



? What are we learning about programming in Kodu?

Kodu is a piece of software that helps us design 3D worlds and program objects to interact with it. For example, we could program a game where the player (Kodu) has to move around the 3D world using keyboard keys, collecting coins and scoring points.



National Curriculum Content

Design, write and debug programs that accomplish specific goal.
Use sequence and selection in programs; work with various forms of input.







Key knowledge

1. Create a 3D place using various design tools
2. Write a program to control a character using inputs
3. Write a program with conditions to create an if statement
4. Add a multi-player aspect
5. Write a program with variables (scoring system)
6. Program operators (equals) to achieve a score and win game.

Programming in Kodu



ABC Important Vocabulary

 Kodu	This is the character added to the the 3D world, which can be programmed to be moved around. It can be either the green character or other characters.
 Tiles	The 3D world can be made by adding tiles of land. Use the arrows on your keyboard to change the size of the tiles and change the material and colour.
 Terrain	Add hills to your land by using either smooth or jagged slopes. Click the icon and then your land - the more you click the higher the hill will be.
 Inputs	Program your Kodu to move around, using the keyboard keys or mouse buttons.
 Sensing and selection	Program your Kodu that when it senses another object (touches it) then it will interact with it, such as collection it (selection).
 Operators	Program a scoring system. For example, when the Kodu collects an object it will score a point.