Beyond Linear Coding:
Creating and Innovating in Arts-Based Programming

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What's the plan?

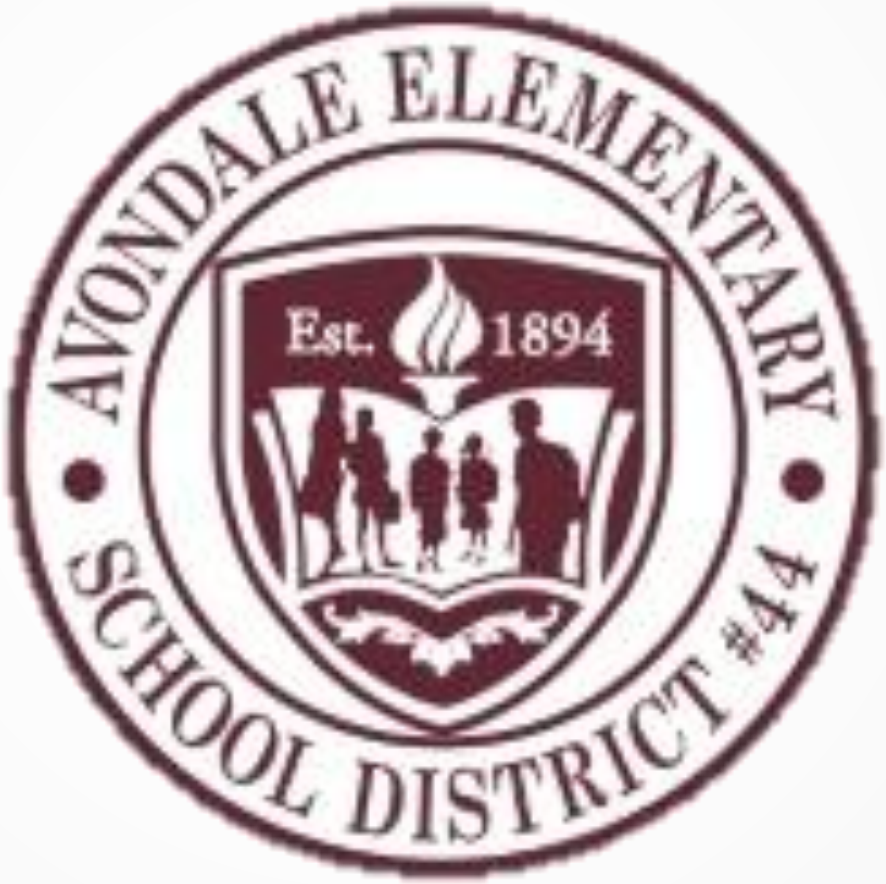
- Linear coding
- Why move beyond linear coding?
- Beyond linear coding
  - Code blocks
  - JavaScript
  - Media arts & technology makerspace
- Let's talk

How to reach the resources

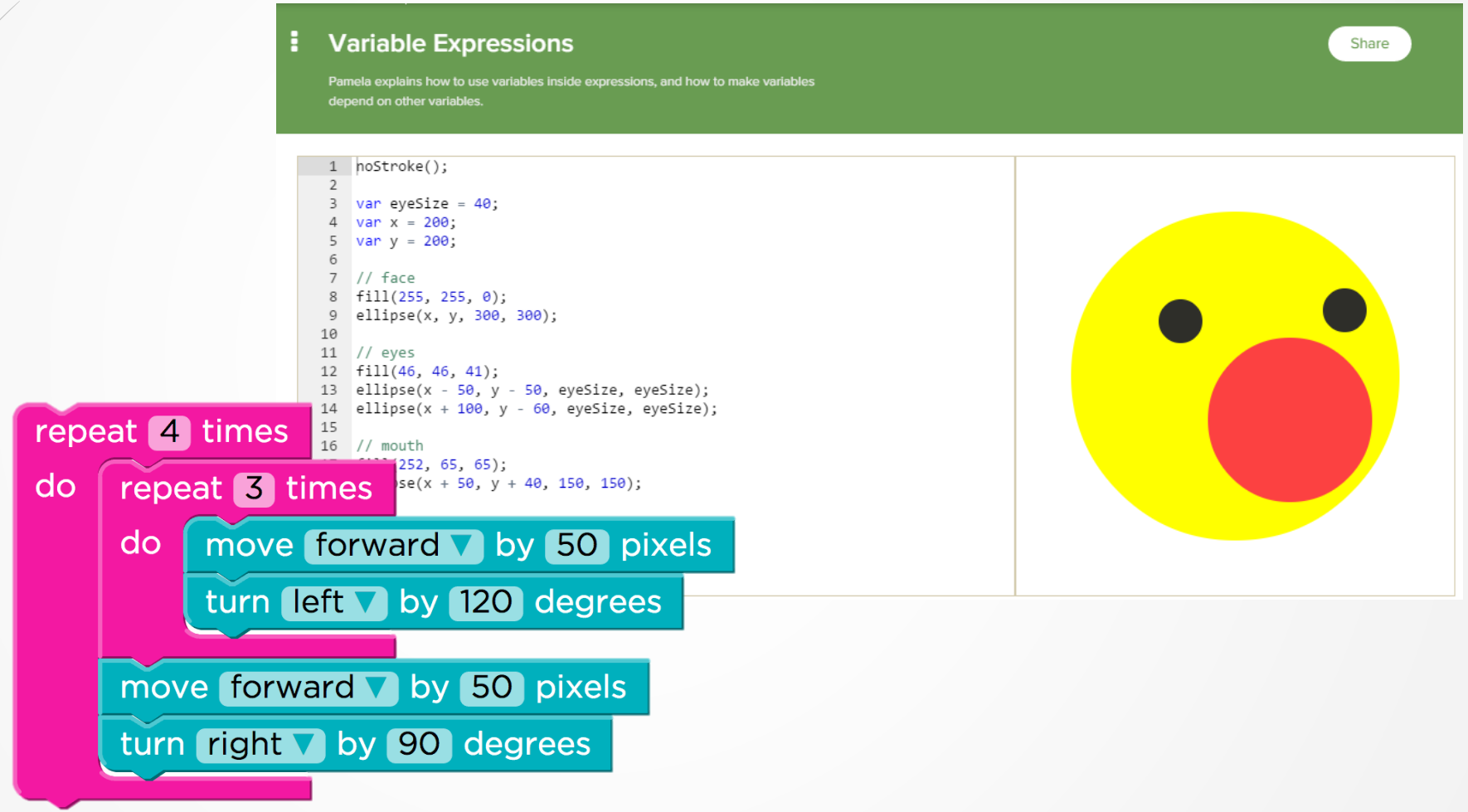
- www.JaredOLeary.com
  - Music Education Presentations
  - Beyond Linear Coding

Linear coding

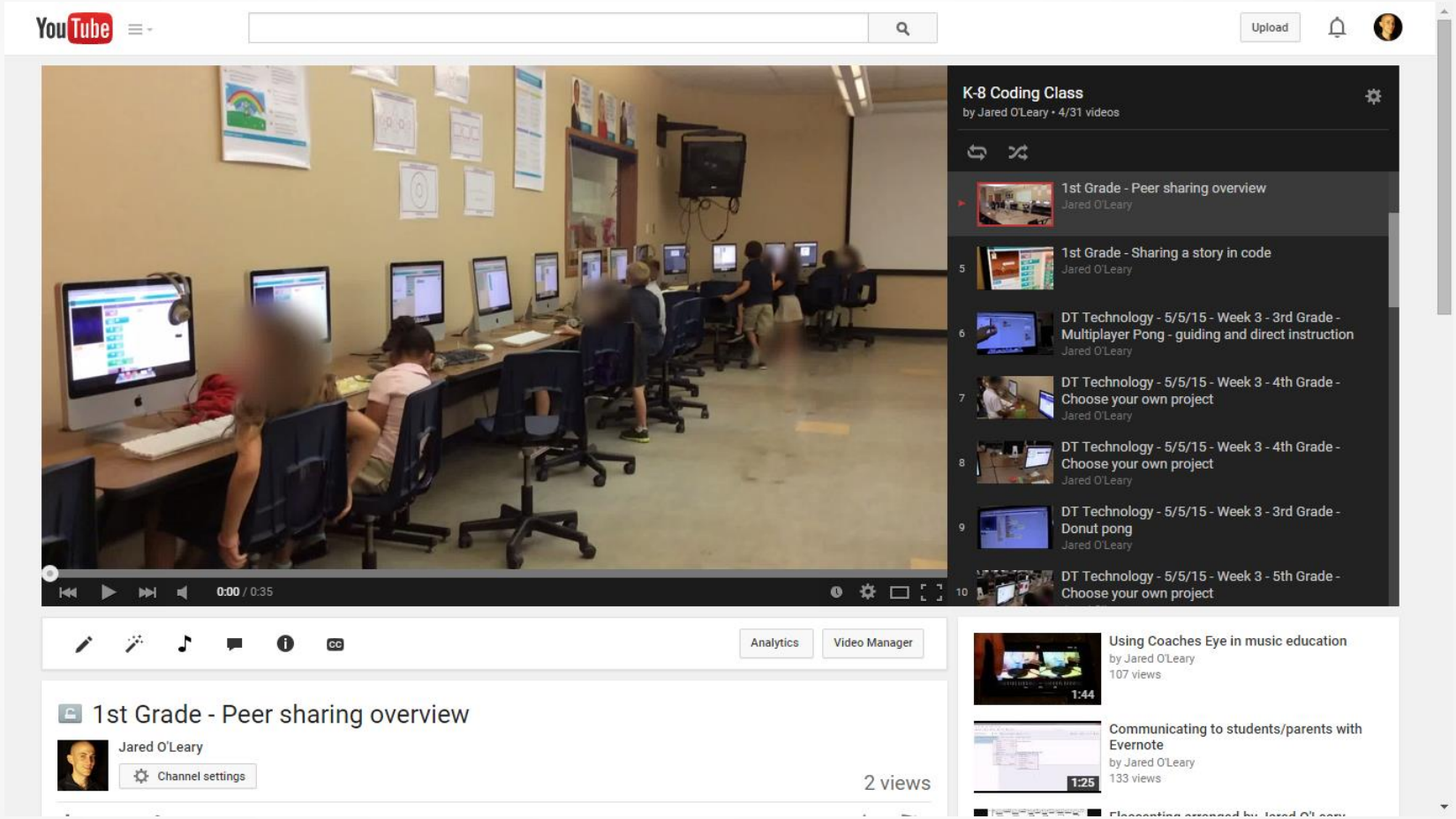
A district's vision



Puzzles and challenges

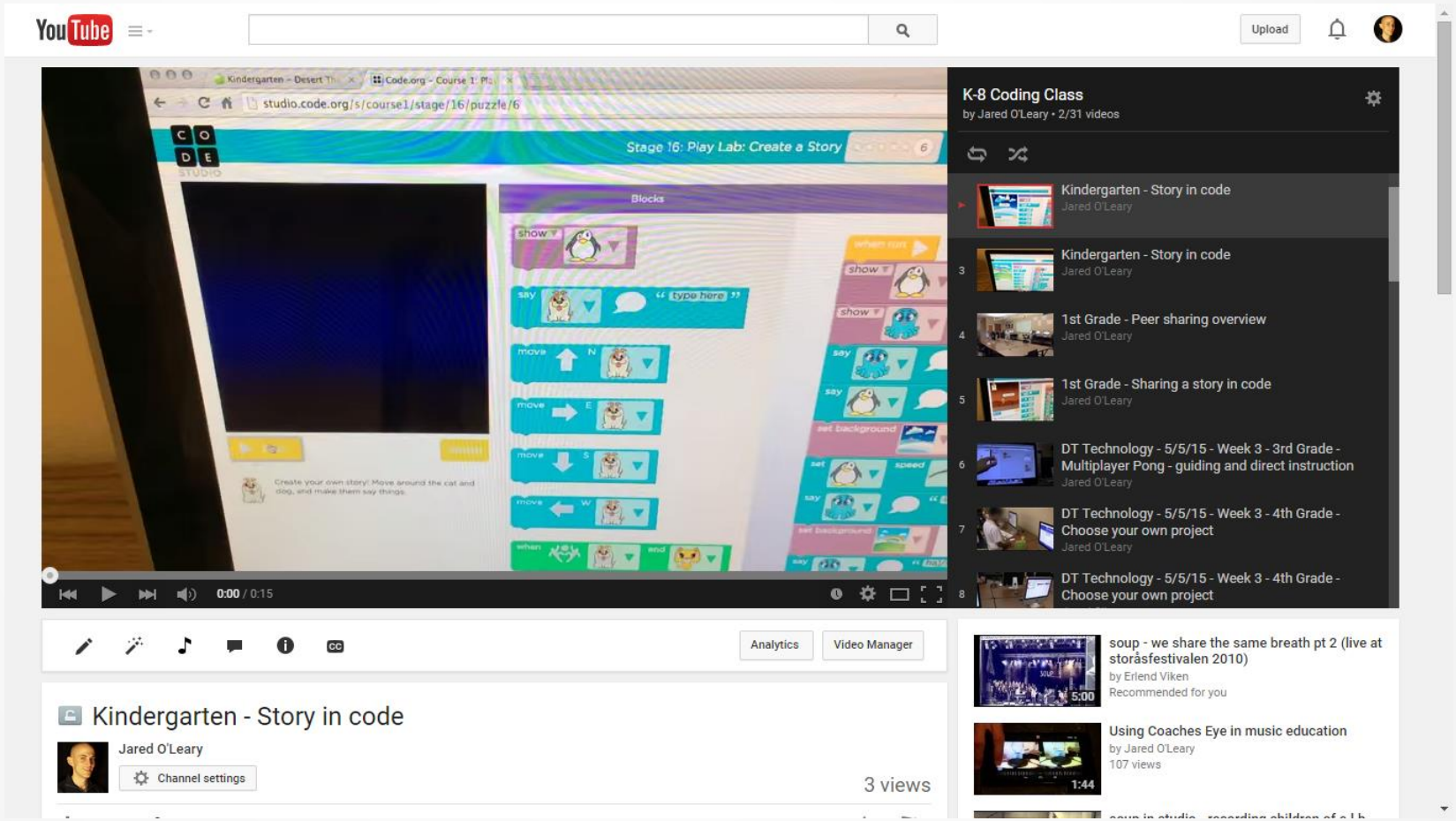


What a typical class looked like

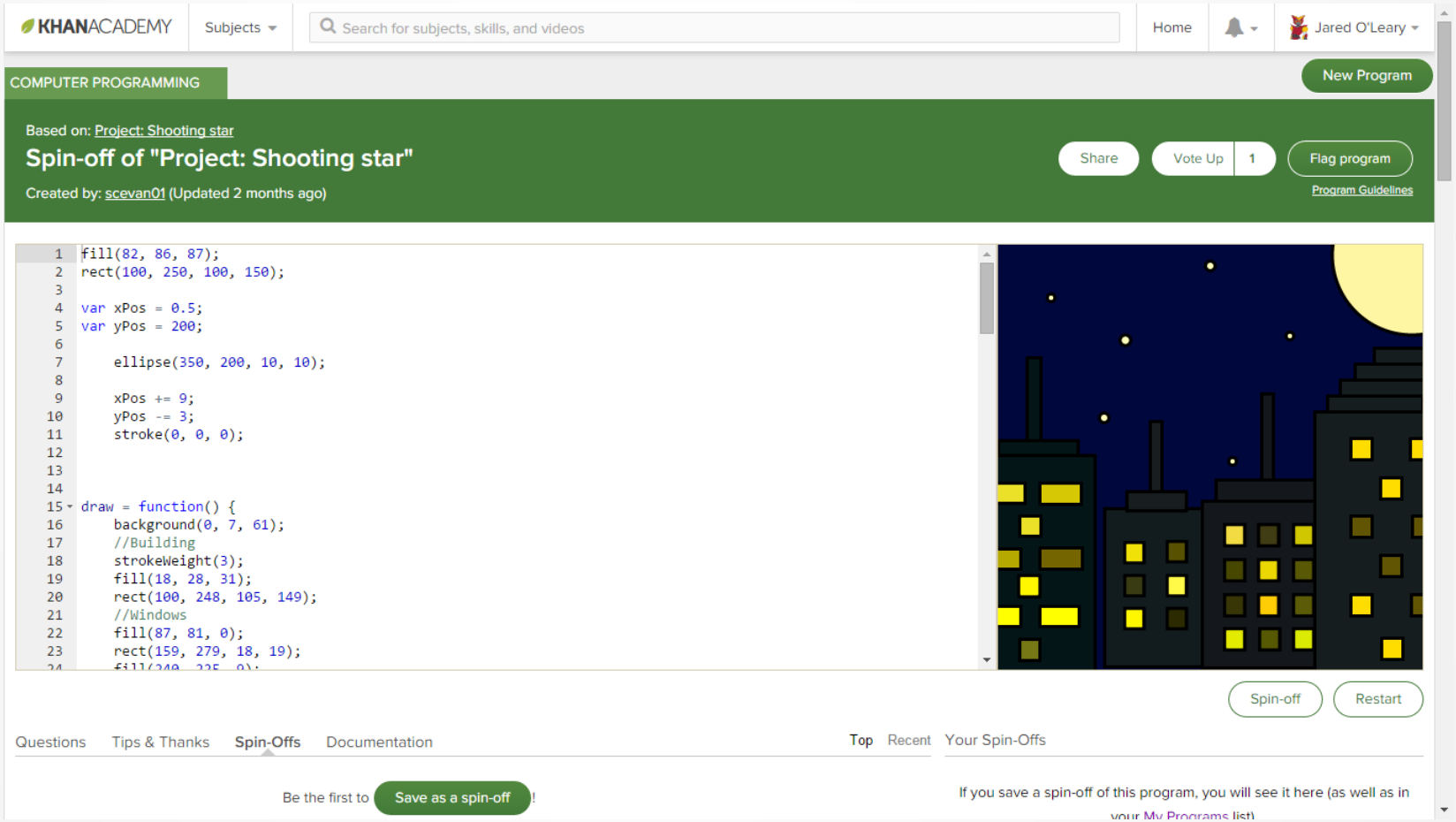


Why move beyond linear coding?

