



OctoStudio Coding Cards

These cards offer starting points as you create with OctoStudio. Each card shows example code to try and explore as you make your own projects.

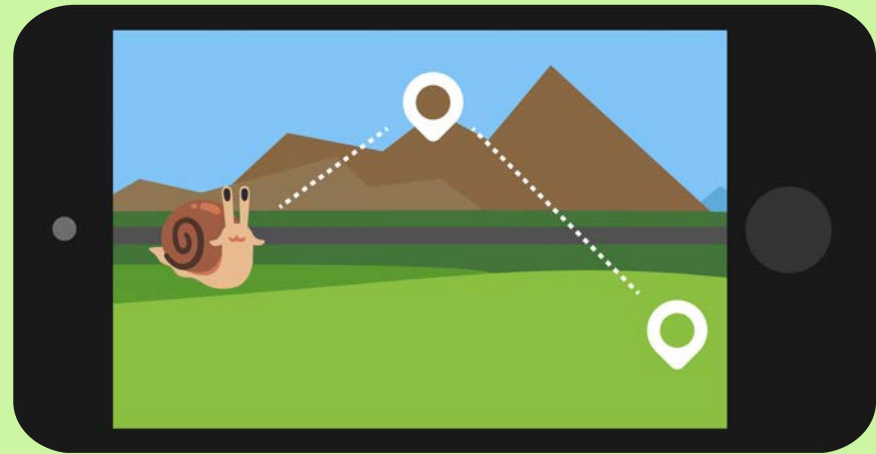
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We ask that you use the following credit:

OctoStudio was created by the Lifelong Kindergarten group at MIT Media Lab.

