

Parts of The MakeCode Editor

Name: _____



Part 1: MakeCode Editor Scavenger Hunt

| | |
|----|-----|
| 1. | 8. |
| 2. | 9. |
| 3. | 10. |
| 4. | 11. |
| 5. | 12. |
| 6. | 13. |
| 7. | |

Label the numbered points with the following terms:

Toolbox, Show/hide simulator, Directional pad, Undo and redo, Start/stop simulator, Zoom controls, Simulator, Share, Login, Save, on start container block, Homepage button, Workspace

Part 2: MakeCode Blocks Scavenger Hunt

This activity is a scavenger hunt. Some of the blocks below will be familiar to you from previous labs; others may be new.

Create a new project called **Scavenger Hunt**. For each of the blocks below, find the block in the toolbox. Identify the drawer where you found the block. (**Hint:** Guess the drawer's name based on the description in the block. If you are able, use the colors as a guide.) Then, place the block in the **on start** container that is already on your workspace. Within the **on start** block, place the blocks below in the order that they are presented.

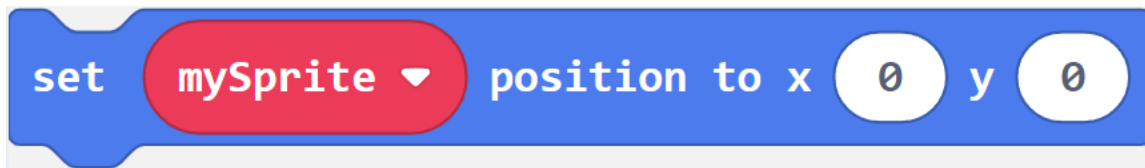
After you have placed the block within the **on start** block, watch the simulator and try to discover what the block does. How does it affect the sprite? If the block has things that you can change, try different values and see how the sprite responds. Each block below has a list of things to try. Be sure to try each of the items listed, but feel free to explore on your own, too!

1.



- a. Toolbox drawer:
- b. Purpose:
- c. Be sure to add an image. Feel free to use one from the gallery for now.

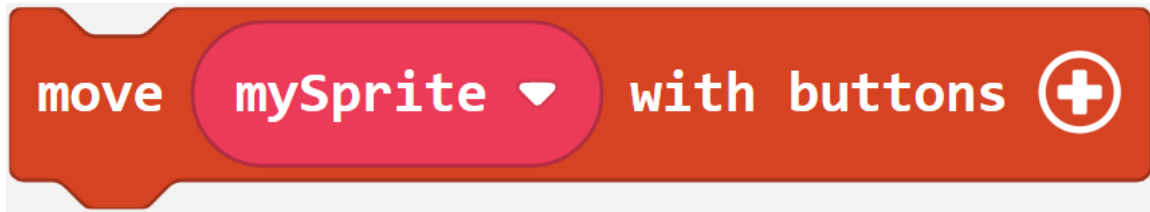
2.



Toolbox drawer:

Purpose:

Are there any numbers that are not allowed for x or y?



3.

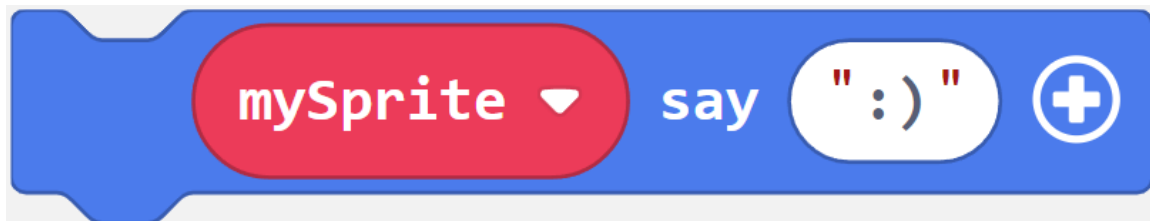
Toolbox drawer:

Purpose:

Which buttons are used to control the sprite?

Select the **expand** button (the encircled plus sign).

- ii. What new properties appear?
- iii. What happens when you change the values of **vx** or **vy**?
- iv. Can you use these values to restrict the player's movement in some way?
- v. Are there any numbers that are not allowed for **vx** or **vy**?



4.

Toolbox drawer:

Purpose:

Click on the **expand** button.

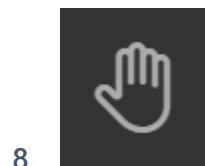
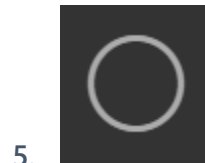
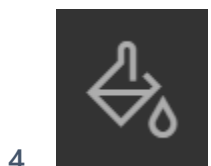
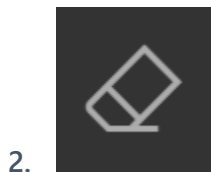
- ii. What new properties appear?
- iii. What is the purpose of each of the new properties?

Part 3: Sprite Editor Scavenger Hunt

Click on the image for your hero sprite to open the image editor. Now, explore each drawing tool in the image editor. Try to identify the following tools:

- Canvas size
- Circle
- Cursor coordinates
- Done and save changes
- Eraser
- Fill (sometimes called *bucket*)
- Flip and rotate
- Line
- Marquee
- Palette and shortcut colors
- Pan (sometimes called *grab*)
- Pencil
- Pencil size
- Rectangle (sometimes called *box*)
- Undo and redo
- Zoom

For each tool shown below, provide its name and describe its function.





9.



10.



11.



12.



13.



14.



15.



16.