Creativity and innovation were limited



Projects were for someone else



Beyond linear coding: Code blocks

K-8 Coding Class
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25 MaKey MaKey projects
Jared O'Leary

26 DT Technology - 3/31/15 - Week 2 - 1st Grade - Creating a story
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27 DT Technology - 3/31/15 - Week 2 - 1st Grade - Class overview
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29 DT Technology - 3/31/15 - Week 2 - Drawing - 3rd Grade - Part
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Analytics | Video Manager

DT Technology - 3/31/15 - Week 2 - 1st Grade - Sharing a story

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Channel settings

6 views

Kutiman -Thru Jerusalem
by kutiman
Recommended for you
5:20

Soup - Loralyn (And The River Lady Within)
by Erlend Viken
Recommended for you
7:11

IT'S A RAVE!
by elalfr01

x: 240 y: 180

Sprites
New sprite:

Stage
1 backdrop

New backdrop:

dancing-b...

tumblr_ng...

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 240 y: 180
go to mouse-pointer
glide 1 secs to x: 240 y: 180
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: 240
y: 180

when clicked
forever
next costume
wait 0.7 secs

when clicked
forever
turn 15 degrees
go to mouse-pointer

when clicked
play sound Kalimba.mp3

when clicked
repeat 200000
change color effect by 25
set color effect to 0

Untitled-2
by HAAMBA01
v437

x: 240 y: 180

Sprites
New sprite:

Stage
2 backdrops

New backdrop:

Sprite1 Sprite2 Penguin2 Hat3 Reindeer
Sprite3 Sprite4 Sprite5 Sprite6

Scripts Costumes Sounds

Remix See project page

Motion Looks Sound Pen Data
Events Control Sensing Operators More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0

change x by 10
set x to 0
change y by 10
set y to 0

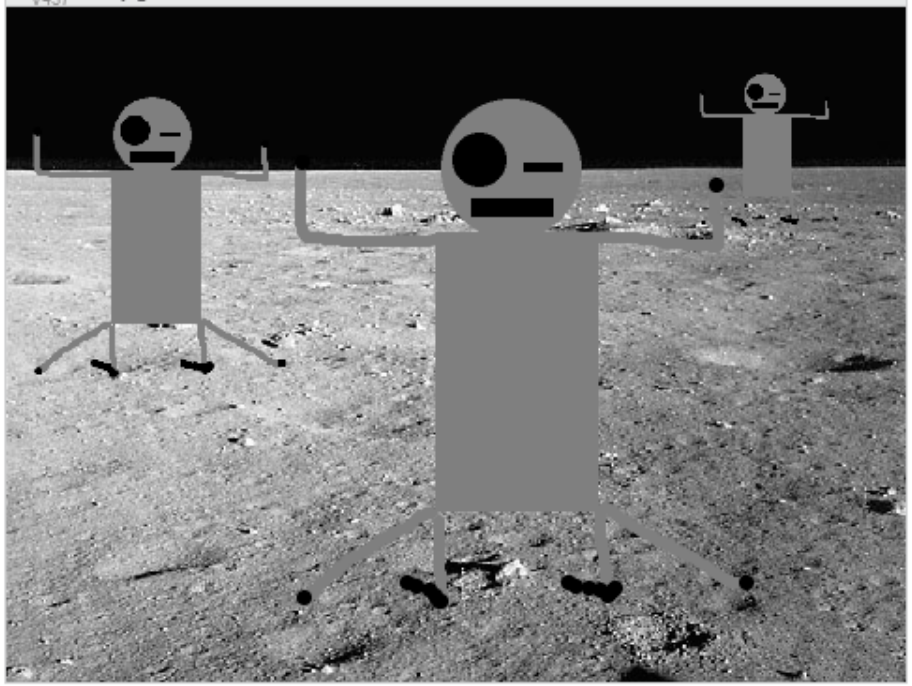
if on edge, bounce

set rotation style left-right

x position
y position

x: 0
y: 0

Untitled-7 (random sprite dance)
by gacarr02



x: 27 y: 180

Sprites

New sprite:

Stage
3 backdrops

New backdrop:

Sprite1

Sprite2

Sprite3

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 33 y: -11
go to mouse-pointer
glide 1 secs to x: 33 y: -11

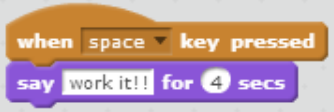
change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

set rotation style left-right

x position
y position

x: 33
y: -11



Monster Dance.
by mafarm01

x: 240 y: 180

Sprites

New sprite:

Stage
8 backdrops

New backdrop:

Sprite1

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -47 y: 10
go to mouse-pointer
glide 1 secs to x: -47 y: 10
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: -47
y: 10

April's Attempt at Dance
by sagonz01

x: 240 y: 180

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: 0
y: 0

Sprites
New sprite:

Stage
1 backdrop

Sprite1

New backdrop:

Pong Starter remix
by KEMART01

Remix | See project page

Score 10

x: 240 y: 180

Scripts | Costumes | Sounds

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -55 y: 162
go to mouse-pointer
glide 1 secs to x: -55 y: 162
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

when clicked
go to x: 20 y: 150
point in direction 45
forever
if on edge, bounce
move 15 steps

Type a bigger number to make the ball go faster.

when clicked
set Score to 0
forever
if touching Paddle ? then
change Score by 5
go to x: 0 y: 150

when clicked
forever
if touching Paddle ? then
play sound pop
turn pick random 160 to 200 degrees
move 15 steps

You can change what happens when the ball hits the paddle

when clicked
forever
if touching color ? then
stop all

You can change what happens when the ball hits the red area

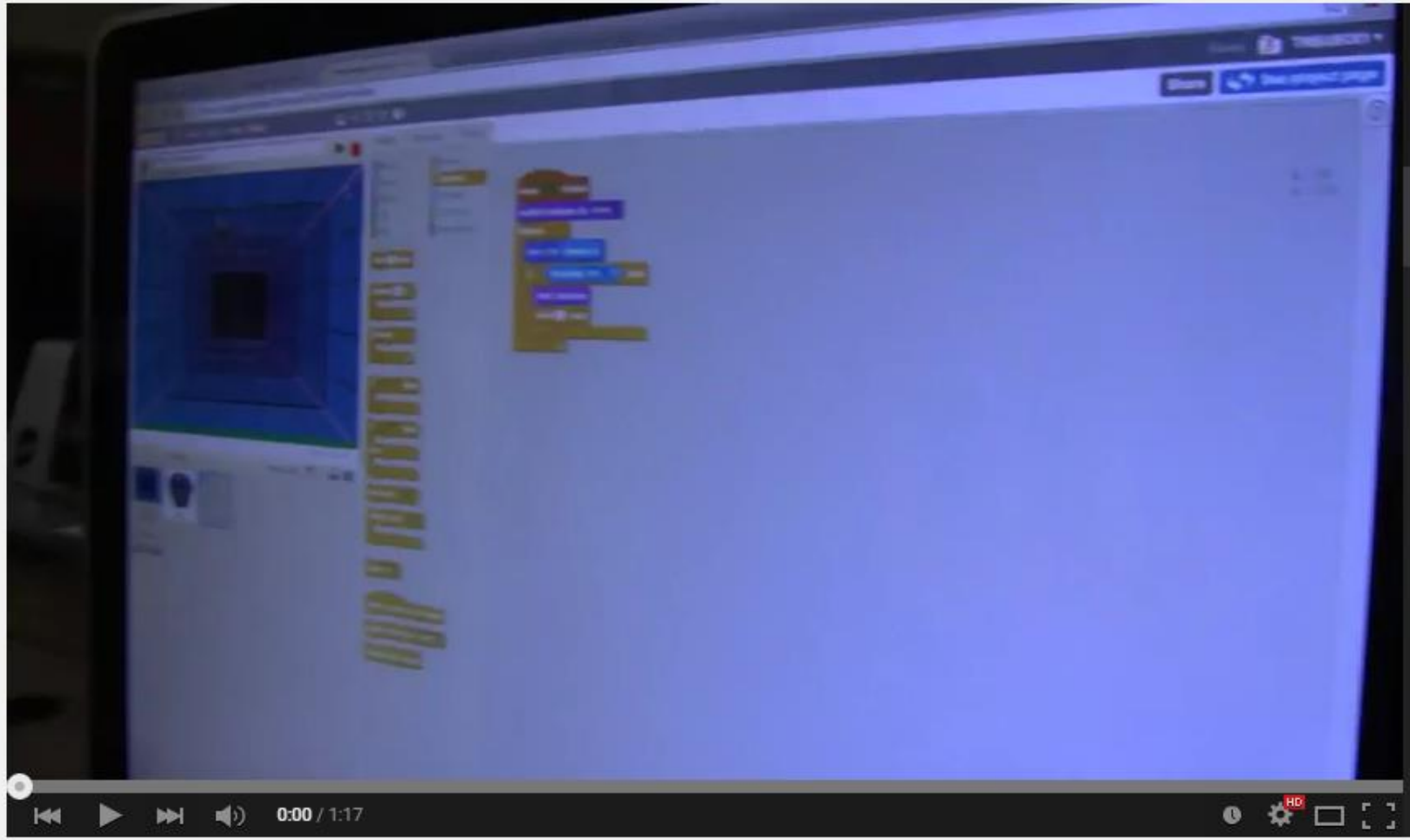
x: -55
y: 161

Sprites | New sprite:

Stage
4 backdrops

New backdrop:

Ball | Paddle



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DT Technology - 5/5/15 - Week 3 - 3rd Grade - Donut pong
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10 
DT Technology - 5/5/15 - Week 3 - 5th Grade - Choose your own project
Jared O'Leary

11 
DT Technology - 5/1/15 - 1st Grade - Code story
Jared O'Leary

12 
DT Technology - 4/30/15 - 7th Grade - Drawing and MaKey MaKey overview
Jared O'Leary

13 
DT Technology - 4/30/15 - 7th Grade - Drawing project sharing
Jared O'Leary

14 
DT Technology - 4/30/15 - Week 2 - 7th Grade - Remixing drawing code
Jared O'Leary

15 
DT Technology - 4/30/15 - Week 2 - 7th Grade - Drawing with code

Analytics | Video Manager

DT Technology - 5/5/15 - Week 3 - 3rd Grade - Donut pong


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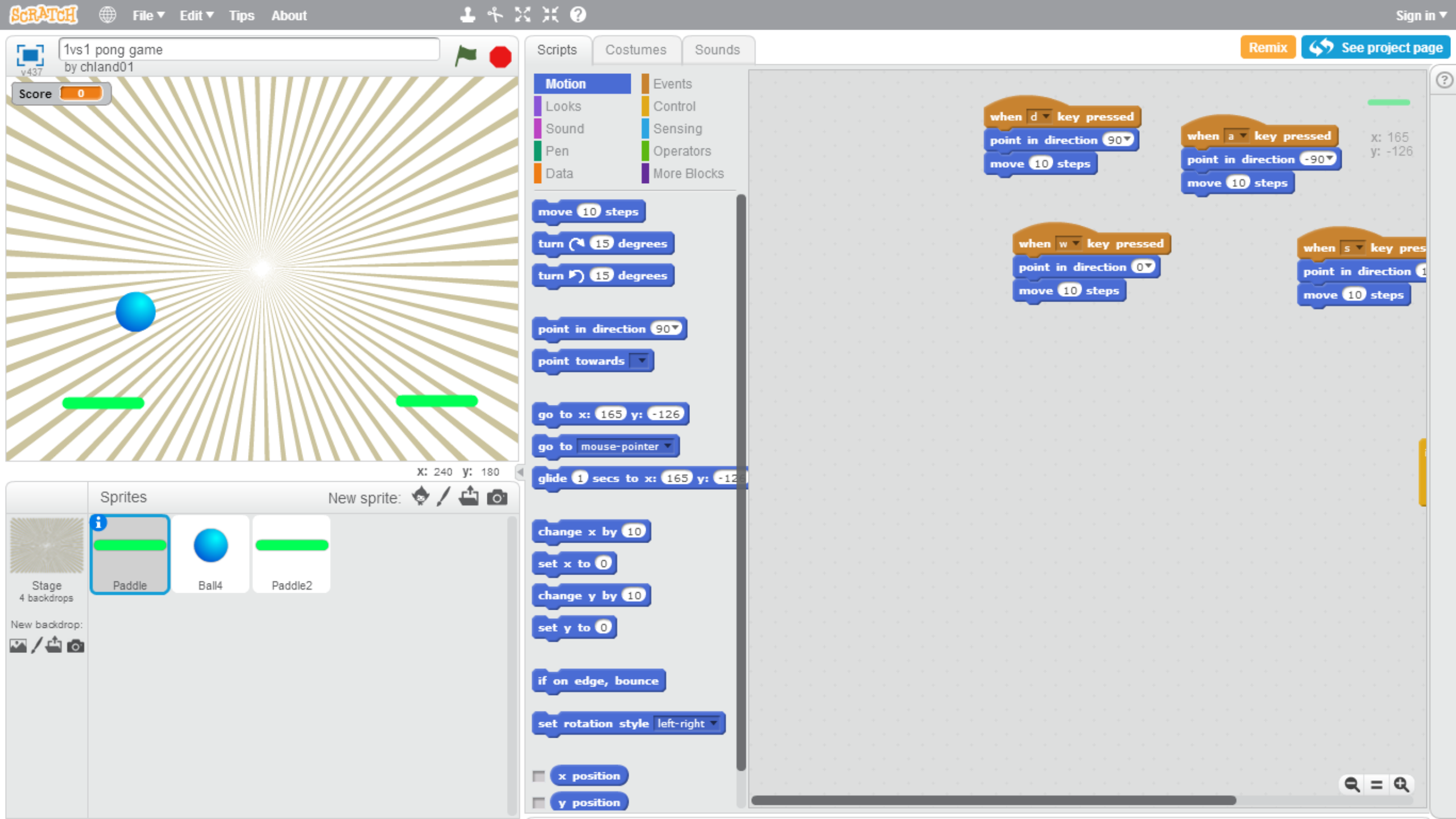
Channel settings

3 views

Using Coaches Eye in music education
by Jared O'Leary
107 views

Communicating to students/parents with Evernote
by Jared O'Leary
133 views


File
Edit
Tips
About
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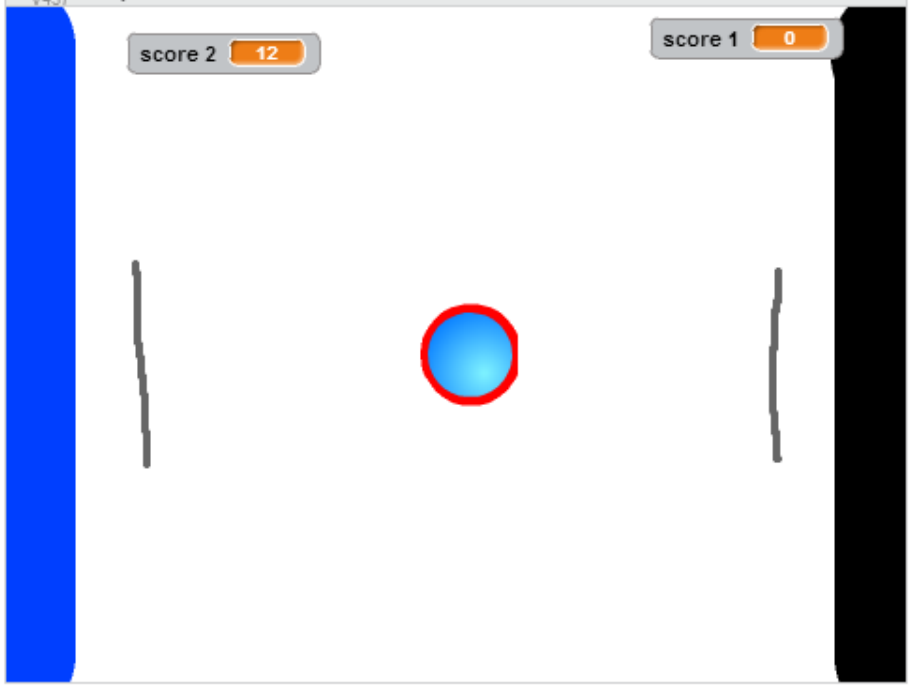
1vs1 pong game
by chland01
Remix
See project page
Score 0
Scripts
Costumes
Sounds
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 165 y: -126
go to mouse-pointer
glide 1 secs to x: 165 y: -12
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
when d key pressed
point in direction 90
move 10 steps
when a key pressed
point in direction -90
move 10 steps
when w key pressed
point in direction 0
move 10 steps
when s key pres
point in direction
move 10 steps
x: 165
y: -126
x: 240 y: 180
Sprites
New sprite:
Stage
4 backdrops
New backdrop:
Paddle
Ball4
Paddle2

