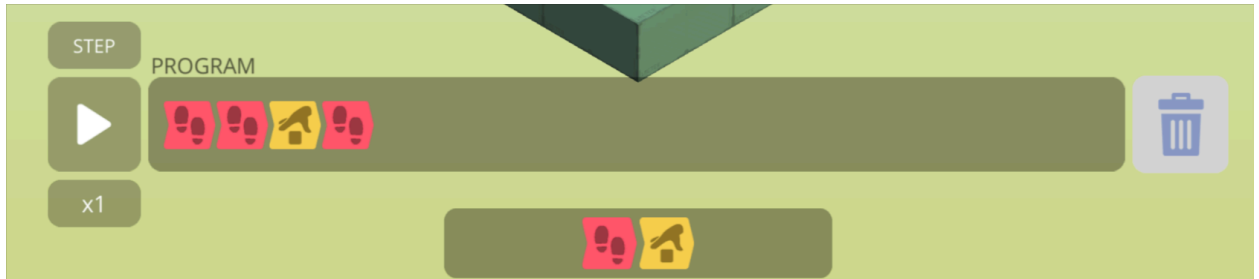


Rodocodo Key(Ages 8-11)

Sequencing - Movement

Difficulty - Easy

1. Lesson 1



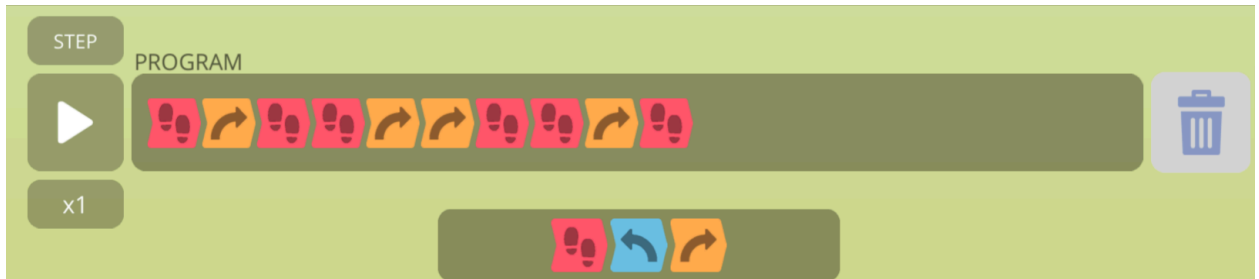
The screenshot shows the Rodocodo interface for Lesson 1. It features a 'STEP' button, a 'PROGRAM' bar, a play button, a 'x1' multiplier, and a trash icon. The program bar contains four icons: two red head icons, a yellow house icon, and another red head icon. Below the program bar, a preview window shows two icons: a red head icon and a yellow house icon.

2. Lesson 2



The screenshot shows the Rodocodo interface for Lesson 2. It features a 'STEP' button, a 'PROGRAM' bar, a play button, a 'x1' multiplier, and a trash icon. The program bar contains five red head icons. Below the program bar, a preview window shows one red head icon.

3. Lesson 3



The screenshot shows the Rodocodo interface for Lesson 3. It features a 'STEP' button, a 'PROGRAM' bar, a play button, a 'x1' multiplier, and a trash icon. The program bar contains a sequence of icons: red head, yellow house, red head, red head, yellow house, yellow house, red head, red head, yellow house, red head. Below the program bar, a preview window shows three icons: a red head icon, a blue left-turn arrow icon, and a yellow right-turn arrow icon.

4. Lesson 4



The screenshot shows the Rodocodo interface for Lesson 4. It features a 'STEP' button, a 'PROGRAM' bar, a play button, a 'x1' multiplier, and a trash icon. The program bar contains a sequence of icons: red head, red head, yellow house, red head, yellow house, red head, red head, yellow house, yellow house, red head, red head, yellow house, blue left-turn arrow, red head. Below the program bar, a preview window shows four icons: a red head icon, a blue left-turn arrow icon, a yellow right-turn arrow icon, and a yellow house icon.

Debugging - Broken Code

Difficulty - Easy

1. Lesson 1

STEP PROGRAM

x1

The interface shows a 'PROGRAM' bar containing five blocks: three red blocks with a person icon, one yellow block with a hammer icon, and one red block with a person icon. Below the program bar is a 'x1' multiplier and a result box containing one red block with a person icon. A trash icon is visible on the right side of the program bar.

2. Lesson 2

STEP PROGRAM

x1

The interface shows a 'PROGRAM' bar containing three blocks: two red blocks with a person icon, one yellow block with a hammer icon, and one red block with a person icon. Below the program bar is a 'x1' multiplier and a result box containing one red block with a person icon. A trash icon is visible on the right side of the program bar.

3. Lesson 3

STEP PROGRAM

x1

The interface shows a 'PROGRAM' bar containing seven blocks: three red blocks with a person icon, one yellow block with a hammer icon, one blue block with a left-pointing arrow, one red block with a person icon, one yellow block with a hammer icon, and one red block with a person icon. Below the program bar is a 'x1' multiplier and a result box containing three blocks: one red block with a person icon, one blue block with a left-pointing arrow, and one yellow block with a hammer icon. A trash icon is visible on the right side of the program bar.