Go to

Go from one place to another



Try this



Choose where to go

You can drag the sprite where you want it to go

Random spot

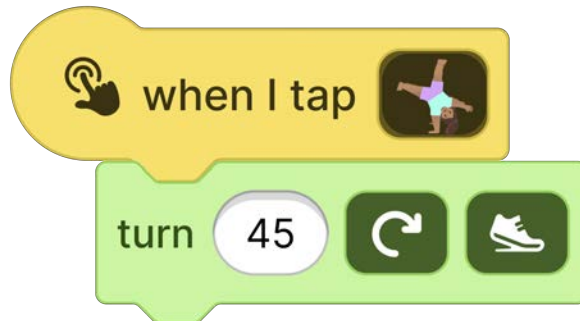


Spin

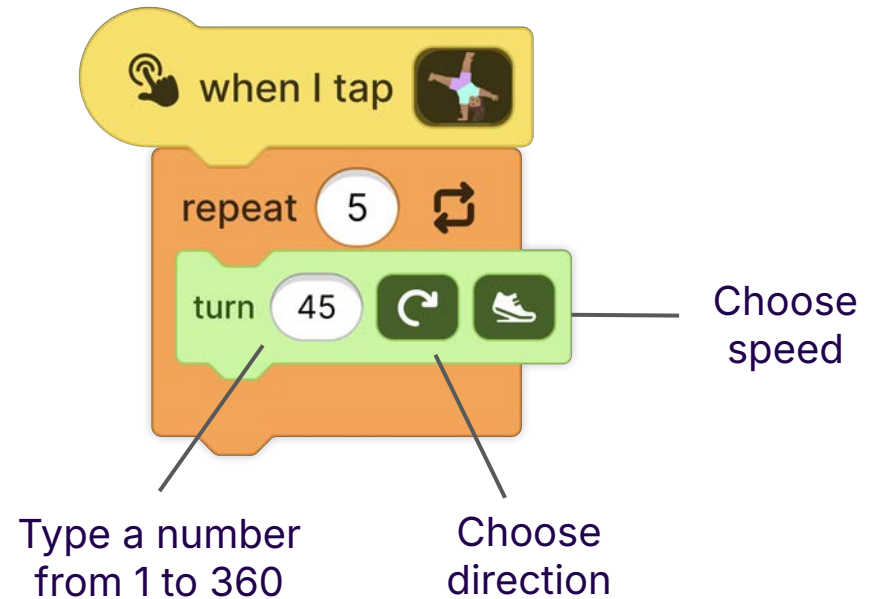
Make a
sprite spin



Try this



Explore more



Add sound

Record your voice
or add other sounds

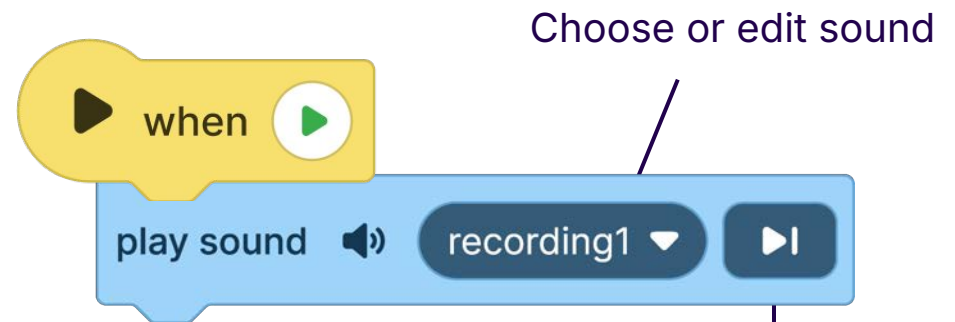


Add a sound



Record or
choose a sound

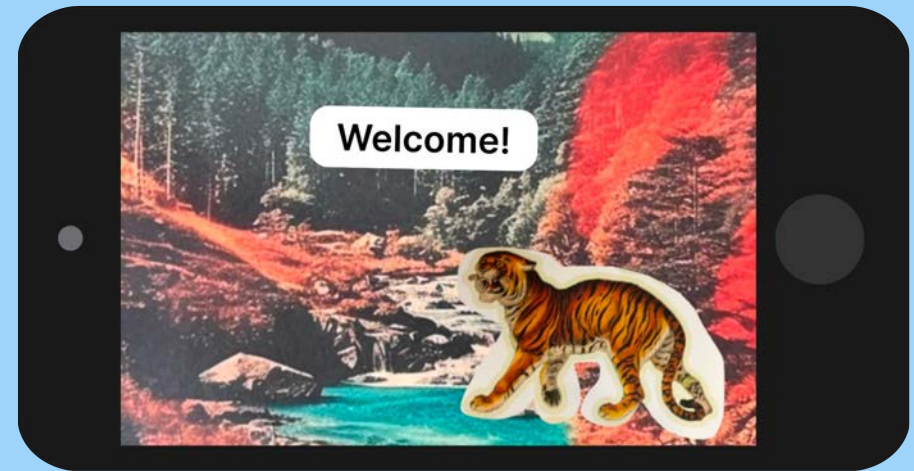
Play your sound



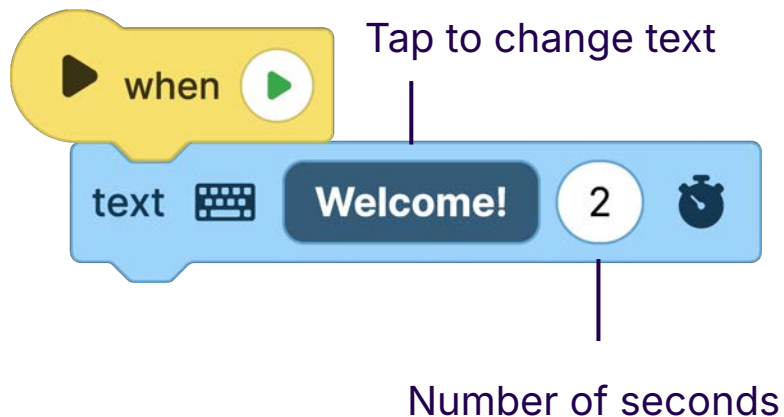
You can play sound **until done** or **continue** to next block