1V1 pong game
by JOSCHR01



x: 240 y: 180

Sprites

New sprite:

Stage
1 backdrop

Airplane

Boy6

Ball

New backdrop:

Scripts Costumes Sounds

Remix See project page

Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks

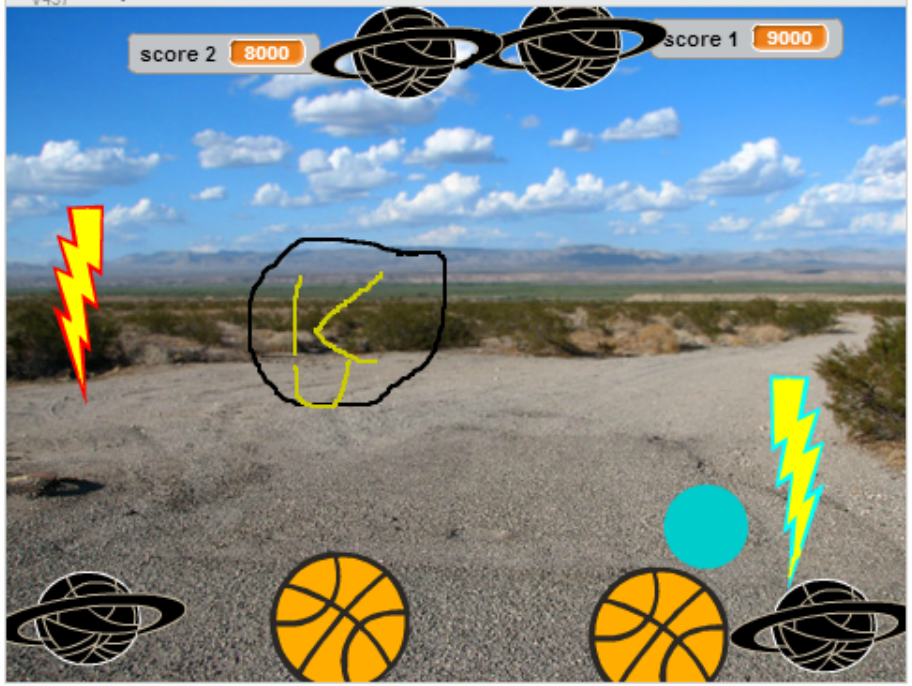
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 157 y: -78
go to mouse-pointer
glide 1 secs to x: 157 y: -78
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: 157
y: -78

when up arrow key pressed
change y by 30

when down arrow key presse
change y by -30

1V1 pong game remix-2
by JUPERE01



x: 132 y: 180

Sprites

New sprite:

Stage
5 backdrops

New backdrop:

Lightning
Lightning2
Ball
Planet2
Planet3
Planet5
Planet4
Basketball
Basketball2
Apple

Scripts Costumes Sounds

Remix See project page

Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks

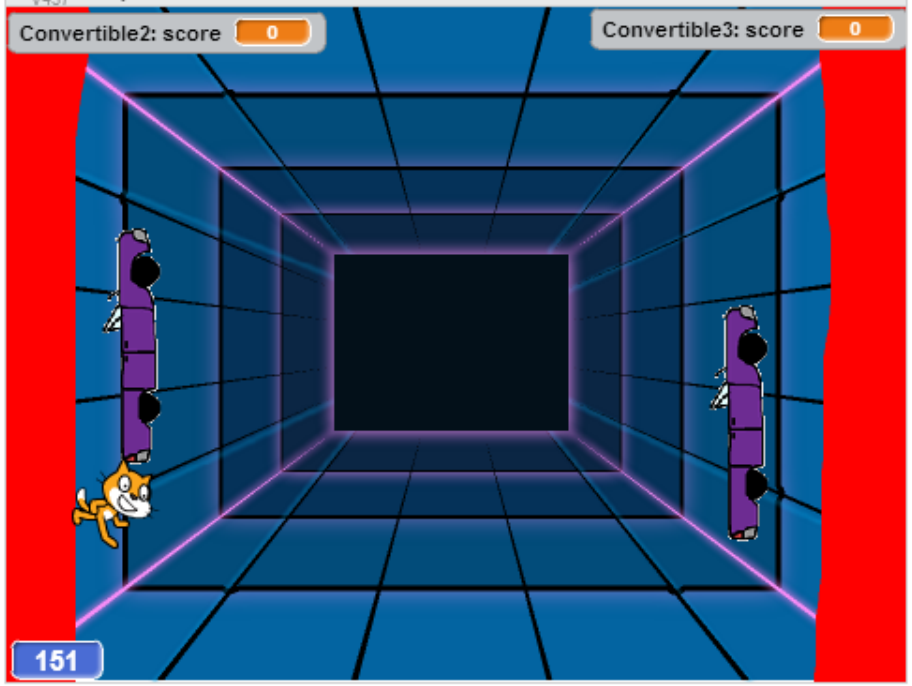
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -191 y: 9
go to mouse-pointer
glide 1 secs to x: -191 y: 9
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: -191
y: 8

when up arrow key pressed
change y by 30

when down arrow key press
change y by -30

pong (cat edition)
by alvins01



x: 212 y: 180

Sprites

New sprite:

Stage
2 backdrops

New backdrop:

Convertible2
Convertible3
Cat1

Scripts Costumes Sounds

Remix See project page

Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks

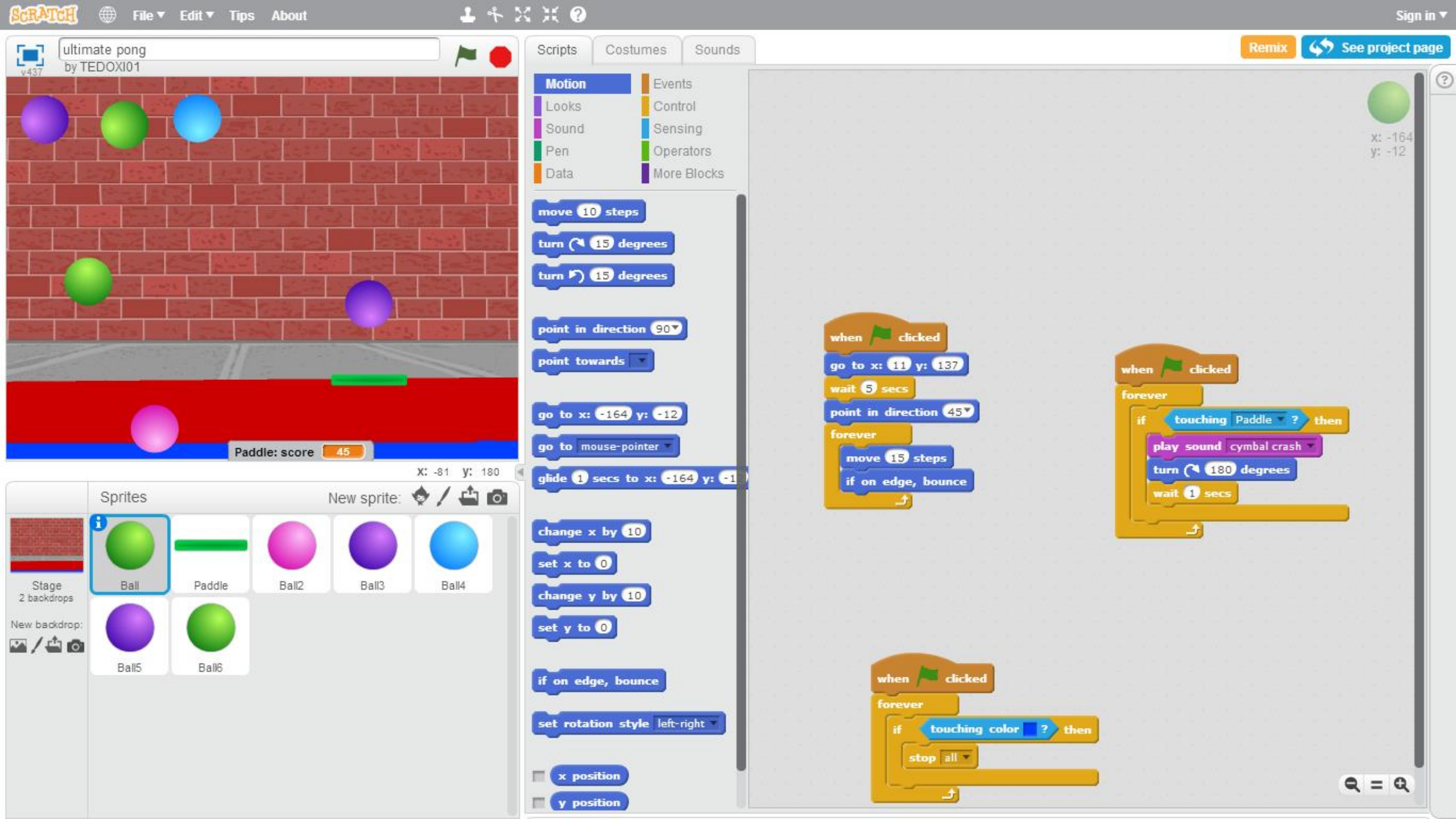
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -173 y: -1
go to mouse-pointer
glide 1 secs to x: -173 y: -1
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: -173
y: -1

when w key pressed
change y by 30

when s key pressed
change y by -30

when clicked
set # of hits to 0
set score to 0


File
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Sign in
ultimate pong
by TEDOXI01
v437
Remix
See project page
Scripts
Costumes
Sounds
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -164 y: -12
go to mouse-pointer
glide 1 secs to x: -164 y: -1
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
Paddle: score 45
x: -81 y: 180
x: -164
y: -12
when clicked
go to x: 11 y: 137
wait 5 secs
point in direction 45
forever
move 15 steps
if on edge, bounce
when clicked
forever
if touching Paddle ? then
play sound cymbal crash
turn 180 degrees
wait 1 secs
when clicked
forever
if touching color ? then
stop all
Sprites
New sprite:
Stage
2 backdrops
New backdrop:
Ball
Paddle
Ball2
Ball3
Ball4
Ball5
Ball6

Video Game
by brsimp01
v437

Score 0
Timer 94

x: 55 y: 21

Sprites
New sprite:

Stage
2 backdrops
New backdrop:

Sprite1 | Bat2 | Apple | Bananas | Cake
Cheesy-P... | Beetle | Crab | Donut | Butterfly3
Fortune C... | Fruit Salad | Muffin | Ghoul | Sprite2

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -29 y: 68
go to mouse-pointer
glide 1 secs to x: -29 y: 68
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

when clicked
set x to -29
set y to 68
set Score to 0
set Timer to 120
forever
  wait 1 secs
  if Timer > 0 then
    change Timer by -1
  else
    stop all
  if touching color ? then
    stop all

when up arrow key pressed
point in direction 0
move 10 steps

when down arrow key pressed
point in direction 180
move 10 steps

when right arrow key pressed
point in direction 90
move 10 steps

when left arrow key pressed
point in direction -90
move 10 steps

x: -29
y: 68

Save the Mini-Figs remix
by JETARA01

Remix | See project page

x: 212 y: 180

Scripts | Costumes | Sounds

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -10 y: 88
go to mouse-pointer
glide 1 secs to x: -10 y: 88
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

```
when clicked
turn video on
go to the top
forever
  change y by -5
  if video motion on this sprite > 20 then
    bounce up
  if y position < -150 then
    play sound plunge
    go to the top
```

```
define go to the top
go to x: pick random -250 to 250 y: 250
```

x: -10

```
define bounce up
play sound boing
repeat until y position > 180
  change y by 15
go to the top
```

Sprites | New sprite:

Stage
1 backdrop

New backdrop:

Sprite1 | Sprite2 | water | Sprite3 | Sprite4
Sprite5 | Sprite6 | Sprite7 | Sprite8 | Sprite9
Sprite10

Untitled
by jajone01
v437

Number of sprites left -15

x: 240 y: 180

Sprites
New sprite:

Stage
6 backdrops
New backdrop:

Calvrett | Palmtree | Squirrel | Snowman | Unicorn
Bear2 | Bear1 | Dog Puppy | Horse1 | Helicopter
Magic Car... | Creature1 | LB Hip-Hop | Dinosaur2

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 117 y: 124
go to mouse-pointer
glide 1 secs to x: 117 y: 124
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

x: 117
y: 124

change size by 100

when this sprite clicked
change Number of sprites left by -1
play sound dance celebrate until done

Hide and Seek
by elalfr01
v437

x: 84 y: 180

Sprites
New sprite:


Stage
1 backdrop

New backdrop:


images-1

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

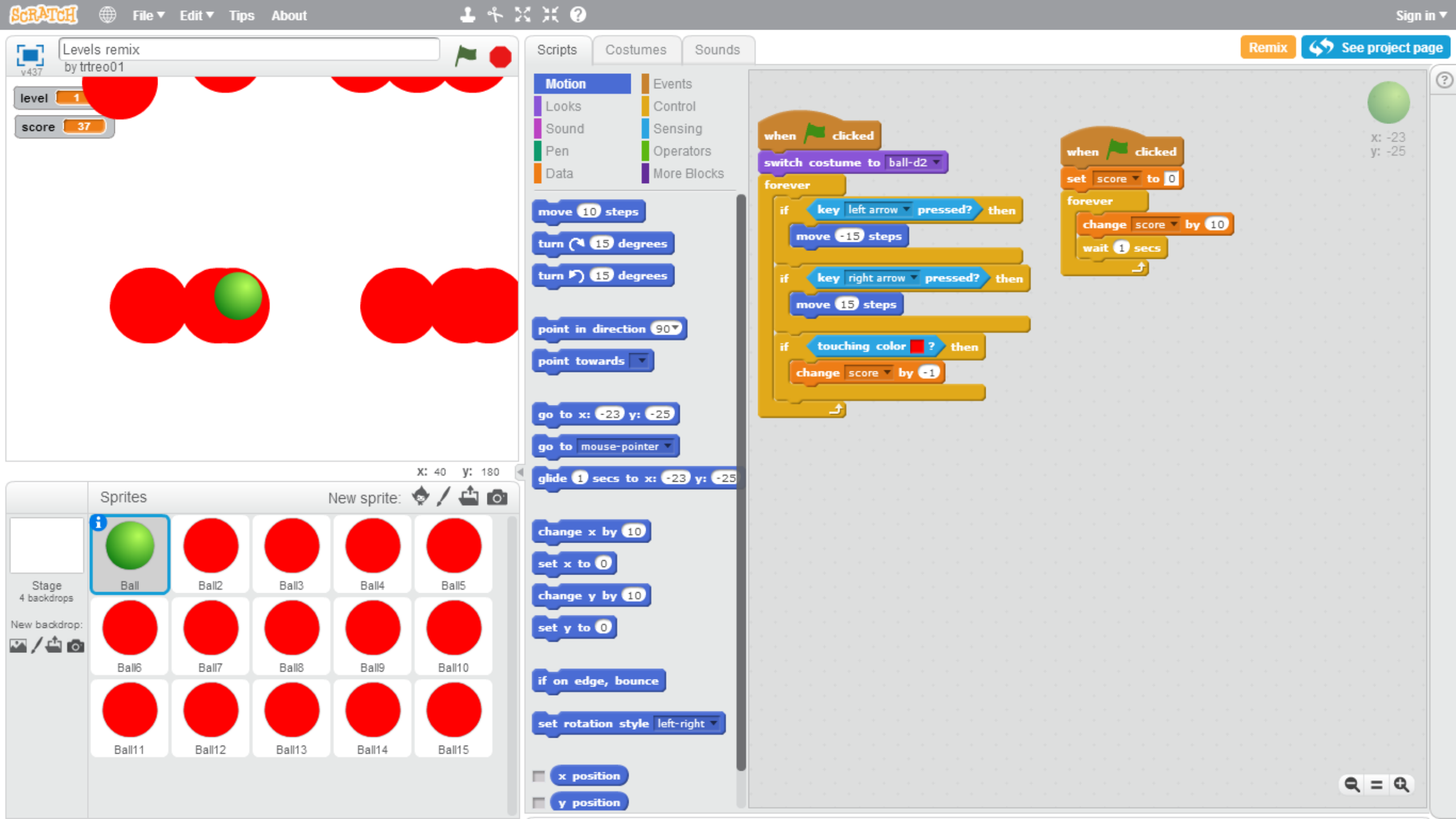
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 178 y: -27
go to mouse-pointer
glide 1 secs to x: 178 y: -27
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position


x: 178
y: -27

when clicked
set score to 0
go to x: 0 y: 0
show
say Click me to score points for 2 secs
forever
hide
wait 1 secs
go to x: pick random -200 to 2
show
wait 0.7 secs

when this sprite clicked
change score by 1
play sound zoop

when this sprite clicked


File
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Levels remix
by trtreo01
Remix
See project page
level 1
score 37
Scripts
Costumes
Sounds
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -23 y: -25
go to mouse-pointer
glide 1 secs to x: -23 y: -25
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
when clicked
switch costume to ball-d2
forever
if key left arrow pressed? then
move -15 steps
if key right arrow pressed? then
move 15 steps
if touching color ? then
change score by -1
when clicked
set score to 0
forever
change score by 10
wait 1 secs
x: -23
y: -25
x: 40
y: 180
Sprites
New sprite:
Stage
4 backdrops
New backdrop:
Ball
Ball2
Ball3
Ball4
Ball5
Ball6
Ball7
Ball8
Ball9
Ball10
Ball11
Ball12
Ball13
Ball14
Ball15

run boy run
by keabra01
v437

x: 170 y: 180

Sprites
New sprite:

Stage
4 backdrops

New backdrop:

Ghoul | Ghoul2 | Ghoul3 | Ghoul4 | Boy3 Wal... | Ghoul5 | Ghoul6

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards
- go to x: -218 y: 15
- go to mouse-pointer
- glide 1 secs to x: -218 y: 15
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce
- set rotation style left-right
- x position
- y position

x: -217
y: 15

```
when space key pressed
go to x: -218 y: 15
point in direction 45
forever
  if on edge, bounce
  move 15 steps
```

```
when space key pressed
forever
  if touching Boy3 Walking ? then
    stop all
```

Pong Starter remix
by gacaff01

x: 31 y: 180

Sprites

New sprite:

Stage
4 backdrops

New backdrop:

Ball

Paddle

Ball2

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 70 y: 1
go to mouse-pointer
glide 1 secs to x: 70 y: 1
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

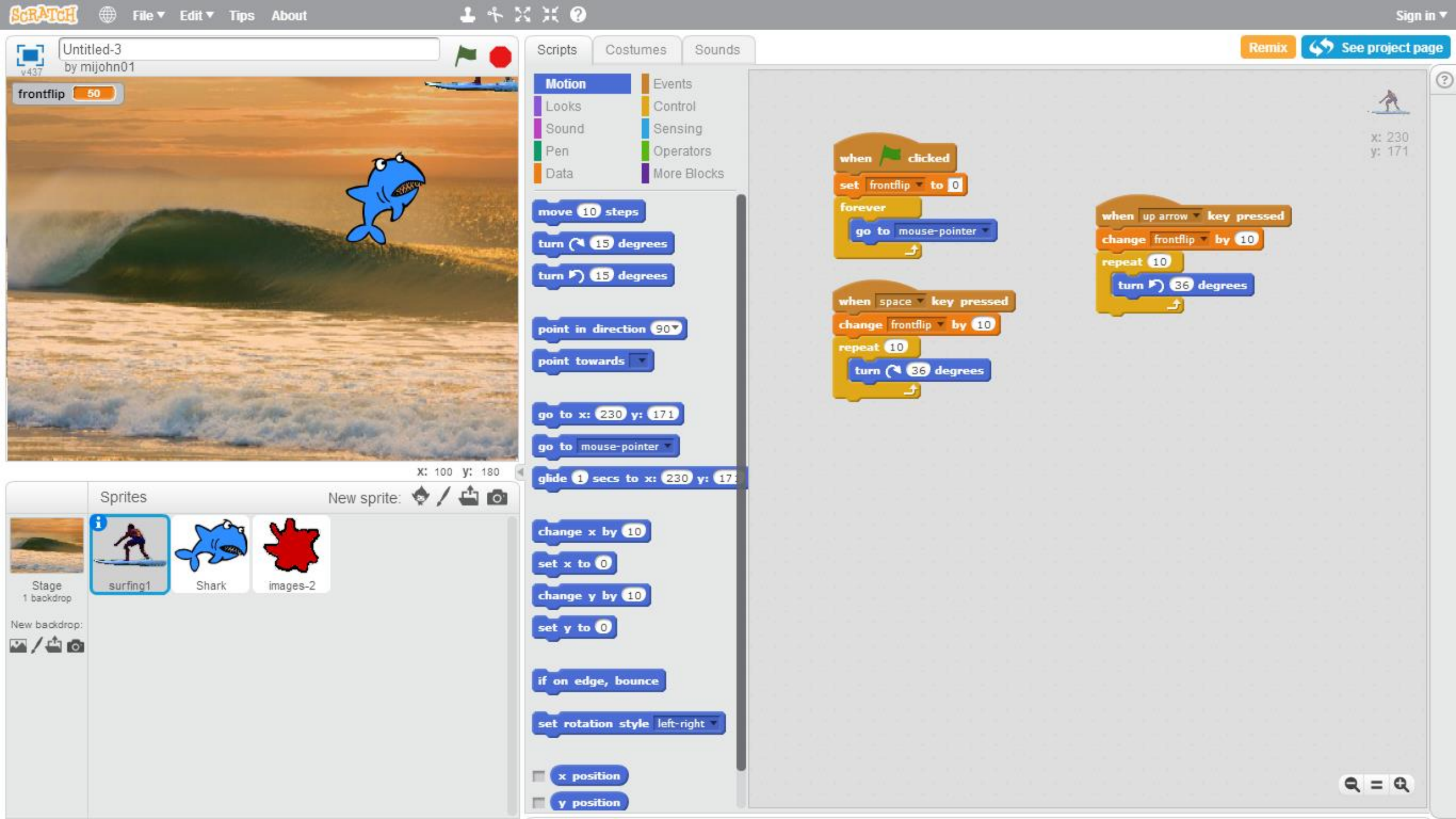
when clicked
go to x: 20 y: 150
point in direction 45
forever
if on edge, bounce
move 25 steps

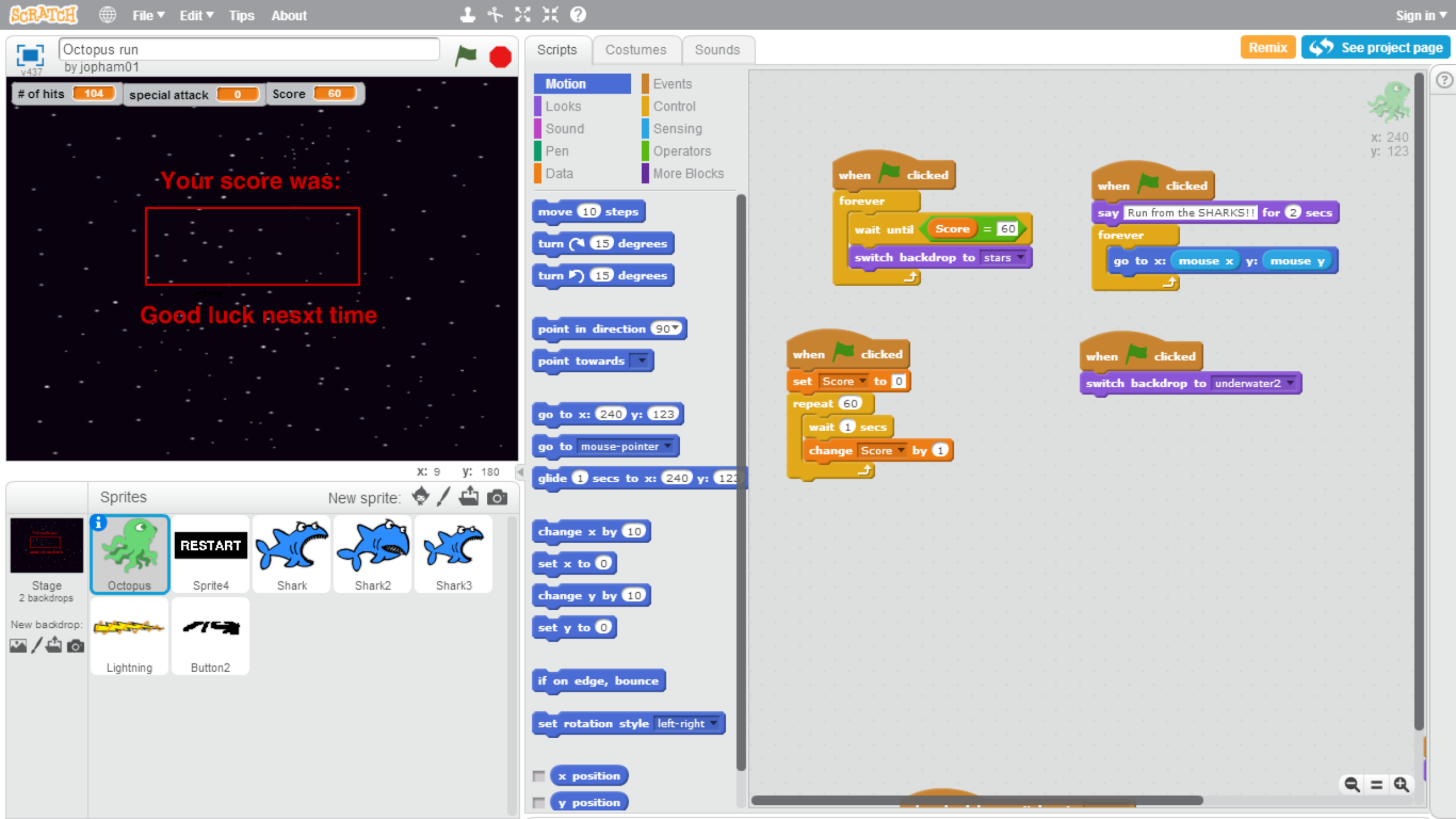
Type a bigger number to make the ball go faster.

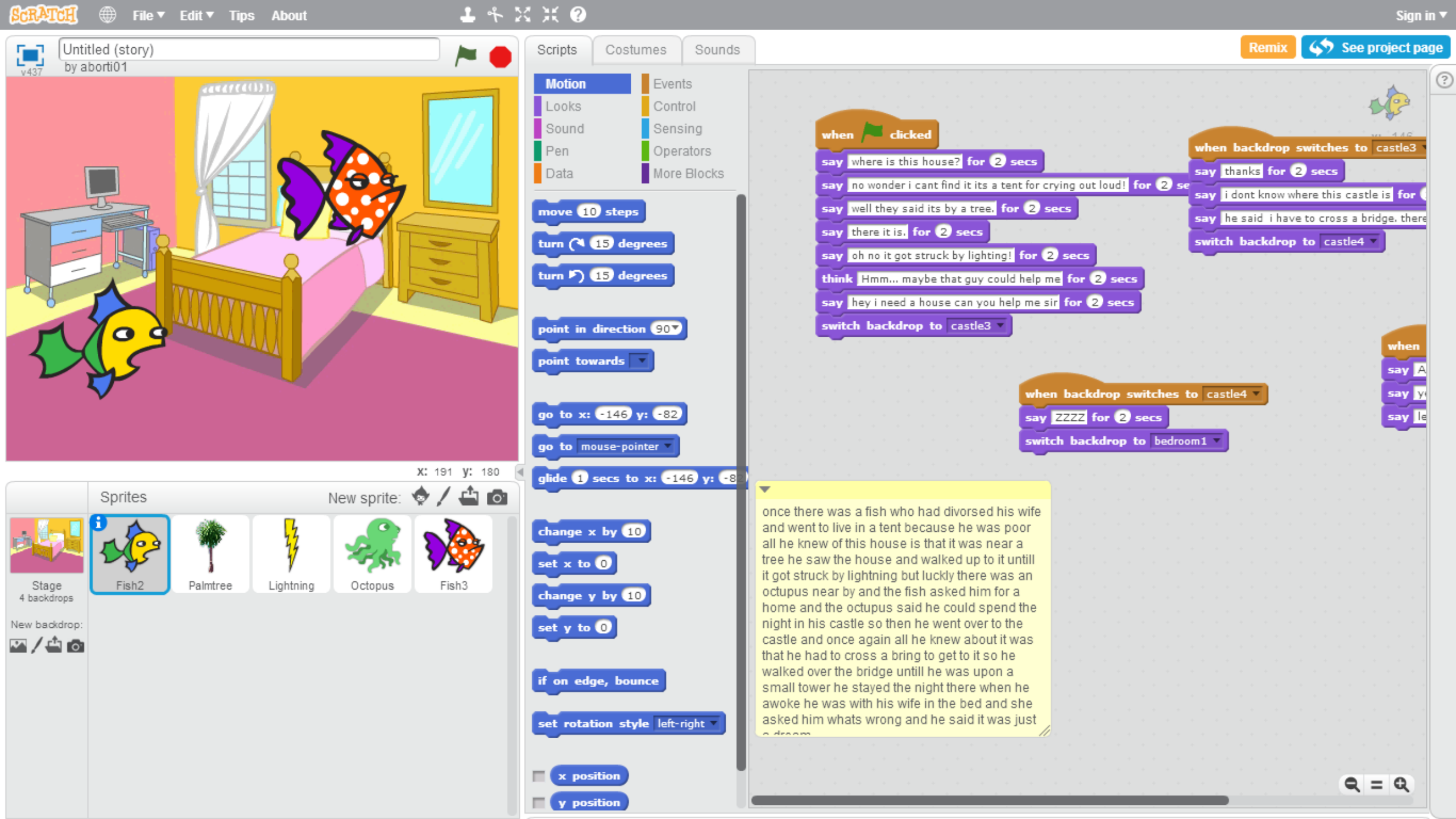
when clicked
forever
if touching Paddle ? then
stop all

You can change what happens when the ball hits the paddle

x: 70
y: 0


File
Edit
Tips
About
Sign in
Untitled-3
by mijohn01
v437
frontflip 50
x: 100 y: 180
Sprites
New sprite:
Stage
1 backdrop
New backdrop:
surfing1
Shark
images-2
Scripts
Costumes
Sounds
Remix
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 230 y: 171
go to mouse-pointer
glide 1 secs to x: 230 y: 171
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
when clicked
set frontflip to 0
forever
go to mouse-pointer
when space key pressed
change frontflip by 10
repeat 10
turn 36 degrees
when up arrow key pressed
change frontflip by 10
repeat 10
turn 36 degrees
x: 230
y: 171


File
Edit
Tips
About
Sign in
Octopus run
by jopham01
Remix
See project page
# of hits 104
special attack 0
Score 60
Your score was:
Good luck nesxt time
x: 9 y: 180
Scripts
Costumes
Sounds
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 240 y: 123
go to mouse-pointer
glide 1 secs to x: 240 y: 123
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
x: 240
y: 123
when clicked
forever
wait until Score = 60
switch backdrop to stars
when clicked
say Run from the SHARKS!! for 2 secs
forever
go to x: mouse x y: mouse y
when clicked
set Score to 0
repeat 60
wait 1 secs
change Score by 1
when clicked
switch backdrop to underwater2
Sprites
New sprite:
Stage
2 backdrops
New backdrop:
Octopus
RESTART
Sprite4
Shark
Shark2
Shark3
Lightning
Button2


File
Edit
Tips
About
Sign in
Untitled (story)
by aborti01
v437
Scripts
Costumes
Sounds
Remix
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -146 y: -82
go to mouse-pointer
glide 1 secs to x: -146 y: -8
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
when clicked
say where is this house? for 2 secs
say no wonder i cant find it its a tent for crying out loud! for 2 se
say well they said its by a tree. for 2 secs
say there it is. for 2 secs
say oh no it got struck by lighting! for 2 secs
think Hmm... maybe that guy could help me for 2 secs
say hey i need a house can you help me sir for 2 secs
switch backdrop to castle3
when backdrop switches to castle3
say thanks for 2 secs
say i dont know where this castle is for
say he said i have to cross a bridge. there
switch backdrop to castle4
when backdrop switches to castle4
say zzzz for 2 secs
switch backdrop to bedroom1
when
say A
say y
say le
once there was a fish who had divorsed his wife and went to live in a tent because he was poor all he knew of this house is that it was near a tree he saw the house and walked up to it untill it got struck by lightning but luckly there was an octupus near by and the fish asked him for a home and the octupus said he could spend the night in his castle so then he went over to the castle and once again all he knew about it was that he had to cross a bring to get to it so he walked over the bridge untill he was upon a small tower he stayed the night there when he awoke he was with his wife in the bed and she asked him whats wrong and he said it was just
x: 191 y: 180
Sprites
New sprite:
Stage
4 backdrops
New backdrop:
Fish2
Palmtree
Lightning
Octopus
Fish3

Untitled-3
by jocobo01
v437

x: 240 y: 180

Sprites
New sprite:

Stage
2 backdrops

New backdrop:

Balloon1 Balloon2 Balloon3 Balloon4 Balloon5
Balloon6 Balloon7 Balloon8 Balloon9 Balloon10
Balloon11 Balloon12 Balloon13 Balloon14 Balloon15

Scripts Costumes Sounds

Remix See project page

Motion Looks Sound Pen Data
Events Control Sensing Operators More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: -222 y: 7
go to mouse-pointer
glide 1 secs to x: -222 y: 7

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

set rotation style left-right

x position
y position

x: -222
y: 7

when clicked
forever
change color effect by 25

when this sprite clicked
forever
change color effect by 25

Untitled-2 (shark music)
by ZAGORA01

x: 9 y: 180

Sprites

New sprite:

Stage
2 backdrops

Sprite1

New backdrop:

