# **Little-Dot Adventure**

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## Link

• https://little-dot.toxicode.fr

## About

In this game, the player is given a set of cards that have be to used in the right order to be able to pass the level. So instead of just letting the robot follow the path the student will need to complete the path themselves. This gives the students a better understanding of the commands being used.

## Goal

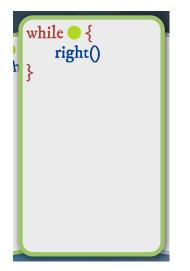
The goal is to teach students about **algorithms** and how to build an algorithm from a set of available options to complete a task. It also introduces some more complex concepts like while loops, and if statements.

## Tips

Make sure that the student follows the commands that are stated on the card.

## While

- Execute the commands until the conditional statement is false.
- In this example, you will keep going down while you are on a green square.



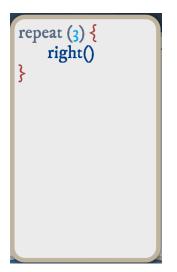
## Again

• Does last card again so if you last went right you need to go right again.



## Repeat

• Repeat what is between the curly braces for the specified n times.



### Conditional

• Only do the command when on that color.



## Keys

### Level 0

• When opening the level 0 use your arrow keys to move the white dot to the orange square.

• Use your arrow keys to move between cards and select any of the cards to finish the level.

## Level 2

For this level just follow the path that the arrow shows and the card states.

• Either card works, just follow the commands.

### Level 3

• Optional either card works then just follow the commands.

Level 4		
1st Card		
Ist Caru		
right()		
right()		
C		
2nd Card		
up()		
up()		
Level 5		
1st Card		
right()		
right()		
left()		
right()		
up()		

1st Card

<pre>right() up()</pre>	
right() up()	
right() up()	
2nd Card	

up() up()			

## Level 7

1st Card

repeat(3) {
 left()
}

• Repeat the left command 3 times.

### 2nd Card

repeat(3) {
 up()
}

• Repeats the up command 3 times.

1st Card

repeat(3) {
 right()
}

### 2nd Card

repeat(4) {
 up()
}

### 3rd Card

left()

## Level 9

while green {
 right()
}

### Level 10

1st Card

right()

### 2nd Card

```
while green {
    right()
}
```

### 3rd Card

right()

```
while green {
   right()
}
Level 11
1st Card
right()
2nd Card
while green {
   up()
}
3rd Card
repeat(3) {
    left()
}
Level 12
1st Card
right()
or
up()
2nd Card
again()
```

Level 13		
1st Card		
right()		
2nd Card		
again()		
3rd Card		
up()		
4th Card		
again()		
again()		
Level 14		
1st Card		
right()		
2nd Card		
up()		
3rd Card		
while green {		
again() }		
Level 15		
1st Card		
right()		
2nd Card		

#### down()

### 3rd Card

while green {
 again()
}

## Level 16

1st Card

while not red {
 right()
}

### 2nd Card

up()

### Level 17

1st Card

```
while not red {
    right()
}
right()
```

### 2nd Card

```
while green {
    up()
}
```

1st Card

```
while not red {
    up()
}
up()
```

#### 2nd Card

right()	right()		
	right()		

or

left()			
left()			

### Level 19

1st Card

repeat(3) {
 right()
}

### 2nd Card

```
while not red {
    up()
}
up()
```

### 3rd Card

```
while green {
    left()
}
```

```
while not red {
    down()
}
down()
```

1st Card

```
while not red {
    up()
}
up()
```

### 2nd Card

```
while not red {
    right()
}
right()
```

#### 3rd Card

```
while not red {
    down()
}
down()
```

### 4th Card

```
while not red {
    left()
}
left()
```

## Level 21

1st Card

up() up()

#### 2nd Card

```
if blue {
    right()
}
```

3rd Card

```
while green {
    up()
}
```

1st Card

while green {
 right()
}

### 2nd Card

if blue {
 right()
}

### 3rd Card

while green {
 right()
}

## 4th Card

if blue {
 up()
}

```
while green {
    up()
}
```

1st Card

right()

#### 2nd Card

while green {
 down()
}

### 3rd Card

if blue {
 up()
}

## 4th Card

while green {		
up()		
}		

## Level 24

1st Card

```
repeat(4) {
    down()
}
```

## 2nd Card

```
while green {
    right()
}
```

### 3rd Card

down()
down()

1st Card

repeat(3) {
 left()
}

2nd Card

repeat(3) {
 right()
}

### 3rd Card

repeat(4) {
 up()
}

Level 26
1st Card
<pre>repeat(4) {     up() }</pre>
2nd Card
<pre>while green {     left() }</pre>
3rd Card
<pre>repeat(3) {     up() }</pre>

#### 4rd Card

```
repeat(3) {
    up()
}
```

```
5th Card
while green {
  right()
}
```

1st Card

up()

2nd Card

```
repeat(3) {
   if blue {
       up()
    }
    left()
}
```

### 3rd Card

```
while not red {
    right()
}
right()
```

Level 28 1st Card left() 2nd Card while not red { down() down()

3rd Card

}

```
repeat(4) {
    if blue {
        up()
     }
    right()
}
```

1st Card

while green {
 left()
}

#### 2nd Card

```
repeat(4) {
    if blue {
        up()
    }
    right()
}
```

### 3rd Card

while green {
 right()
}

## Level 30

1st Card

```
while green {
    up()
}
```

2nd Card

if blue {
 left()
}

### 3rd Card

```
while green {
    down()
}
```

### 4th Card

if	blue	{
	rigł	nt()
}		

### 5th Card

while green	{
right()	
}	

### Level 31

1st Card

while green {
 left()
}

### 2nd Card

if blue {
 right()
}

## 3rd Card

```
while green {
    up()
}
```

if blue {
 right()
}

### 5th Card

```
while green {
    right()
}
```

### Level 32

#### 1st Card

```
while not red {
    left()
}
left()
```

#### 2nd Card

```
while not red {
    up()
}
up()
```

### 3rd Card

```
while not red {
    right()
}
right()
```

```
while not red {
    down()
}
down()
```

1st Card

```
while not red {
    up()
}
up()
```

### 2nd Card

```
while not red {
    down()
}
down()
```

### 3rd Card

```
while not red {
    right()
}
right()
```

## 4th Card

```
while not red {
    right()
}
right()
```

## Level 34

1st Card

repeat(3) {
 up()
}

## 2nd Card

```
repeat(3) {
    down()
}
```

3rd Card

repeat(3) {
 left()
}

### 4th Card

repeat(3) {
 right()
}

#### 5th Card

<pre>repeat(6) {</pre>	
up()	
}	

#### Level 35

1st Card

```
while not red {
    up()
}
up()
```

#### 2nd Card

```
while not red {
    left()
}
left()
```

### 3rd Card

```
while not red {
    down()
}
down()
```

```
while not red {
    right()
}
right()
```

#### 5th Card

```
while not red {
    up()
}
up()
```

## **End Screen**