Add text

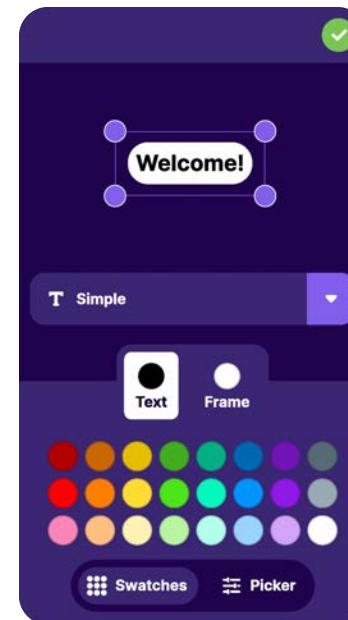
Display words in your project



Try this



Customize the text

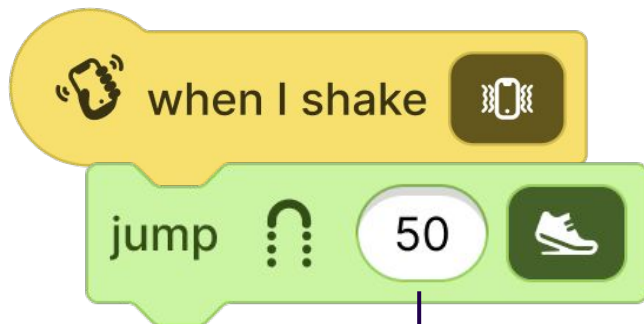


Jump

Make a character jump up and down



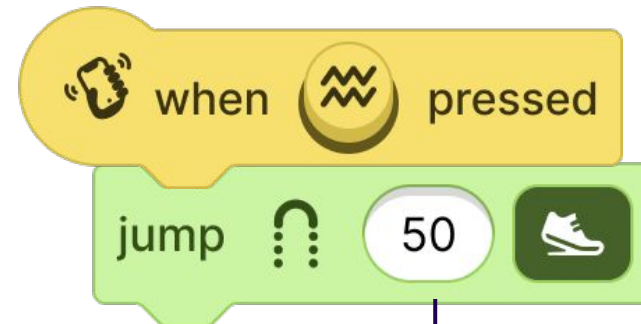
Phone or Tablet



Change how high it jumps

Shake your phone or tablet to start

Chromebook



Change how high it jumps



On a Chromebook, click the button on the screen to start.