Scripts Costumes Sounds

Remix See project page

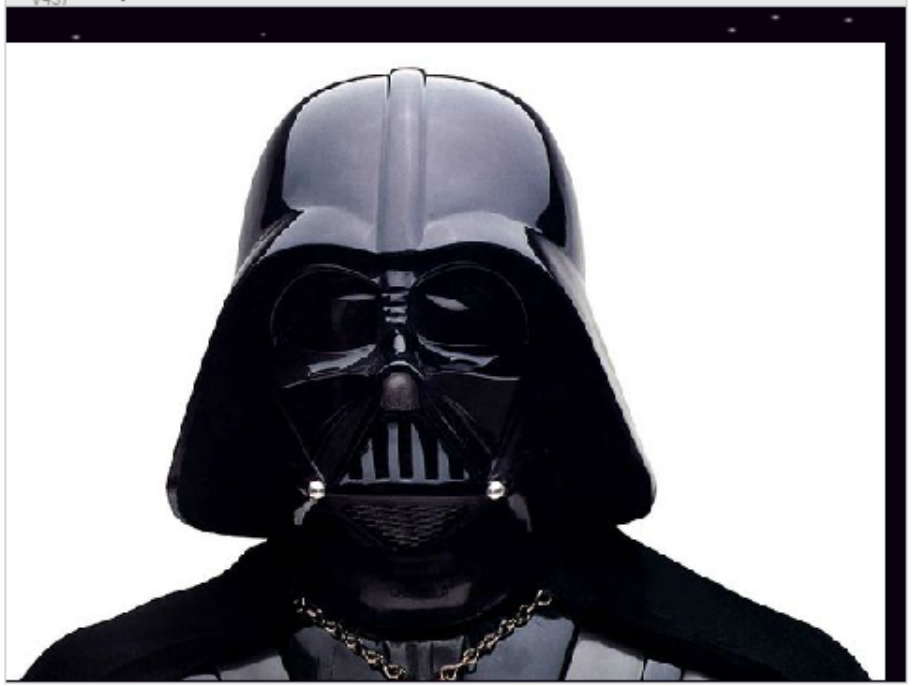
Motion Looks Sound Pen Data
Events Control Sensing Operators More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 0 y: -75
go to mouse-pointer
glide 1 secs to x: 0 y: -75
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

when clicked
play drum 11 for 0.25 beats
play drum 1 for 0.25 beats
play drum 2 for 0.25 beats
play drum 8 for 0.25 beats
play drum 16 for 0.25 beats
play drum 11 for 0.25 beats
play drum 5 for 0.25 beats
say HEY GRANDMA WHAT BIG EYES AND GILLS
play drum 11 for 0.25 beats
play drum 1 for 0.25 beats
play drum 2 for 0.25 beats
play drum 8 for 0.25 beats
play drum 16 for 0.25 beats
play drum 11 for 0.25 beats
play drum 5 for 0.25 beats
say WHAT BIG FIN YOU GOT GRAND MA
play drum 11 for 0.25 beats
play drum 1 for 0.25 beats
play drum 2 for 0.25 beats
play drum 8 for 0.25 beats
play drum 16 for 0.25 beats
play drum 11 for 0.25 beats
play drum 5 for 0.25 beats
say WHAT BIG TEETH YOU GOT GRAND MA
play drum 1 for 0.25 beats
play drum 11 for 0.25 beats
play drum 8 for 0.25 beats
play drum 2 for 0.25 beats
play drum 11 for 0.25 beats

x: 0
y: -75

LORD VADER.
by stisom01



x: 240 y: 180

Sprites

New sprite:

Stage
2 backdrops

New backdrop:

rotj052

Jedi 3

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: -11 y: -9
go to mouse-pointer
glide 1 secs to x: -11 y: -9

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

set rotation style left-right

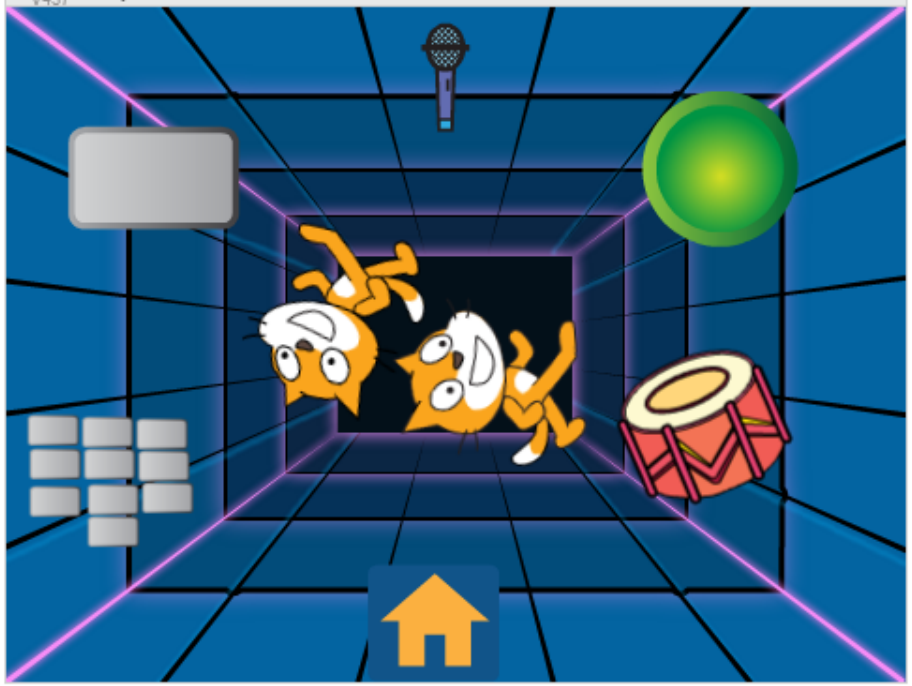
x position
y position

when clicked
repeat 2
set volume to 200 %
set instrument to 2
play note 60 for 1 beats
play note 60 for 1 beats
play note 60 for 1 beats
play note 63 for 1 beats
play note 60 for 0.5 beats
play note 60 for 0.5 beats
play note 63 for 1 beats
play note 60 for 0.5 beats
play note 60 for 0.5 beats
rest for 1 beats
play note 67 for 1 beats
play note 67 for 1 beats
play note 67 for 1 beats
play note 72 for 1 beats
play note 60 for 0.5 beats
play note 60 for 0.5 beats
play note 72 for 1 beats
play note 60 for 0.5 beats
play note 60 for 0.5 beats
wait 2 secs
broadcast message1

x: -11
y: -9

when clicked
repeat 3
switch costume to 1752094-darth_va
wait 1 secs
switch costume to Darth_Vader_by_co
wait 1 secs
switch costume to index
wait 1 secs
switch costume to rotj052
wait 1 secs
switch costume to 1752094-darth_va
wait 1 secs
switch costume to bRseAylJu68

Musical Phone Thing!
by KEMART01
v437



x: 136 y: 180

Sprites | New sprite:

Stage
2 backdrops

New backdrop:

Sprite1 | Button1 | Button3 | Home Butt... | Button2
Button4 | Button5 | Button6 | Button7 | Button8
Button9 | Button10 | Button11 | Button12 | Drum1

Scripts | Costumes | Sounds

Remix | See project page

Motion | Looks | Sound | Pen | Data | Events | Control | Sensing | Operators | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: 17 y: -20
go to mouse-pointer
glide 1 secs to x: 17 y: -20
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position

when clicked
set tempo to 400 bpm
set instrument to 45
repeat 2
play note 55 for 2 beats
play note 62 for 3 beats
play note 60 for 6 beats
repeat 4
play note 25 for 1 beats
repeat 4
play note 62 for 1 beats
play note 64 for 2 beats
play note 62 for 2 beats
play note 60 for 4 beats

You can make an instrument that plays when you click the green flag

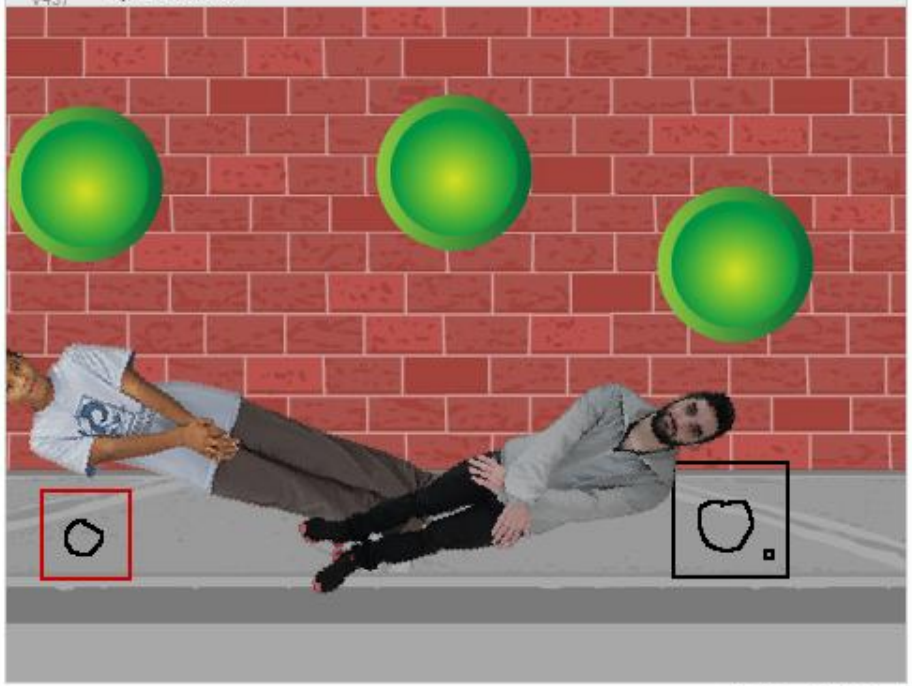
when this sprite clicked
play sound meow until done
play sound computer beeps1

when video motion > 10
play drum 4 for 0.25 beats

when clicked
forever
move 20 steps
turn 90 degrees
wait 0.5 secs
move 20 steps
change color effect by 4

How else could you make a musical instrument?

Street Dancing
by TEDOXI01
v437



x: 59 y: 180

Sprites
New sprite:

Stage
2 backdrops

New backdrop:

1080 Hip-...

CM Hip-Hop

Button1

Button2

Button3

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: -129 y: -54
go to mouse-pointer
glide 1 secs to x: -129 y: -5

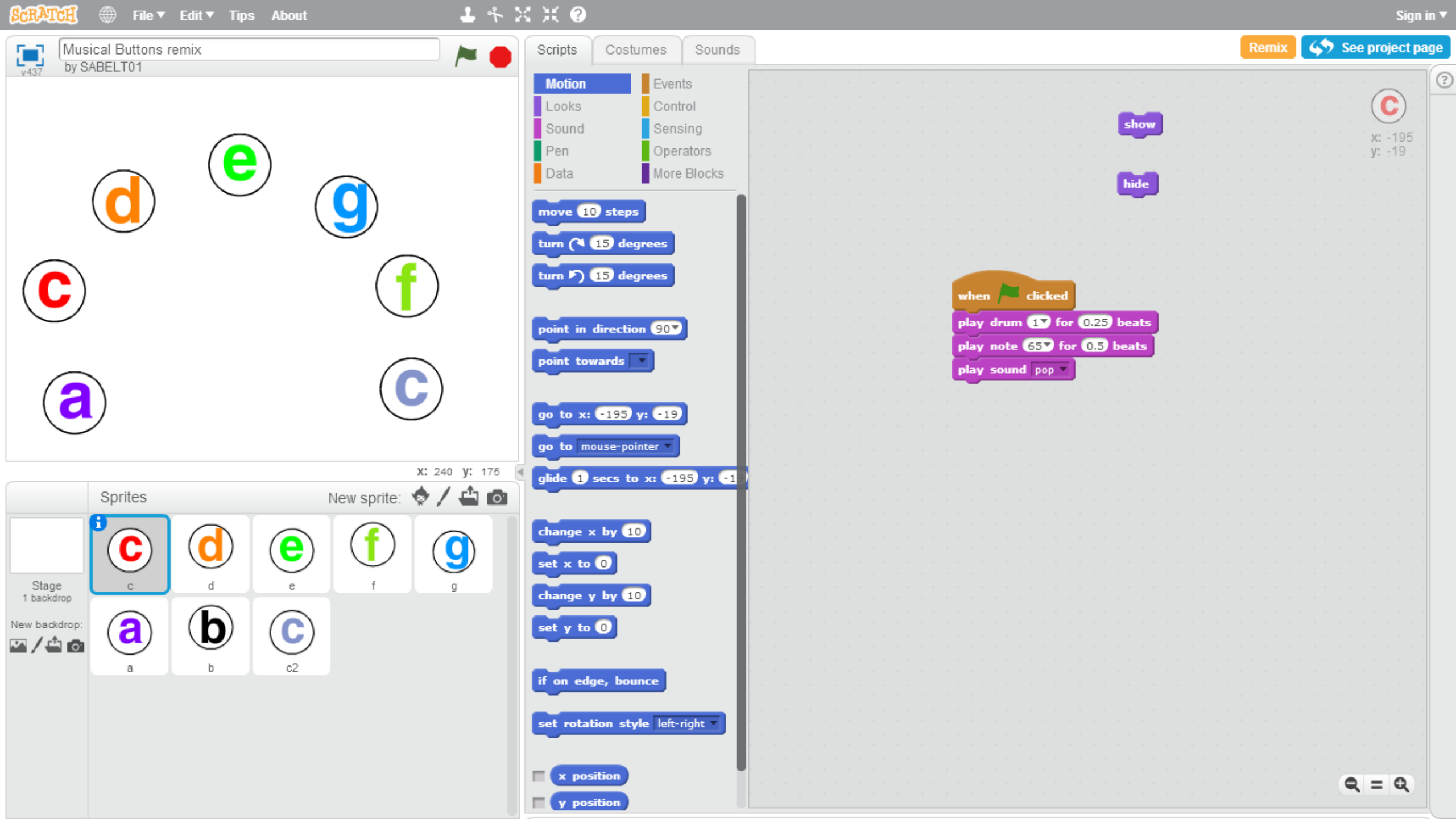
change x by 10
set x to 0
change y by 10
set y to 0

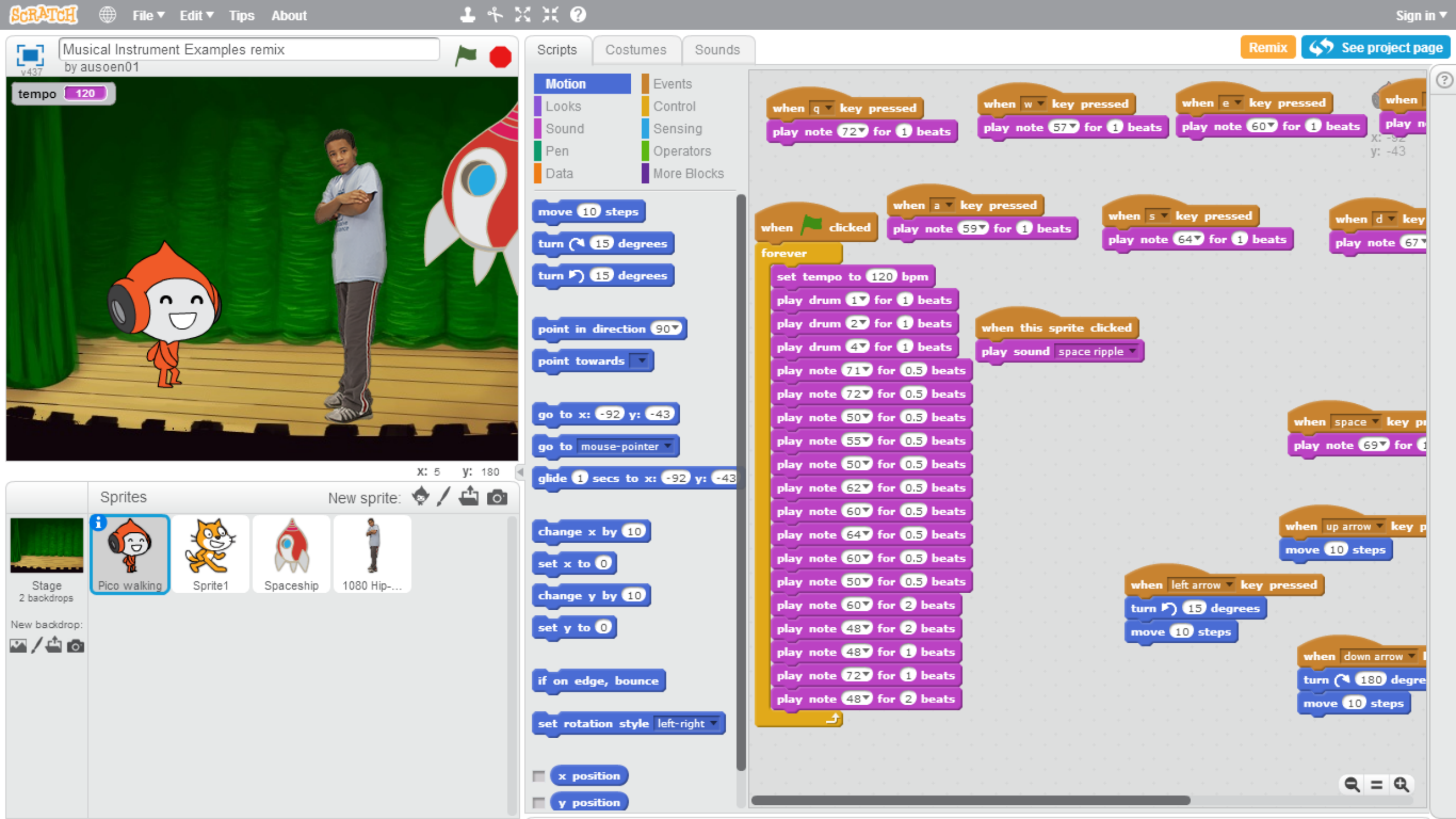
if on edge, bounce

set rotation style left-right

x position
y position

x: -129
y: -54


File
Edit
Tips
About
Sign in
Musical Buttons remix
by SABELT01
v437
Scripts
Costumes
Sounds
Remix
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -195 y: -19
go to mouse-pointer
glide 1 secs to x: -195 y: -1
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
show
hide
when clicked
play drum 1 for 0.25 beats
play note 65 for 0.5 beats
play sound pop
x: -195
y: -19
x: 240 y: 175
Sprites
New sprite:
Stage
1 backdrop
New backdrop:
c
d
e
f
g
a
b
c2


