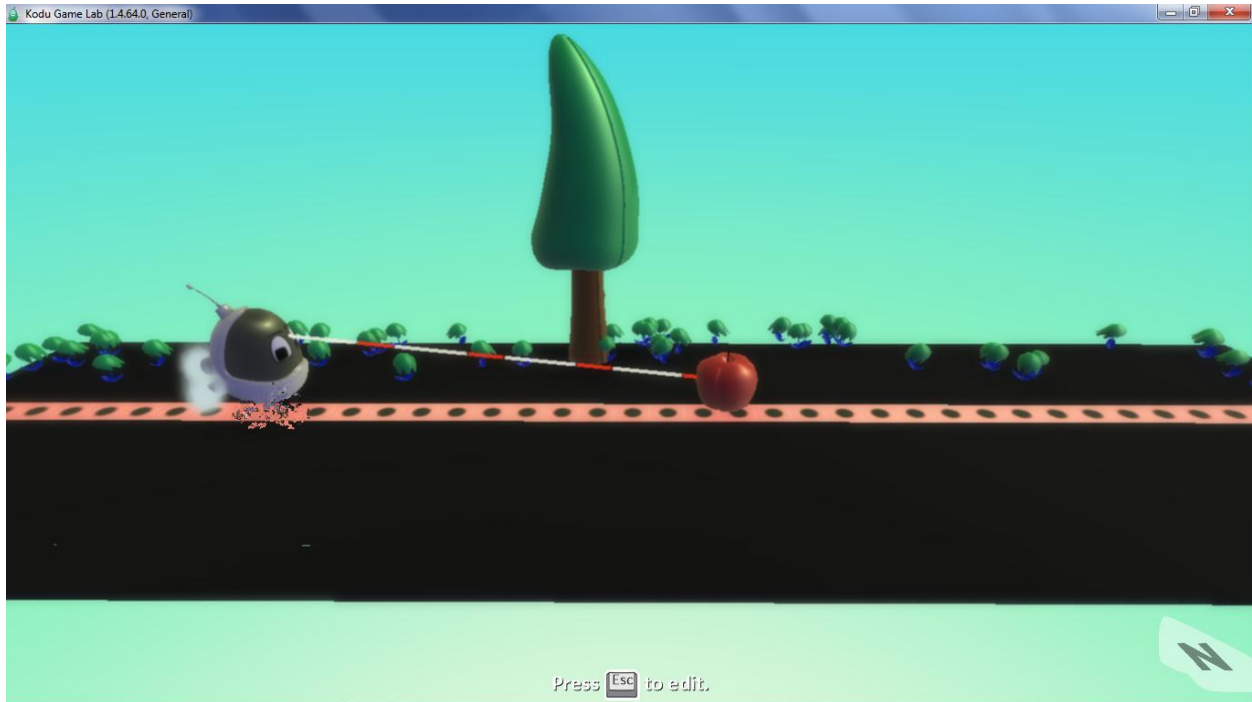# Module 3: Measure1 World

Version of June 13, 2015

1. Load and run the "Measure1" world.
2. Press the Back button to stop the program.
3. Examine the kodu's programming. It has only one rule:

    [1] WHEN see apple DO eat it

4. Why didn't the kodu eat the apple?
5. Measure distance to the apple by counting the black dots on the floor. How far away is it?
6. Move the apple closer to the kodu by following these steps:
    a. Select the object tool
    b. Put the cursor on the apple
    c. Press "A" to pick up the apple
    d. Move the apple closer to the kodu but keep it on the pink strip with the black dots
    e. Press "A" to put down the apple
    f. Press the Back button twice to play
7. Experiment until you find the farthest the apple can be from the kodu and still be eaten. How many dots away can it be?
8. Class discussion: Why do we need a pursue rule? Why isn't a consume rule sufficient?