

Hour of Code

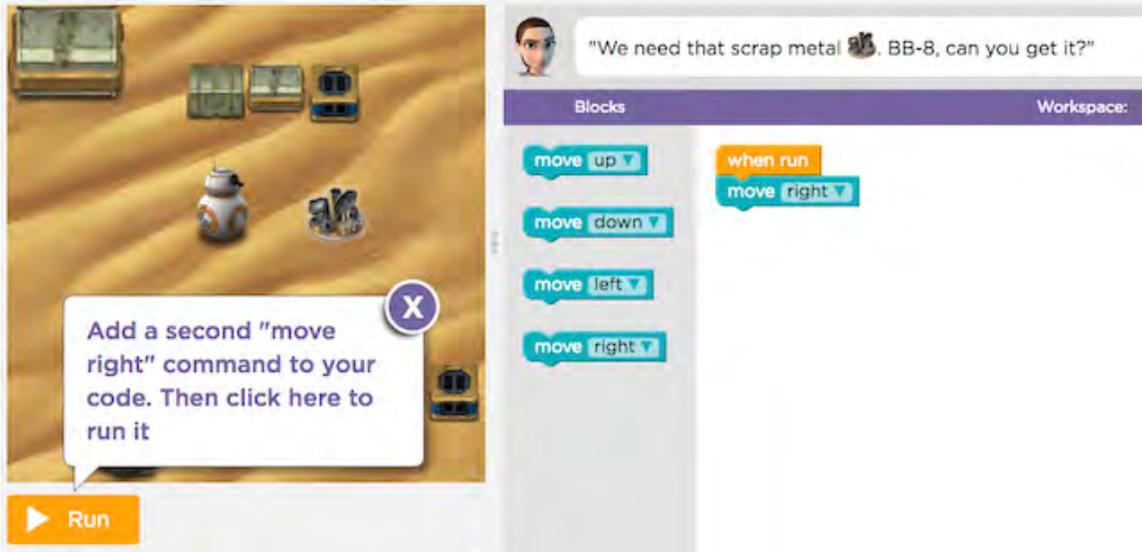
<https://hourofcode.com/us/learn>

Hour of Code – try a 1 hour coding tutorial designed for all ages in over 45 languages. The 1 hour sessions are designed for classroom teaching. The lessons are divided into age groups (e.g., pre-reader, grades 2-5, grades 6-8, grades 9+) with an additional division between beginners or advanced code writers. Rheannon’s Hour of Code class this week at school was “Star Wars: Building a Galaxy with Code”. Rheannon is in 1st grade.

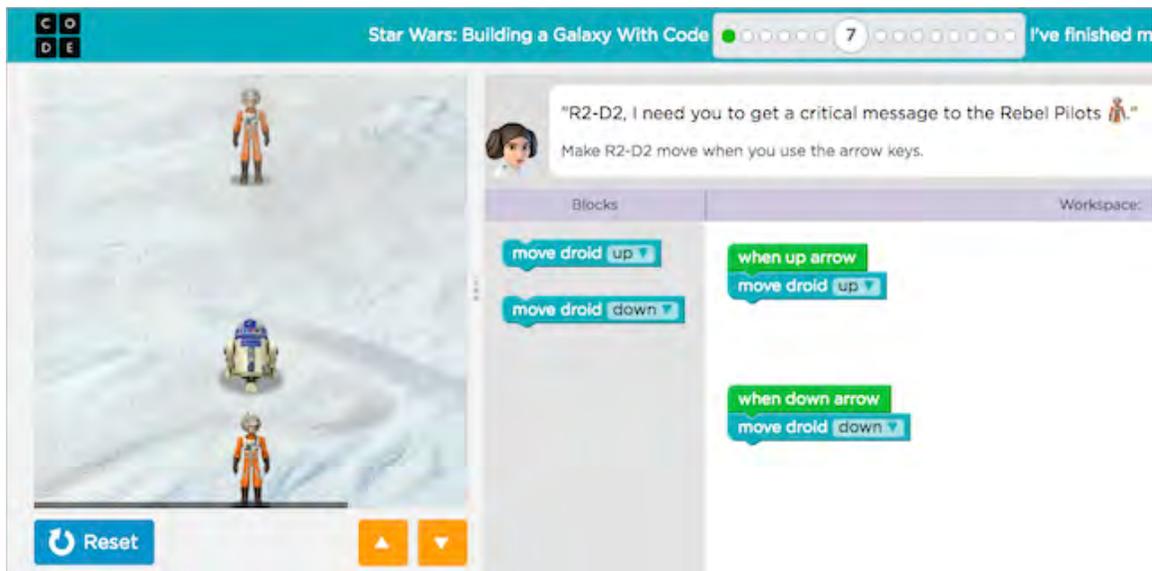


More resources	Teacher notes
Short link	https://hourofcode.com/star-wars
Student experience	Beginner
Classroom technology	All modern browsers, Android tablet, iPad, Android phone, iPhone
Topics	Computer Science only
Activity type	Self-led tutorial
Length	One hour, One hour with follow-on
Languages	English, Arabic, Bulgarian, Chinese, Croatian, Danish, Dutch, Finnish, French, German, Greek, Icelandic, Indonesian, Italian, Japanese, Korean, Norwegian, Persian, Polish, Portuguese, Romanian, Russian, Spanish, Swedish, Turkish, Ukrainian and 19 more

The computer screen is divided into several panes. On the left is the action pane where the computer code runs. The next pane to the right lists the available code commands. Next is a large pane to write the code by drag-and-dropping the commands to form an executable program. Some commands have pull down menus to define attributes.



In addition to writing sequential code, this lesson introduces an “event”, such as programming the up and down arrow keys. Once an event is coded, it is saved for future use.



There are 15 exercises or levels to complete. The last few levels involve adding commands to create a game. To win, the player must accumulate points within a defined time limit. There are commands to change the background and sounds with pull down menus.

C O
D E

Star Wars: Building a Galaxy With Code 14 I've finished my Hour of Code

"Time to visit another planet."
Use the new commands to change your droid and its speed. Then, get the Rebel Pilots.



Blocks

- set droid to C-3PO
- set droid to a fast speed
- set Endor background
- set blank map
- add a Mouse Droid
- add 100 points
- remove 100 points
- play random sound
- when get Rebel Pilot

Workspace

```
when run
  add a Rebel Pilot
  add a Rebel Pilot
  add a Rebel Pilot
  set Endor background
  set circle map
  set droid to C-3PO
  play C-3PO sound

when get Rebel Pilot
  add 100 points
  add a Mouse Droid

when get Mouse Droid
  add 300 points
```

Reset

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