File
Edit
Tips
About
Sign in
Musical Instrument Examples remix
by ausoen01
Remix
See project page
tempo 120
Scripts
Costumes
Sounds
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
move 10 steps
turn 15 degrees
turn 15 degrees
point in direction 90
point towards
go to x: -92 y: -43
go to mouse-pointer
glide 1 secs to x: -92 y: -43
change x by 10
set x to 0
change y by 10
set y to 0
if on edge, bounce
set rotation style left-right
x position
y position
when q key pressed
play note 72 for 1 beats
when w key pressed
play note 57 for 1 beats
when e key pressed
play note 60 for 1 beats
when clicked
forever
set tempo to 120 bpm
play drum 1 for 1 beats
play drum 2 for 1 beats
play drum 4 for 1 beats
play note 71 for 0.5 beats
play note 72 for 0.5 beats
play note 50 for 0.5 beats
play note 55 for 0.5 beats
play note 50 for 0.5 beats
play note 62 for 0.5 beats
play note 60 for 0.5 beats
play note 64 for 0.5 beats
play note 60 for 0.5 beats
play note 50 for 0.5 beats
play note 60 for 2 beats
play note 48 for 2 beats
play note 48 for 1 beats
play note 72 for 1 beats
play note 48 for 2 beats
when a key pressed
play note 59 for 1 beats
when s key pressed
play note 64 for 1 beats
when this sprite clicked
play sound space ripple
when space key pressed
play note 69 for
when up arrow key pressed
move 10 steps
when left arrow key pressed
turn 15 degrees
move 10 steps
when down arrow key pressed
turn 180 degrees
move 10 steps
x: 5
y: 180
Sprites
New sprite:
Stage
2 backdrops
New backdrop:
Pico walking
Sprite1
Spaceship
1080 Hip-...

stufff (stop motion music)
by auhibb01

x: 240 y: 180

Sprites

New sprite:

Stage
4 backdrops

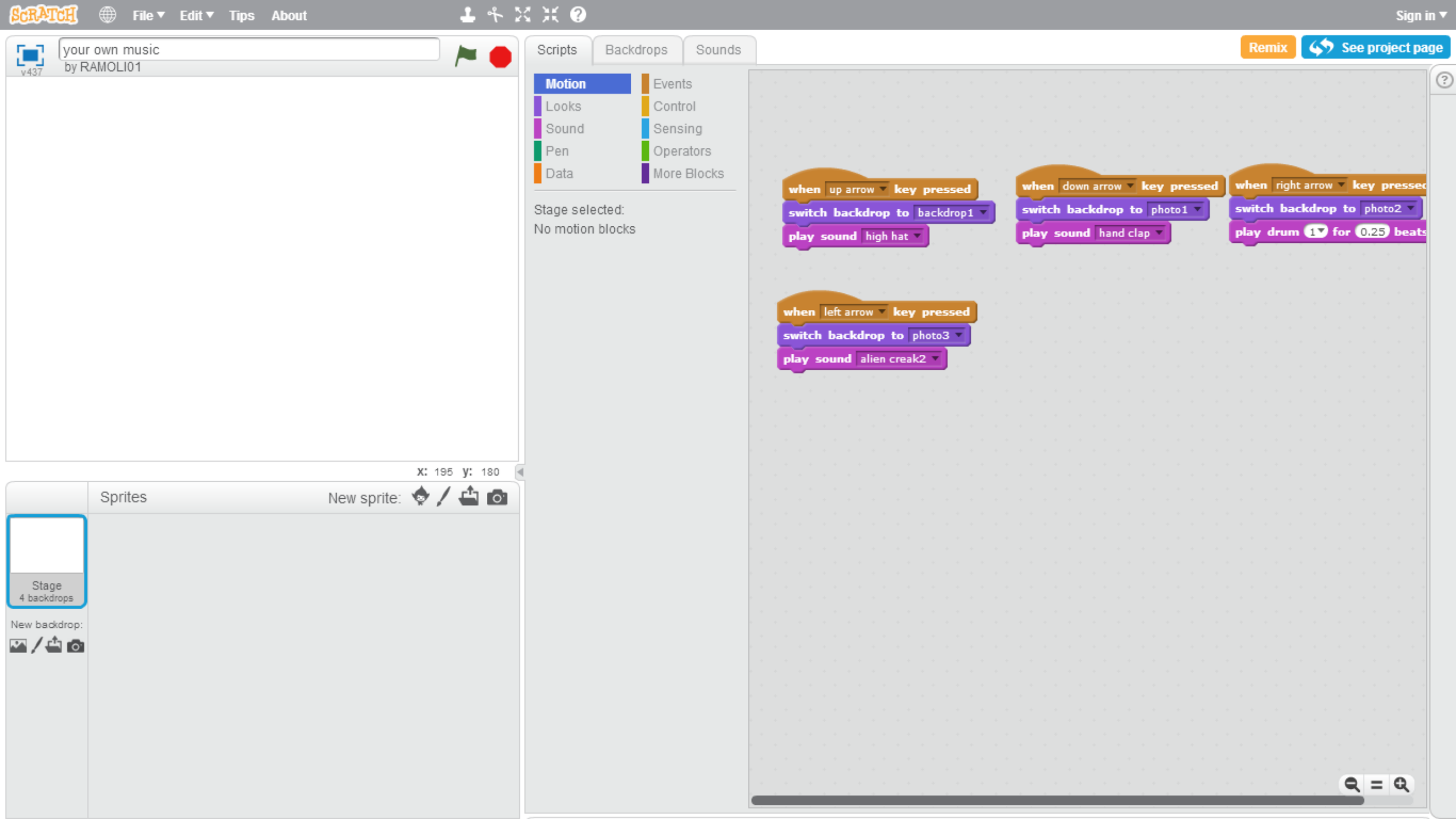
New backdrop:

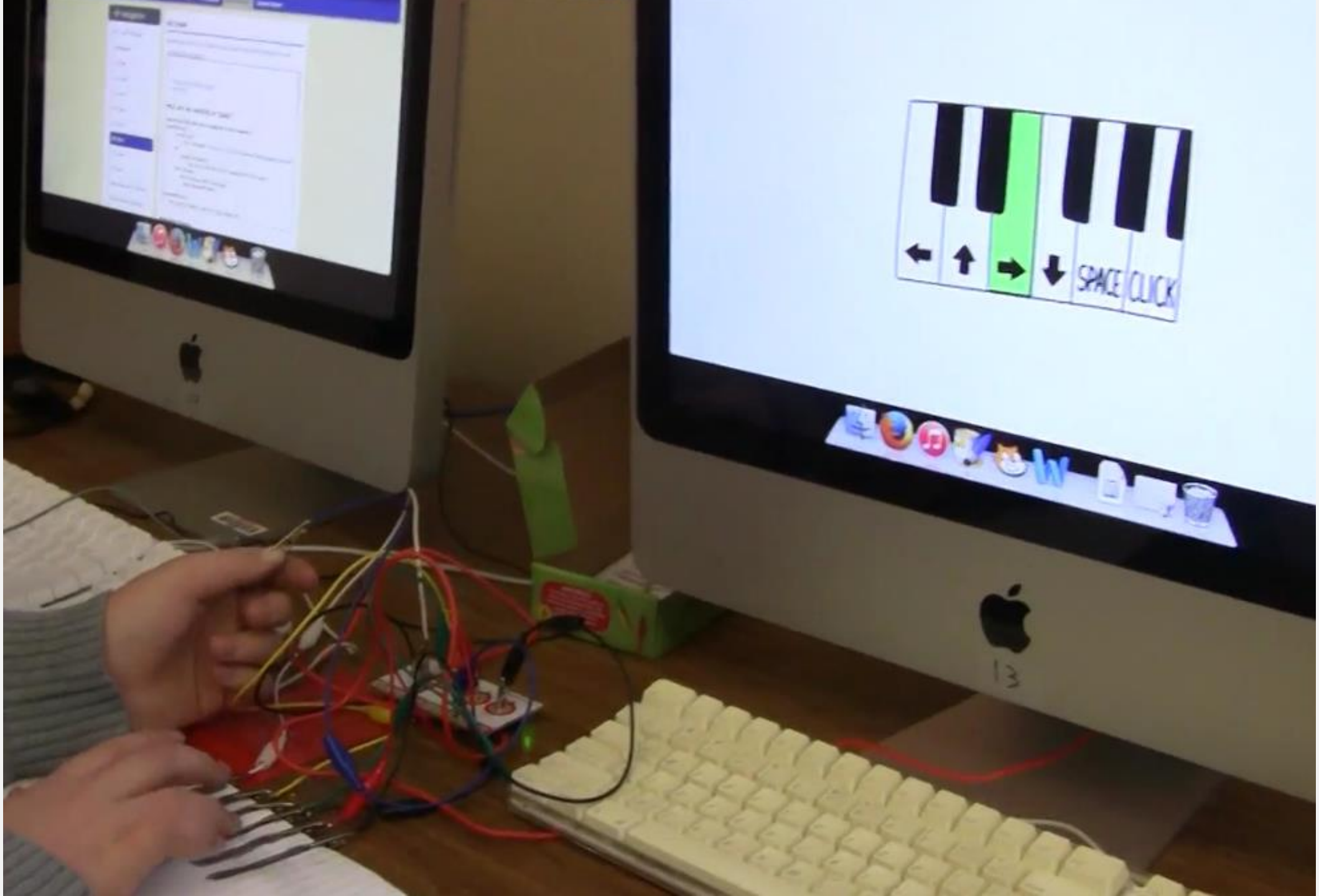
Scripts | Backdrops | Sounds

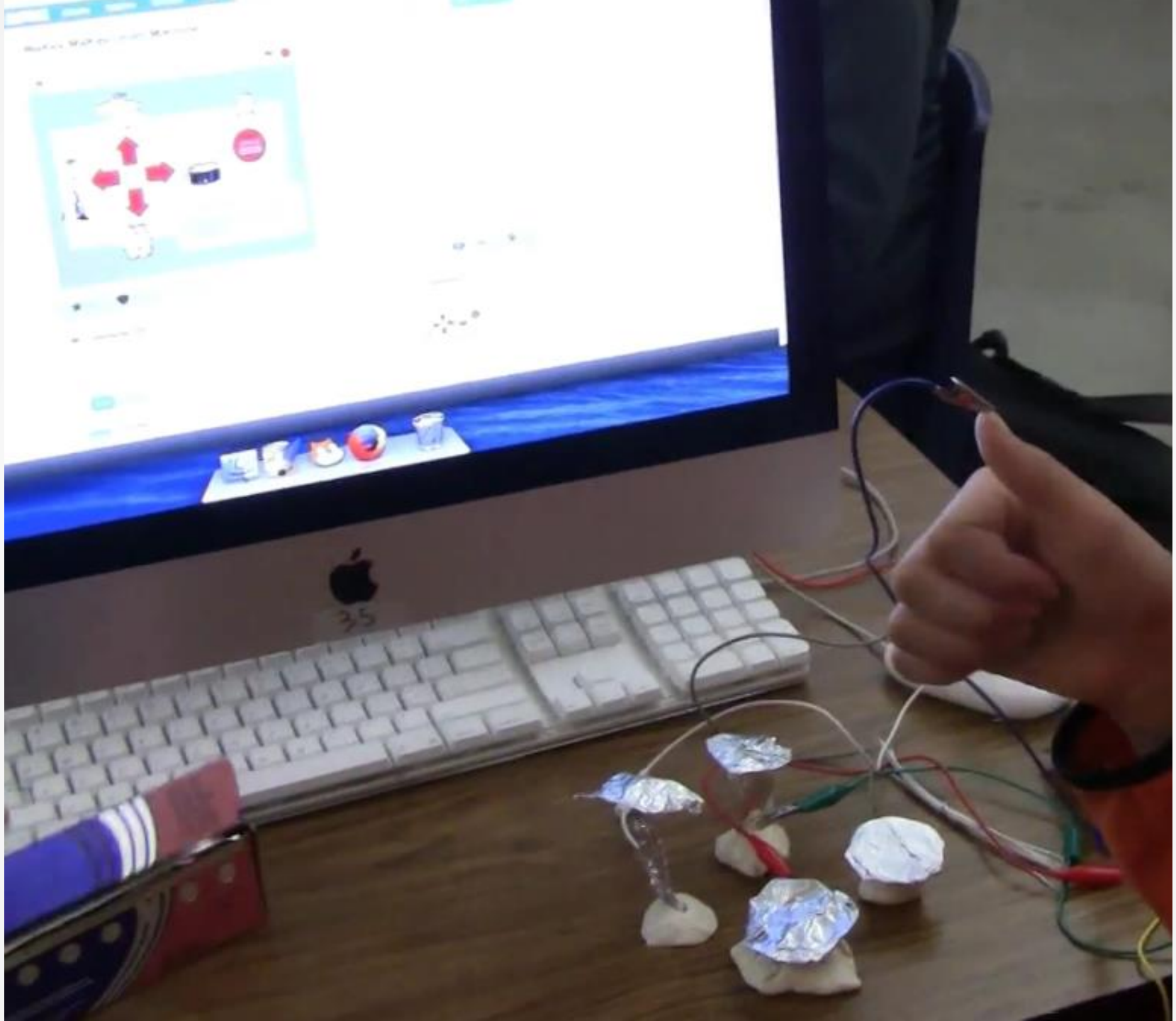
Remix | See project page

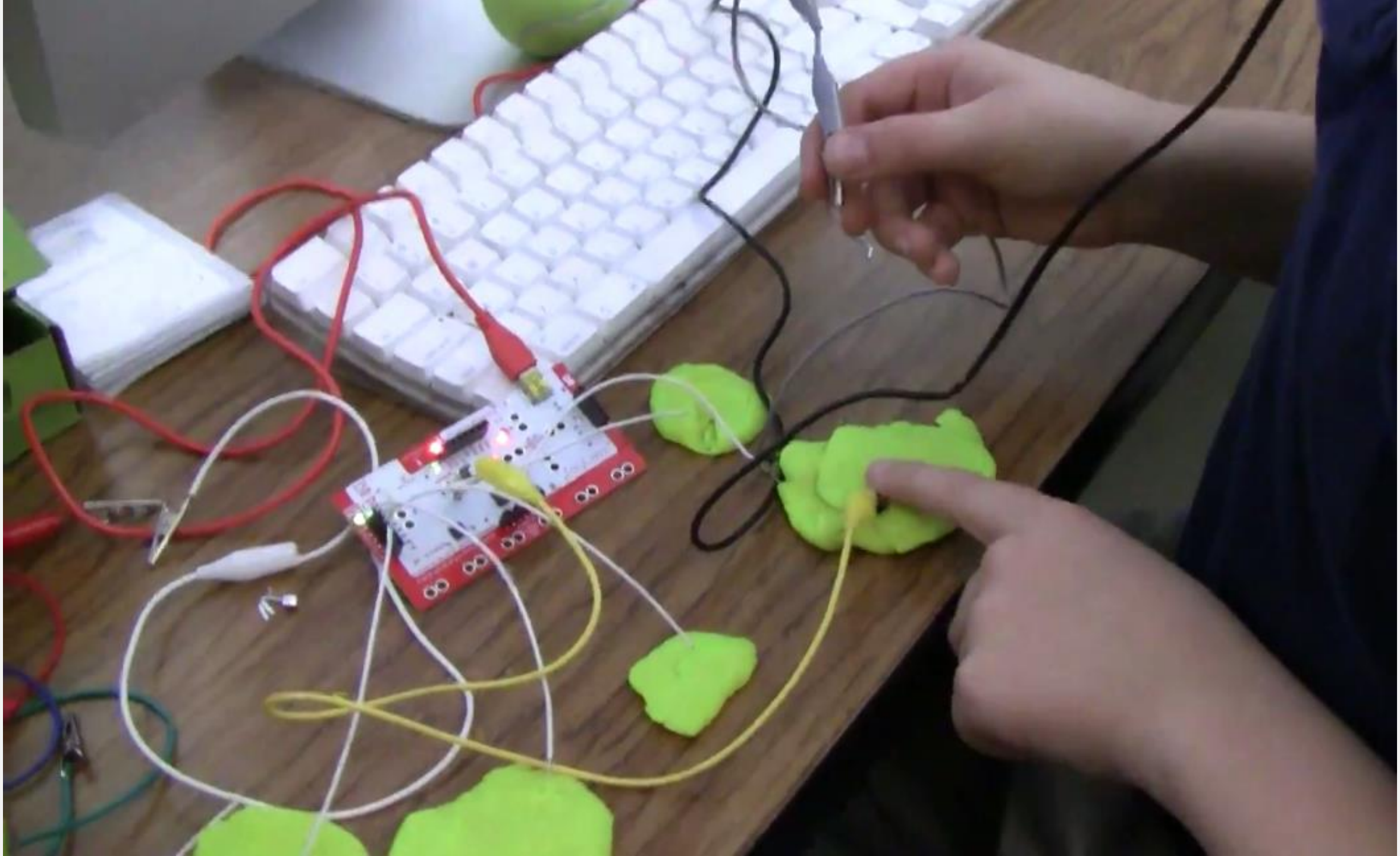
Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