4. Lesson 4

STEP PROGRAM

x1

The interface shows a 'PROGRAM' bar containing ten blocks: four red blocks with a person icon, two yellow blocks with a hammer icon, one blue block with a left-pointing arrow, one red block with a person icon, two yellow blocks with a hammer icon, and one red block with a person icon. Below the program bar is a 'x1' multiplier and a result box containing three blocks: one red block with a person icon, one blue block with a left-pointing arrow, and one yellow block with a hammer icon. A trash icon is visible on the right side of the program bar.

Loops - Basic Loops

Difficulty - Medium

1. Lesson 1

STEP PROGRAM

x1

2. Lesson 2

STEP PROGRAM

x1

3. Lesson 3

STEP PROGRAM

x1

4. Lesson 4

STEP PROGRAM

x1

Functions - Using Functions

Difficulty - Medium

1. Lesson 1

The interface for Lesson 1 consists of a 'STEP' button, a 'PROGRAM' editor, a 'FUNCTION' editor, and a 'x1' multiplier. The PROGRAM editor contains a sequence of icons: a green 'F' block, a blue left-turn arrow, a green 'F' block, an orange right-turn arrow, and two red head icons. The FUNCTION editor contains two red head icons and a yellow house icon. A trash can icon is on the right. Below the editors, a preview bar shows two red head icons, a blue left-turn arrow, an orange right-turn arrow, and a green 'F' block.

2. Lesson 2

The interface for Lesson 2 consists of a 'STEP' button, a 'PROGRAM' editor, a 'FUNCTION' editor, and a 'x1' multiplier. The PROGRAM editor contains two green 'F' blocks and one red head icon. The FUNCTION editor contains one red head icon and one yellow house icon. A trash can icon is on the right. Below the editors, a preview bar shows one red head icon and one green 'F' block.

3. Lesson 3

The interface for Lesson 3 consists of a 'STEP' button, a 'PROGRAM' editor, a 'FUNCTION' editor, and a 'x1' multiplier. The PROGRAM editor contains two green 'F' blocks. The FUNCTION editor contains two red head icons, one yellow house icon, and one red head icon. A trash can icon is on the right. Below the editors, a preview bar shows one red head icon and one green 'F' block.

4. Lesson 4

The interface for Lesson 4 consists of a 'STEP' button, a 'PROGRAM' editor, a 'FUNCTION' editor, and a 'x1' multiplier. The PROGRAM editor contains a sequence of icons: a green 'F' block, a blue left-turn arrow, a green 'F' block, a blue left-turn arrow, a green 'F' block, an orange right-turn arrow, a green 'F' block, an orange right-turn arrow, and three red head icons. The FUNCTION editor contains three red head icons and one yellow house icon. A trash can icon is on the right. Below the editors, a preview bar shows one red head icon, a blue left-turn arrow, an orange right-turn arrow, a yellow house icon, and a green 'F' block.

Functions - Using Functions

Difficulty - **Challenging** (Note: These are only one possible solution.)

1. Lesson 1

STEP

PROGRAM

FUNCTION

x1

Detailed description: This interface shows a programming environment with a purple background. On the left, there is a 'STEP' button with a play icon and a 'PROGRAM' section containing three blocks: a green 'F' block, a red 'head' block, and an orange 'turn right' block, followed by a blue 'wait 2' block. To the right of the program is a 'FUNCTION' section containing two red 'head' blocks. Below these is a 'x1' button. At the bottom, a dark bar contains a sequence of function blocks: red 'head', blue 'turn left', orange 'turn right', purple 'turn left', yellow 'home', green 'F', and blue 'wait 2'. A trash icon is on the far right.

2. Lesson 2

STEP

PROGRAM

FUNCTION

x1

Detailed description: This interface is similar to Lesson 1. The 'PROGRAM' section contains a green 'F' block with a blue 'wait 3' block, a red 'head' block, a blue 'turn left' block, and a red 'head' block with a blue 'wait 5' block. The 'FUNCTION' section contains two red 'head' blocks, a yellow 'home' block, and a blue 'turn left' block. The bottom bar sequence is: red 'head', blue 'turn left', orange 'turn right', purple 'turn left', yellow 'home', green 'F', and blue 'wait 2'.

3. Lesson 3

STEP

PROGRAM

FUNCTION

x1

Detailed description: This interface is similar to Lesson 1. The 'PROGRAM' section contains a green 'F' block, a red 'head' block with a blue 'wait 4' block, a yellow 'home' block, a red 'head' block, and a blue 'wait 3' block. The 'FUNCTION' section contains a blue 'turn left' block, a red 'head' block, an orange 'turn right' block, a red 'head' block, and a yellow 'home' block. The bottom bar sequence is: red 'head', blue 'turn left', orange 'turn right', purple 'turn left', yellow 'home', green 'F', and blue 'wait 2'.

4. Lesson 4

STEP

PROGRAM

FUNCTION

x1

Detailed description: This interface is similar to Lesson 1. The 'PROGRAM' section contains two red 'head' blocks, an orange 'turn right' block, a green 'F' block, another green 'F' block, a blue 'turn left' block, two red 'head' blocks, and a blue 'wait 3' block. The 'FUNCTION' section contains two red 'head' blocks, a yellow 'home' block, a purple 'turn left' block, and two red 'head' blocks. The bottom bar sequence is: red 'head', blue 'turn left', orange 'turn right', purple 'turn left', yellow 'home', green 'F', and blue 'wait 2'.