

### Student Questionnaire: Module 3

Version of April 7, 2016

1. You learned two new idioms (flash cards) recently. What was the *first* one called?

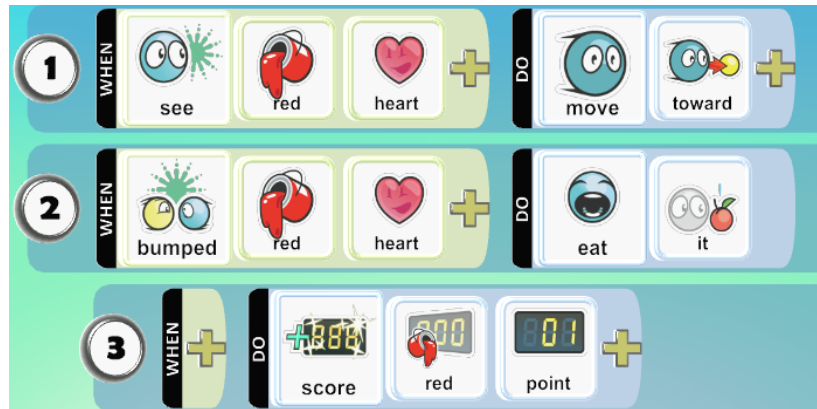
\_\_\_\_\_ Things

The second idiom you learned involved counting. What was it called?

\_\_\_\_\_

What word did we learn that means to shift something to the right? \_\_\_\_\_

2. The programs we wrote today combined two idioms together. Here is an example:

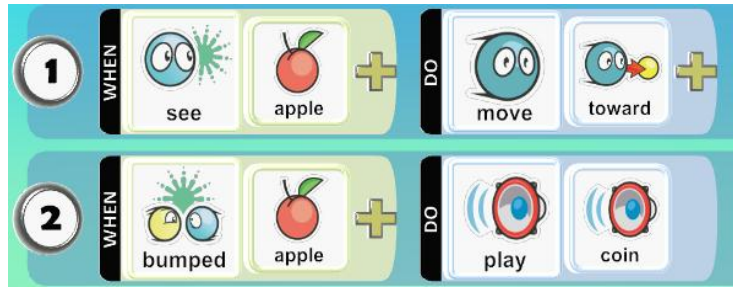


Each rule above begins with a number.

Write the numbers of the two rules that together implement the Count Actions idiom: \_\_\_\_\_

Write the numbers of the two rules that together implement Pursue and Consume: \_\_\_\_\_

3. Read this Kodu program below and think carefully about what it does:



Remember that “pursue” means to chase, and “consume” means to eat or use up the object.

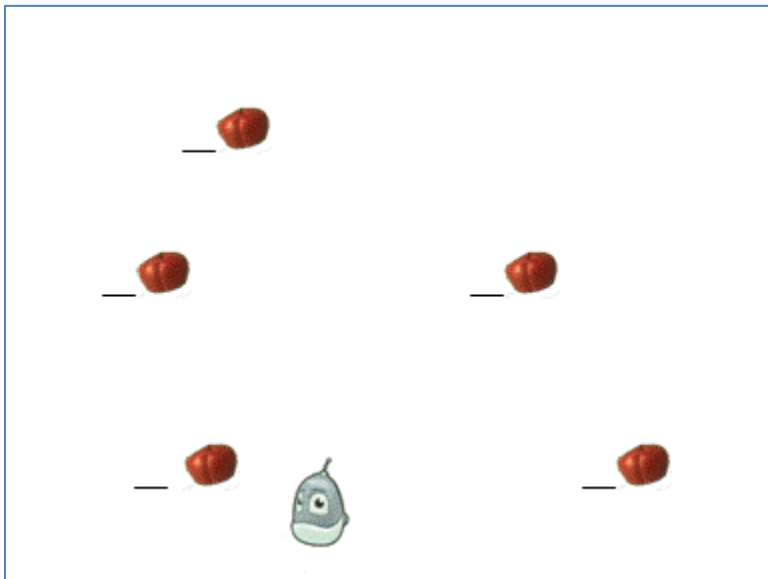
- Is there a pursue rule? If yes, write down the rule number: \_\_\_\_\_