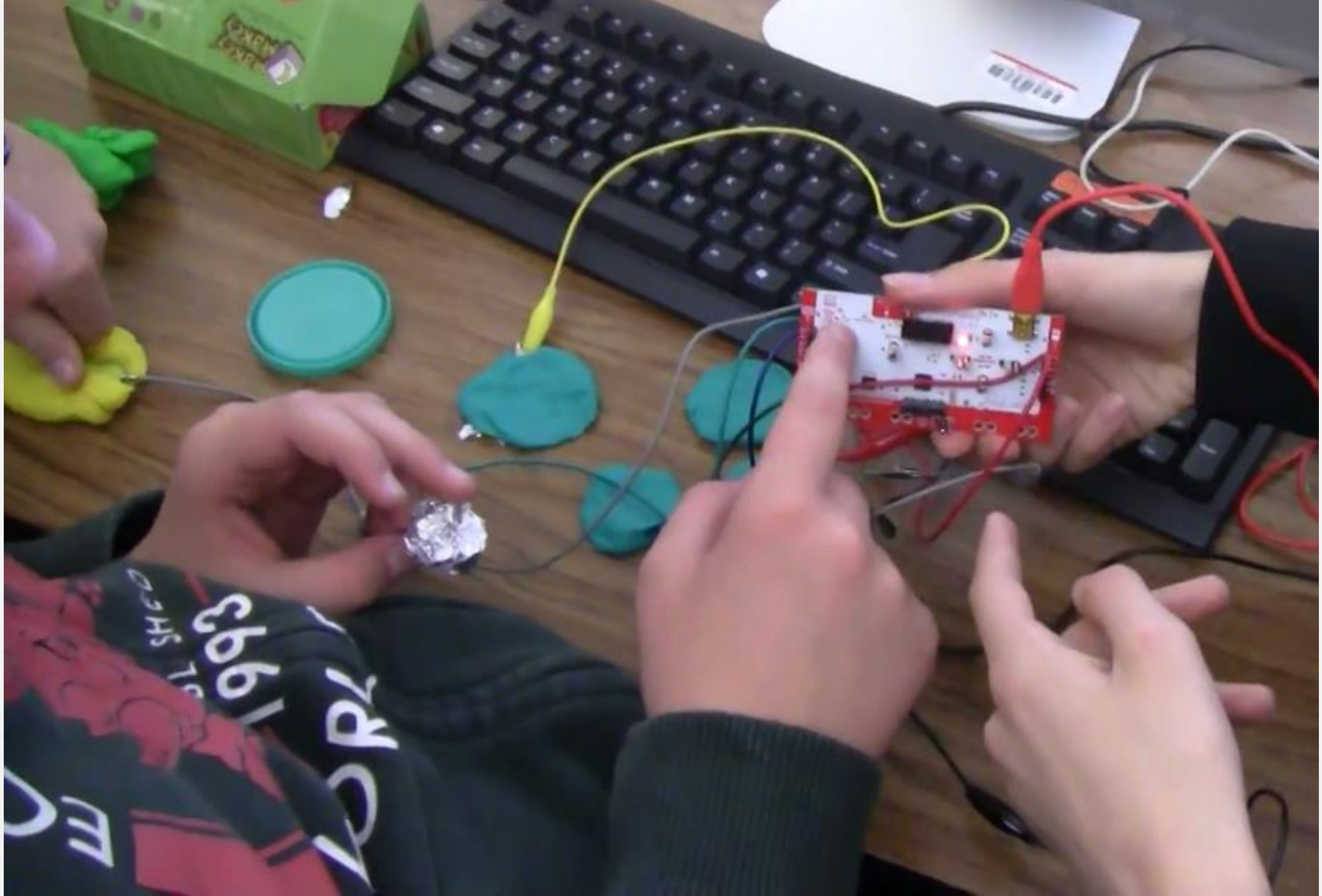
Stage selected:
No motion blocks

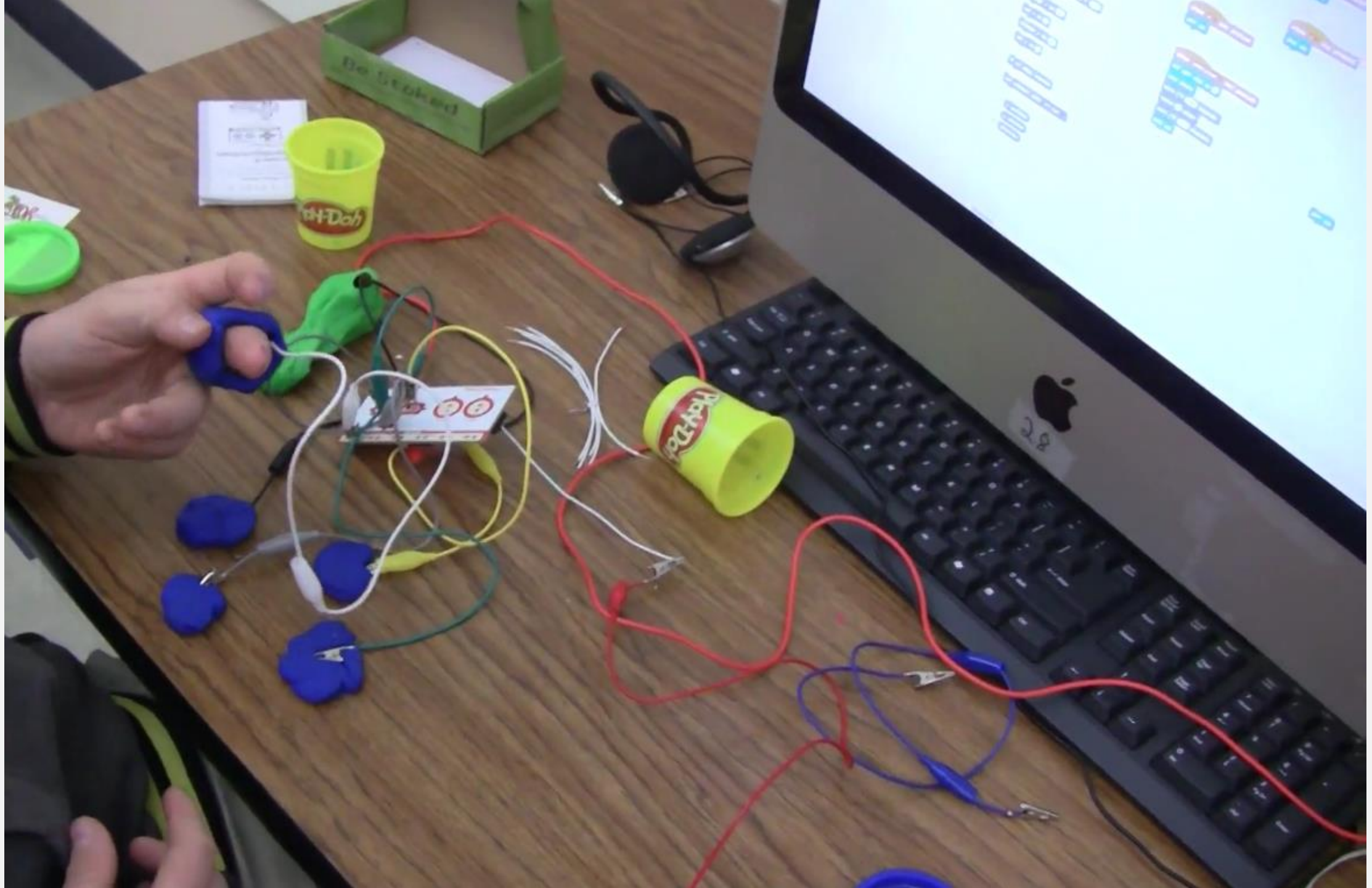

File
Edit
Tips
About
Sign in
your own music
by RAMOLI01
v437
Scripts
Backdrops
Sounds
Remix
See project page
Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks
Stage selected:
No motion blocks
when up arrow key pressed
switch backdrop to backdrop1
play sound high hat
when down arrow key pressed
switch backdrop to photo1
play sound hand clap
when right arrow key pressed
switch backdrop to photo2
play drum 1 for 0.25 beats
when left arrow key pressed
switch backdrop to photo3
play sound alien creak2
x: 195 y: 180
Sprites
New sprite:
Stage
4 backdrops
New backdrop:

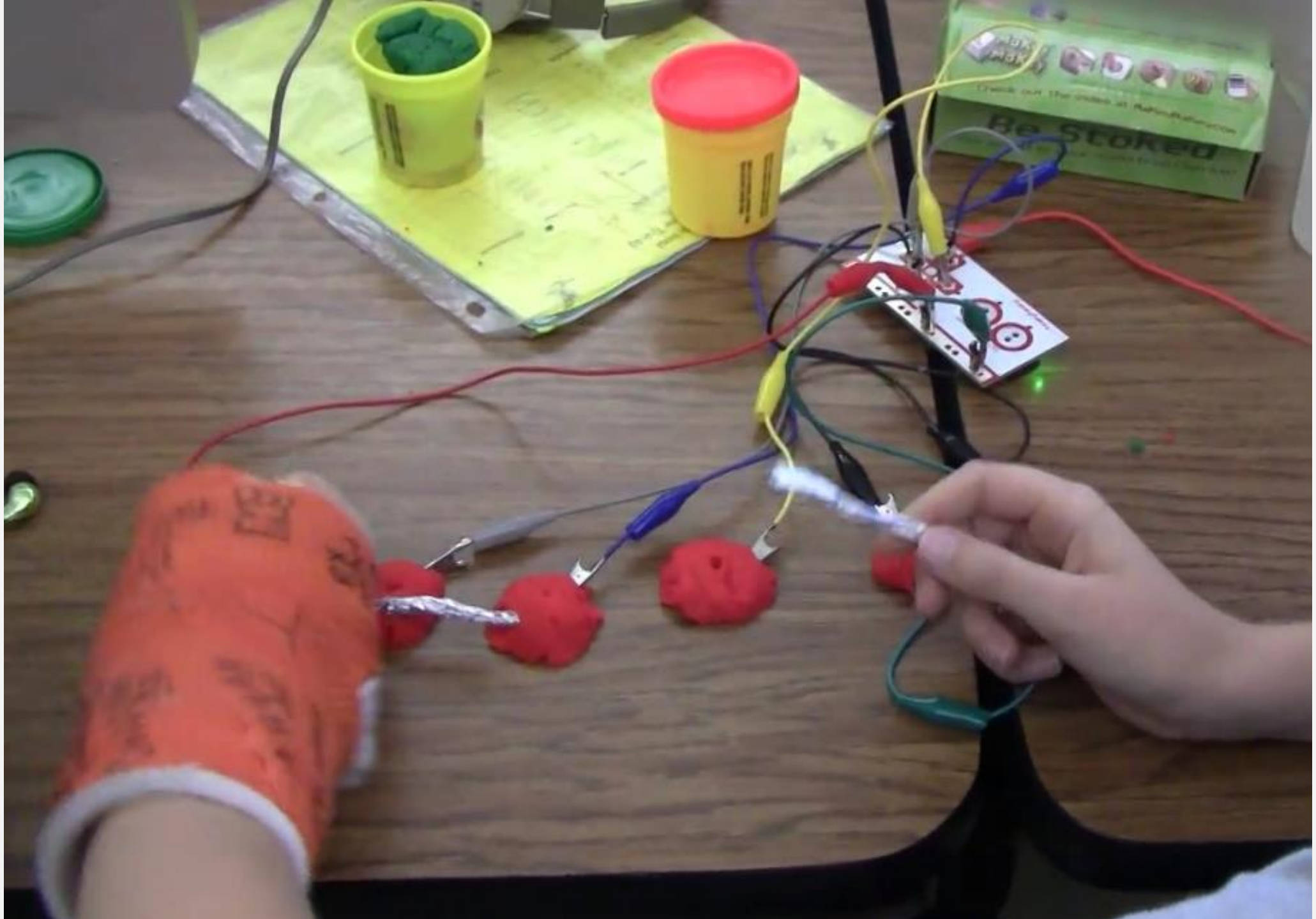

SPACE
CLICK

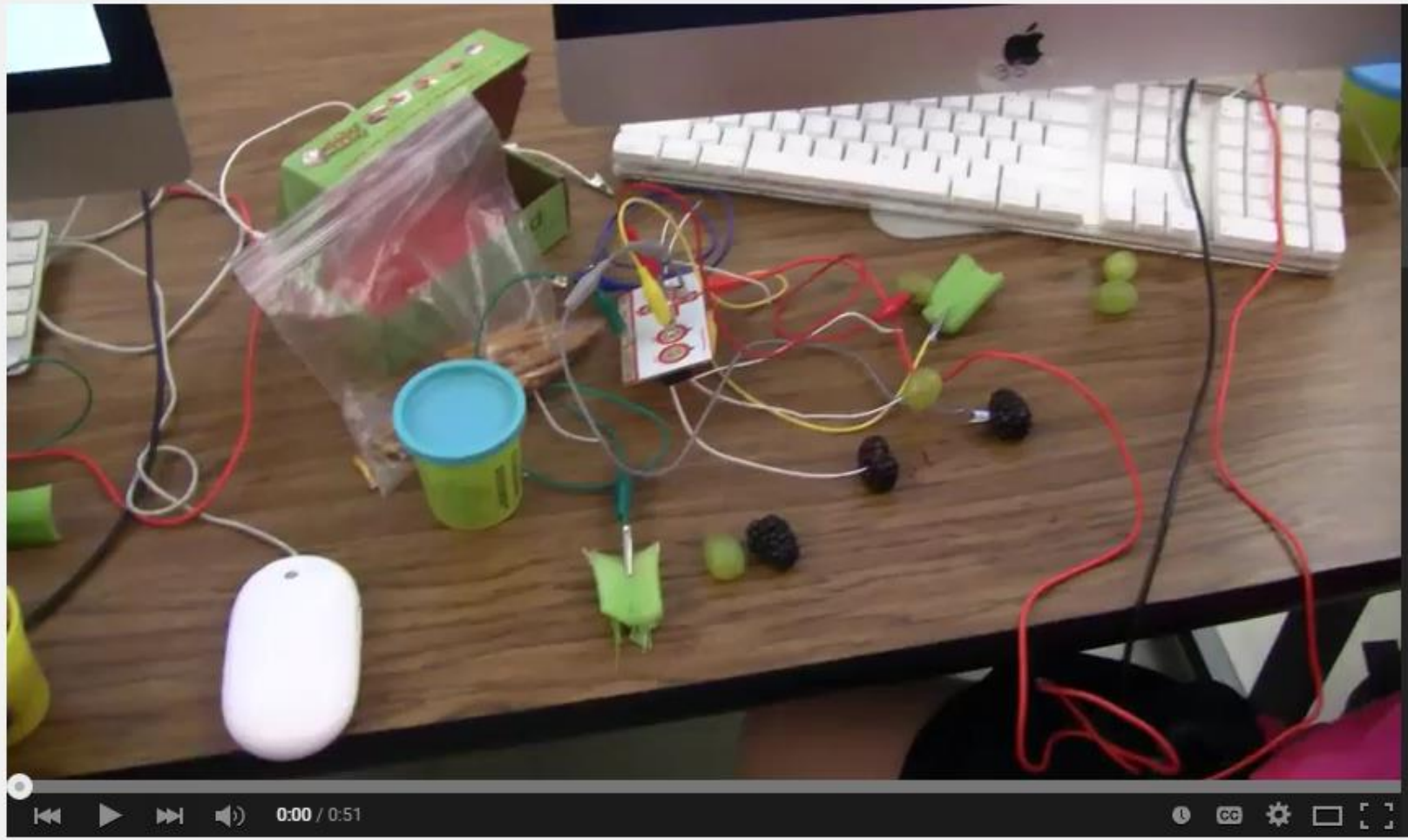







Play-Doh
Play-Doh


Be Stoked



K-8 Coding Class
by Jared O'Leary • 21/31 videos

DT Technology - 4/7/15 - Week 3 - 6th Grade - MaKey MaKey - experimenting with conductivity
Jared O'Leary