Grow and shrink

Make a sprite grow or shrink



Try this



Try different
numbers

Add more

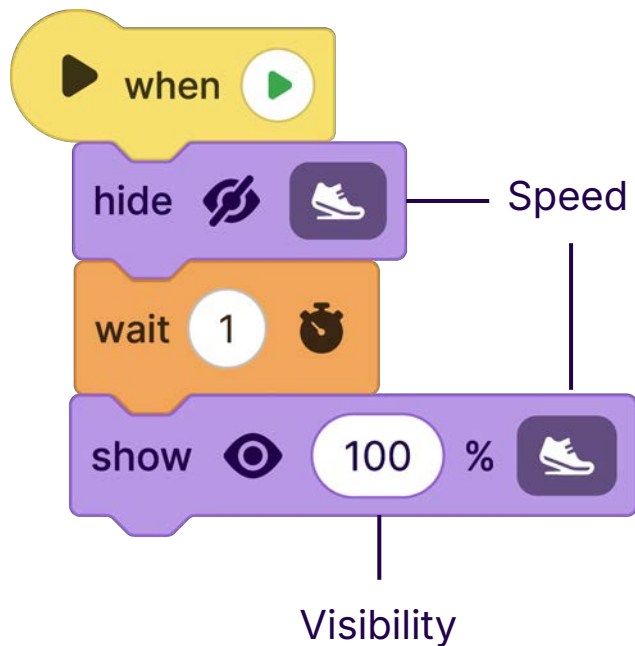


Hide and show

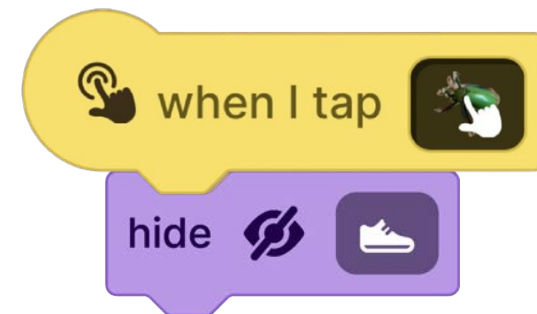
Make a sprite appear
and disappear



Try this



Tap to hide

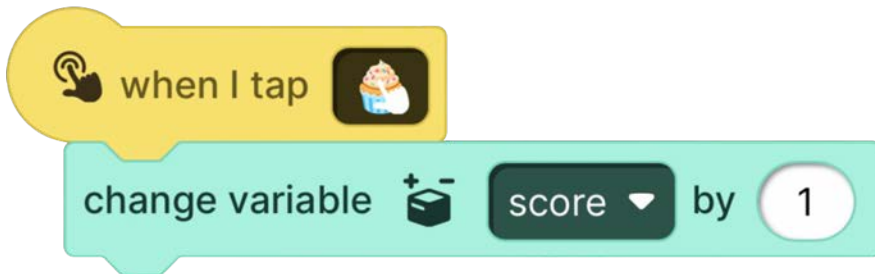


Add a score

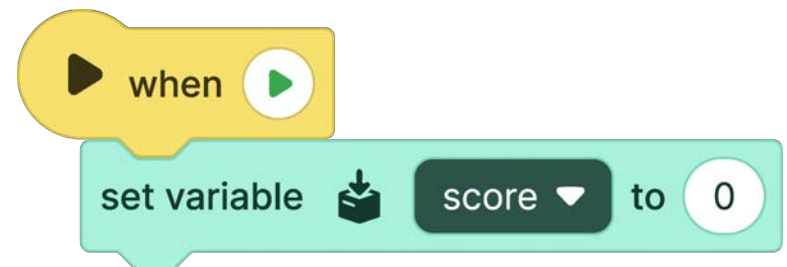
Make your project into a game with score



Try this



To reset score

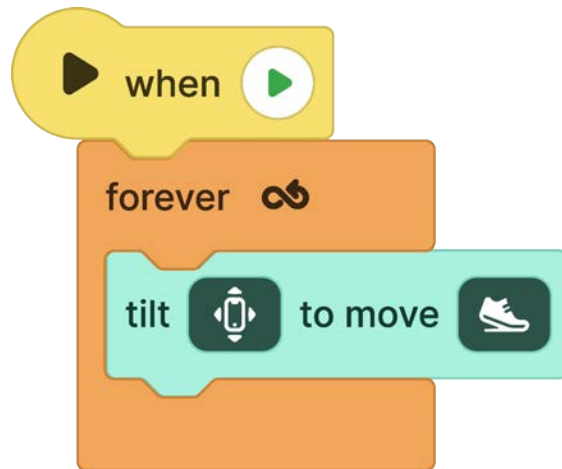


Tilt to move

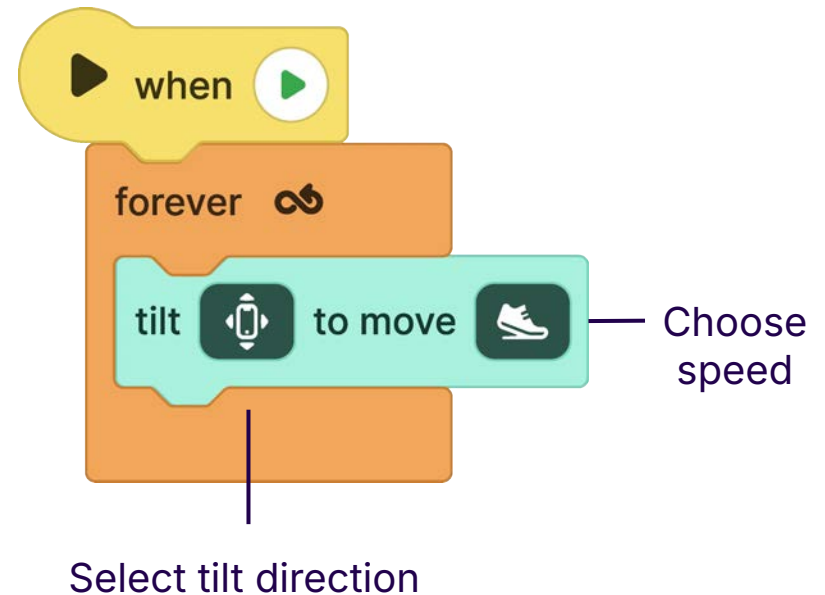
Control a sprite to move around the screen