Explain what makes this a pursue rule? \_\_\_\_\_

- Is there a consume rule? If yes, write down the rule number: \_\_\_\_\_

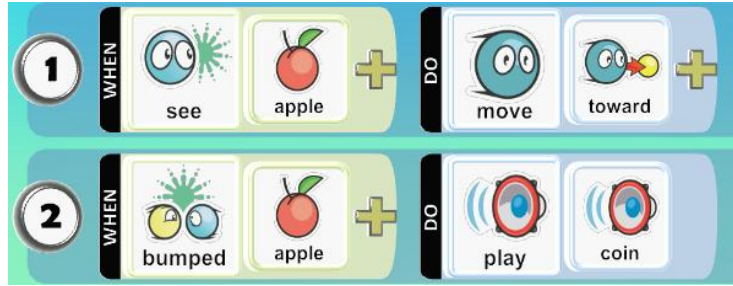
Explain your answer: \_\_\_\_\_

- Is this a Pursue and Consume program (yes or no)? \_\_\_\_\_



Put an “X” next to the apple the kodu will visit first if it follows the rules above.

4. Look at the rules again:



According to these rules, what will the Kodu do when it reaches the first apple?

\_\_\_\_\_

According to these rules, when will the Kodu play a sound? (circle the correct answer)

- a. When it sees an apple
- b. When it bumps an apple
- c. When it eats an apple

According to these rules, after the Kodu plays a sound, what will it do next? (circle the correct answer)

- a. Eat the apple
- b. Go to the next apple
- c. Stay at the same apple

Will the Kodu visit all the apples? (yes or no) \_\_\_\_\_

Explain your answer: \_\_\_\_\_

5. Suppose the Kodu is pursuing fish. Every time it grabs a fish, it wants to count it. Look at the possible answers below. What rules should it use to grab and count fish: Answer A, or Answer B? They are similar, so look closely to spot the difference.

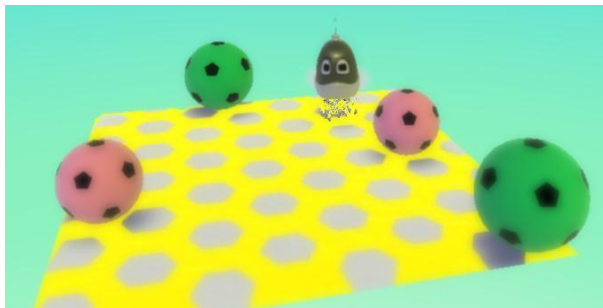
Your choice (A or B): \_\_\_\_\_

Answer A	Answer B
[1] WHEN see fish DO move toward [2] WHEN bump fish DO grab it [3] WHEN DO score red 1 point	[1] WHEN see fish DO move toward [2] WHEN bump fish DO grab it ↳ [3] WHEN DO score red 1 point

Why is your answer the correct choice? \_\_\_\_\_

What would happen if we used the other set of rules instead? \_\_\_\_\_

6. Answer these questions based on the world below:



<b>1</b>	<b>WHEN</b> see	pink	ball	+	<b>DO</b> move	toward
<b>2</b>	<b>WHEN</b> bumped	green	ball	+	<b>DO</b> boom	it
<b>3</b>	<b>WHEN</b> bumped	pink	ball	+	<b>DO</b> boom	it

With these three rules, what will the kodu boom first?

- A green soccer ball
- The closest soccer ball of any color
- A pink soccer ball
- Nothing

When will the kodu boom a green ball?

- It will boom green balls first.
- It will boom green balls when all the pink balls are gone.
- It will never boom a green ball unless it bumps one by accident.
- It's random; you can't predict it.