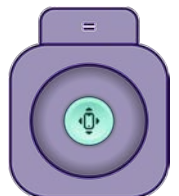
Try this



Explore more

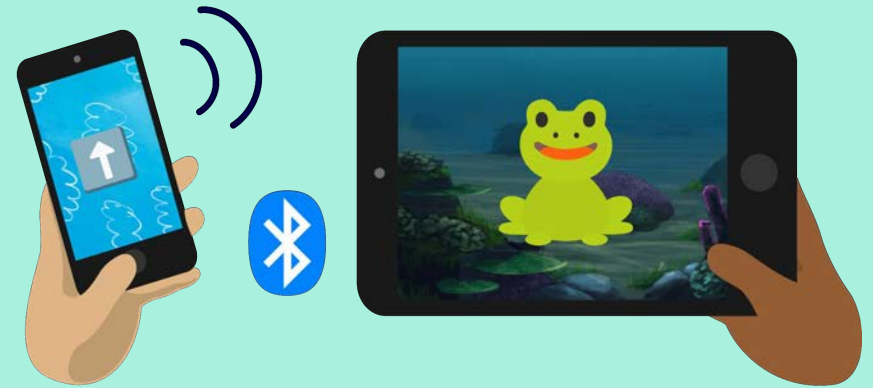


On a Chromebook, use the tilt controller on the screen to move

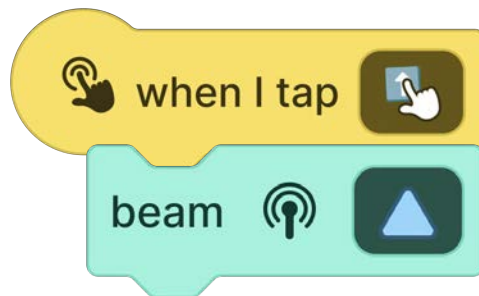


Beam to a friend

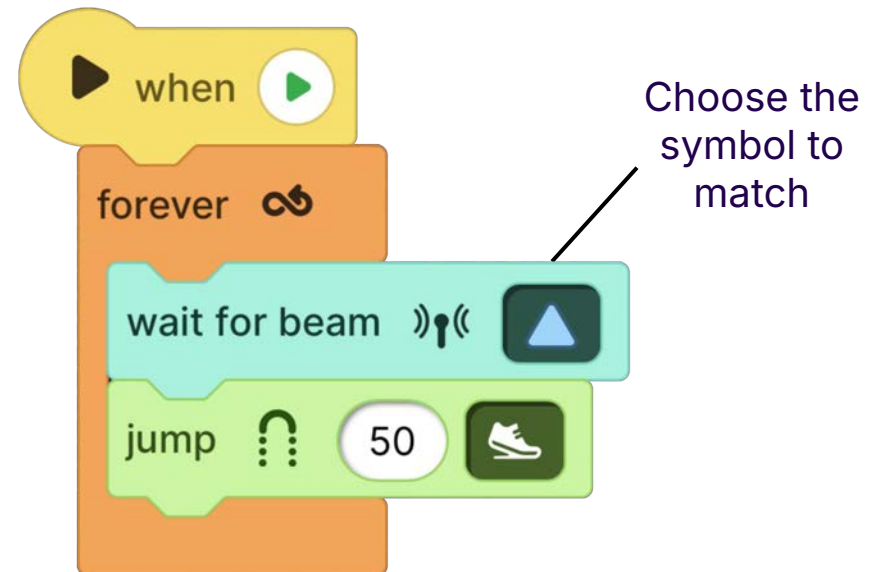
Beam a signal to interact with another device



Beam from a phone or tablet



Wait for the beam on another device



Chromebooks cannot beam, but can receive a beam

Set costume

Switch from one costume to another



Open the menu to choose a costume



Change from one costume to another

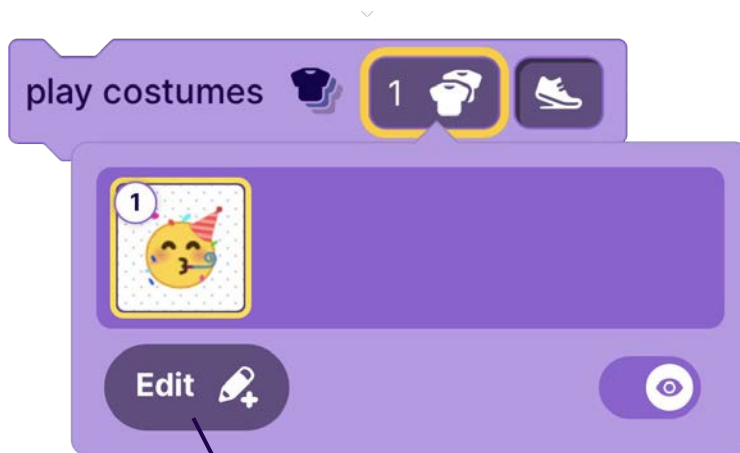


Make your own animation

Add or change costumes in a sprite



Edit costumes



Click to add a costume



Make changes


Duplicate
costume


Add
costume



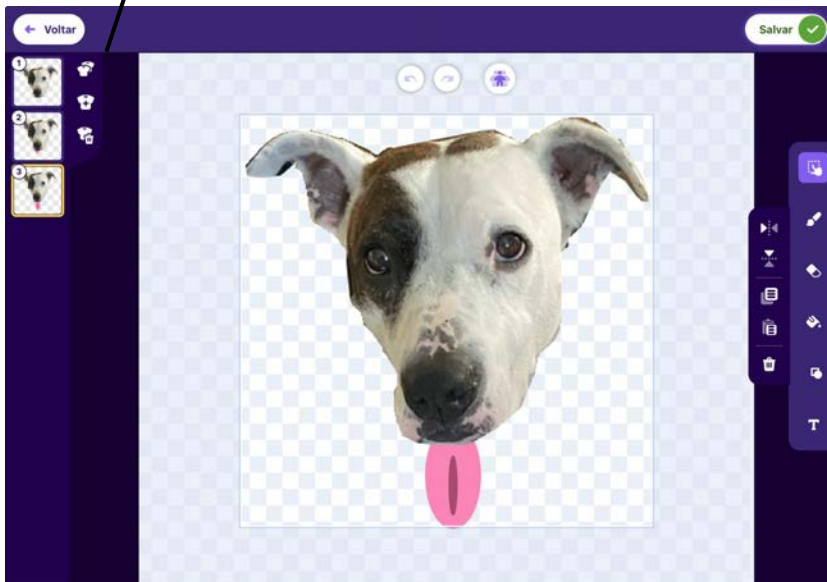
Animate a photo

Create costumes by drawing on a photo



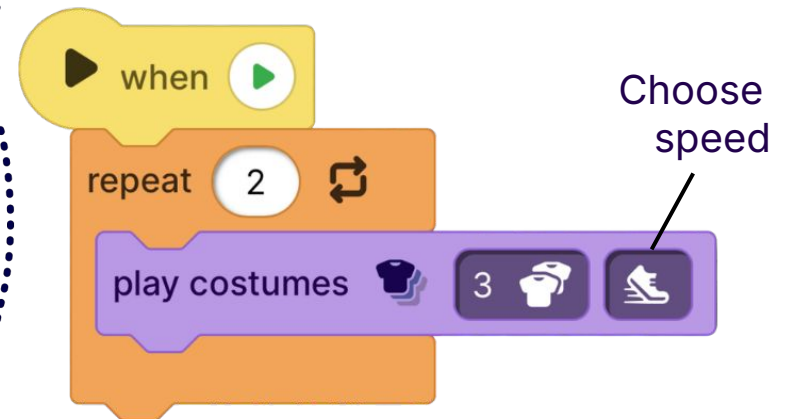
Edit a photo sprite

Duplicate costume



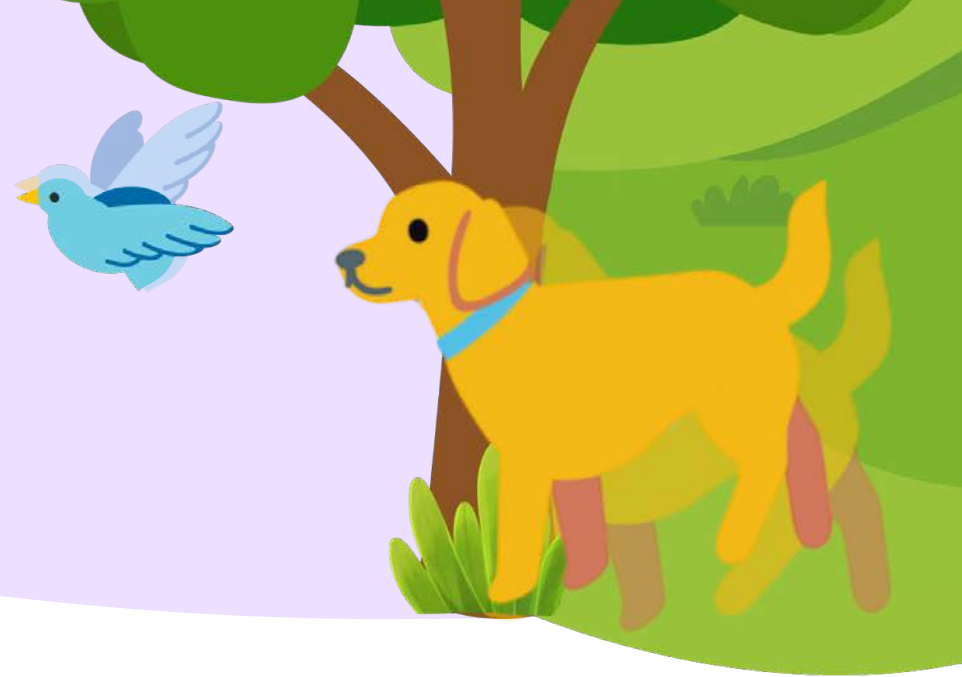
Edit with
paint tools

Add code to animate



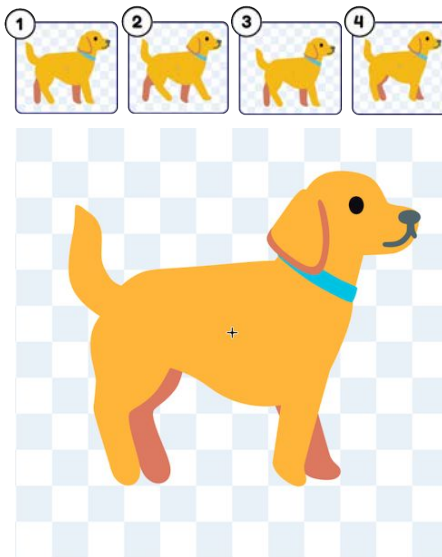
Moving Animation

Make a sprite walk, fly, or roll



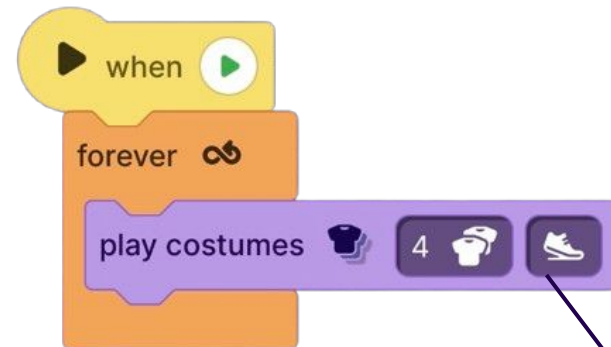
Choose a sprite with costumes

Many animal and people sprites come with more than one costume.



Animate while it moves

You can use two or more stacks of blocks to start at the same time.



Choose speed