22 DT Technology - 4/7/15 - Week 3 - 6th Grade - MaKey MaKey process sharing
Jared O'Leary

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Jared O'Leary

26 DT Technology - 3/31/15 - Week 2 - 1st Grade - Creating a story
Jared O'Leary

27 DT Technology - 3/31/15 - Week 2 - 1st Grade - Class overview

0:00 / 0:51

Analytics Video Manager

DT Technology - 4/7/15 - Week 3 - 6th Grade - MaKey MaKey - experimentir

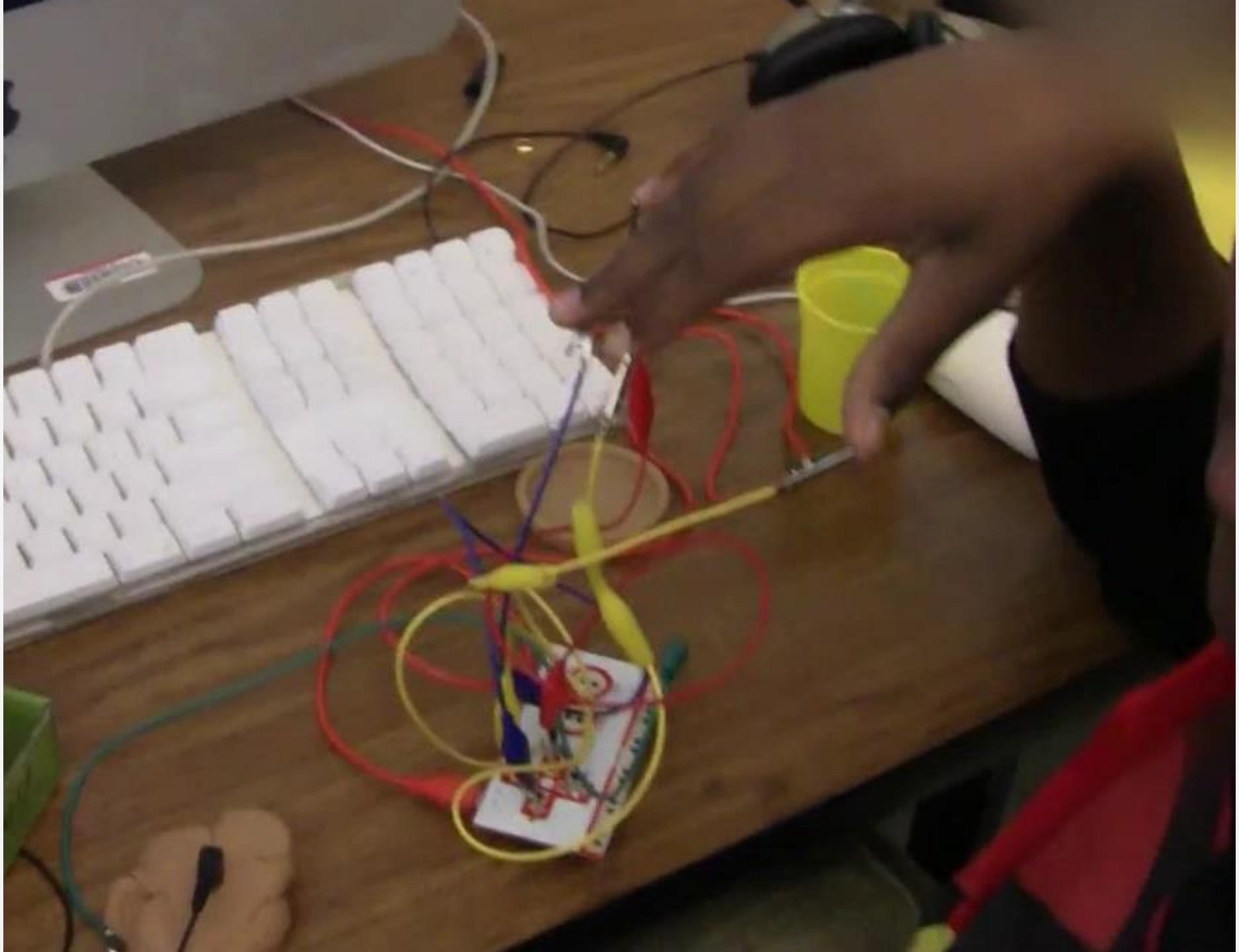
Jared O'Leary

Channel settings

7 views

Mr Hoverboard Teaser
by Ryan Craven
Recommended for you
2:03

soup - we share the same breath pt 2 (live at storåsfestivalen 2010)
by Erlend Viken
Recommended for you
5:00



Untitled-8 (rainbow farts)
by EZDELR01

x: -106 y: 180

Sprites

New sprite:


Stage
4 backdrops

New backdrop:


Girl4

Scripts | Costumes | Sounds

Remix | See project page

Motion | Events
Looks | Control
Sound | Sensing
Pen | Operators
Data | More Blocks

move 10 steps
turn 15 degrees
turn 15 degrees

point in direction 90
point towards

go to x: 65 y: 24
go to mouse-pointer
glide 1 secs to x: 65 y: 24

change x by 10
set x to 0
change y by 10
set y to 0

if on edge, bounce

set rotation style left-right

x position
y position


x: 65
y: 24

when e key pressed
move 10 steps
play sound recording1 until done


V S
H
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T

K-8 Coding Class
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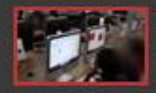
DT Technology - 5/5/15 - Week 3 - 5th Grade - Choose your own project
Jared O'Leary

11 
DT Technology - 5/1/15 - 1st Grade - Code story
Jared O'Leary

12 
DT Technology - 4/30/15 - 7th Grade - Drawing and MaKey MaKey overview
Jared O'Leary

13 
DT Technology - 4/30/15 - 7th Grade - Drawing project sharing
Jared O'Leary

14 
DT Technology - 4/30/15 - Week 2 - 7th Grade - Remixing drawing code
Jared O'Leary

15 
DT Technology - 4/30/15 - Week 2 - 7th Grade - Drawing with code
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16 
DT Technology - 4/30/15 - Week 2 - 7th Grade - MaKey MaKey music glove

Analytics Video Manager

DT Technology - 5/5/15 - Week 3 - 5th Grade - Choose your own project


Jared O'Leary
Channel settings

4 views

Hip Hop ' Lounge ' Jazz - That Soulful Feeling
by Stay See
Recommended for you

Frozen - 8 Bit Cinema
by CineFix
Recommended for you

Beyond linear coding: JavaScript

COMPUTER PROGRAMMING

New Program

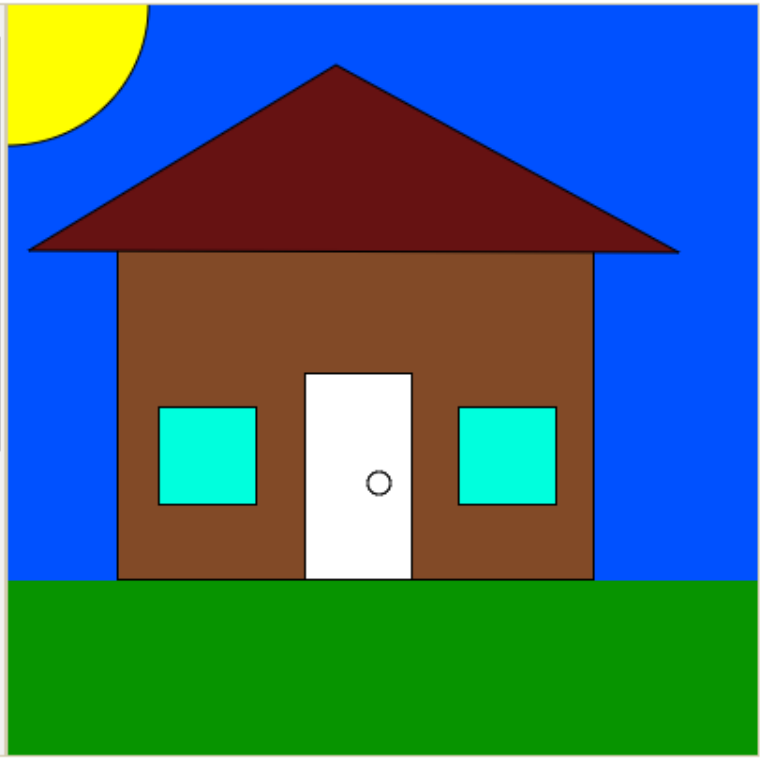
Jpham house project

Created by: J451120 (Updated 4 months ago)

Share | Vote Up 1 | Flag program

Program Guidelines

```
1  //COL0RING
2   var c = 400;
3  var draw = function() {
4      var X = 150;
5      background(0, 81, 255);
6      fill(255, 255, 0);
7      var t = mouseX;
8      var y = mouseY;
9      ellipse(t,y,X,X);
10     c = c - 1;
11     noStroke();
12   if (c < 0) {
13       c = c +1;
14   }
15   else if( c > 400) {
16       c = c -1;
17   }
18   if(mouseIsPressed){
19
20   fill(255, 0, 0);
21     text("Lookie I'm a sun :D ",t-35, y-10);
22   }
23     fill(7, 148, 0);
```



Spin-off | Restart

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Scarlett's Spectacular Shack

Created by: scevan01 (Updated 2 months ago)

Share Vote Up 2 Flag program

Program Guidelines

```
1  //Sky color (background color)
2  background(12, 200, 215);
3
4  //Shape of the house
5  fill(79, 79, 79);
6  strokeWeight(7);
7  stroke(74, 79, 94);
8  rect(150, 163, 200, 200);
9
10 //Left Window
11 stroke(171, 255, 247);
12 fill(161, 249, 255);
13 rect(175, 210, 50, 50);
14
15 //Right Window
16 fill(165, 249, 255);
17 rect(275, 210, 50, 50);
18
19 //Front Doors
20 stroke(66, 17, 17);
21 fill(79, 29, 29);
22 rect(209, 277, 81, 73);
23 line(248, 351, 248, 278);
```

Spin-off Restart

Questions Tips & Thanks **Spin-Offs** Documentation

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COMPUTER PROGRAMMING

New Program

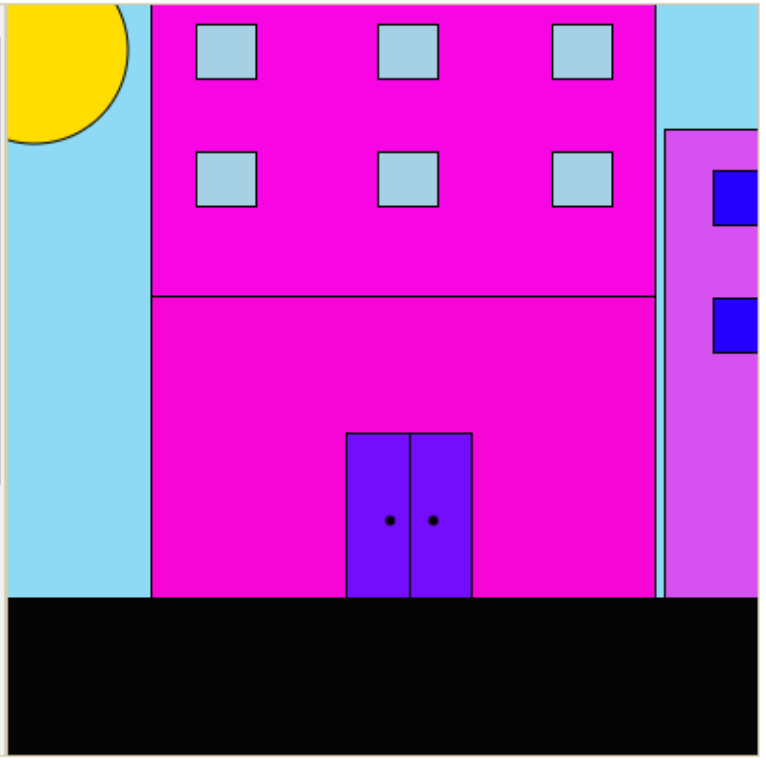
Creative and Colorful City

Created by: ARRUIZ01 (Updated 4 months ago)

Child account program

Program Guidelines

```
background(142, 218, 245);
//Bottom of Building
fill(247, 5, 215);
rect(76,155,269,161);
//Door
fill(116, 13, 250);
rect(180,228,67,89);
//Street
fill(5, 5, 5);
rect(-2,316,402,400);
//Top of Building
fill(247, 5, 227);
rect(76,-1,269,156);
//Windows
fill(166, 208, 227);
rect(100,10,32,29);
rect(197,10,32,29);
rect(290,10,32,29);
rect(290,78,32,29);
rect(197,78,32,29);
rect(100,78,32,29);
//line Seperating Doors
line(214,316,214,228);
// Other Building
```



Spin-off

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COMPUTER PROGRAMMING

New Program

Shaniqua's hair Salon

Created by: A456918 (Updated 5 months ago)

Share | Vote Up 1 | Flag program

Program Guidelines

```
1  var KnobSize;
2  KnobSize = 25;
3  var DoorSize;
4  DoorSize = 190;
5  background(0, 208, 255); // Sky
6  fill(21, 255, 0);
7  rect(-12,349,467,381); // Green Grass
8  fill(232, 221, 162);
9  rect(74, 100, 260, 260); // The actual building
10 rect(36,50,336,85, 417); // The roof
11 fill(0, 0, 0);
12 textSize(26);
13 text("Shaniqua's Hair Salon",76,145,374,345);
14 fill(0, 255, 187);
15 rect(109,196,DoorSize,164); // The door
16 fill(255, 225, 0);
17 line(204,360,204,196); // The line that divides the door
18 ellipse(180,285,KnobSize,KnobSize);
19 ellipse(228,285,KnobSize,KnobSize);
20
21 noStroke();
22 fill(255, 255, 255);
23 ellipse(100,100,80,50);
24 // Don't forget, i'm animating a bloody dog!
```

Spin-off

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COMPUTER PROGRAMMING

New Program

Ferocious, and no roaches

Created by: A451922 (Updated 5 months ago)

Share | Vote Up 1 | Flag program

Program Guidelines

```
1  background(225, 249, 250); //that non pollution sky tho
2  var building;
3  building = 341;
4  var leftX = 146;
5  var rightX = 179;
6  fill(255, 255, 255);
7  noStroke();
8      ellipse(rightX, 60, 126, 97);
9      ellipse(rightX+62, 67, 70, 60);
10     ellipse(rightX-65, 67, 70, 60);
11     stroke(28, 23, 23);
12 fill(242, 179, 179); // that fill tho
13 rect( 30, 154, building, 224); //actual pink building
14 fill(255, 255, 255);
15 rect( 6, 110, 386, 55, 560); //the ruff
16 fill(204, 240, 235);
17 rect( 30, 352, 341, -75); //that sripe
18 fill(211, 236, 240);
19 rect( 156, 378, 106, -136); //that door
20 line(210, 242, 211, 380); //that line on that door
21 fill(222, 212, 133);
22 ellipse(183, 315, 25, 23); //that doorknob
23 ellipse(237, 315, 23, 23); //that other doorknob
24 fill(100, 158, 114);
```

Spin-off | Restart

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COMPUTER PROGRAMMING

New Program

Based on: Project: Animal attack

it's a Sea lion hahahahahahahah

Created by: anorti01 (Updated 2 months ago)

Share | Vote Up 1 | Flag program

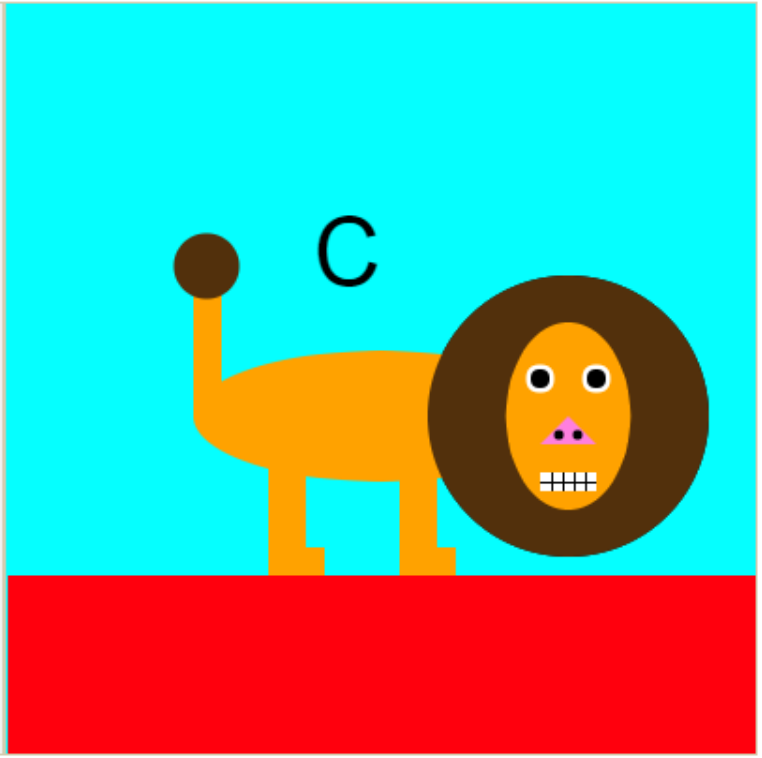
Program Guidelines

```
var bodyX = 200;
var bodyY = 220;
var bodyW = 200;
var bodyH = bodyW/3;
var h = 187;
var g = 0;
draw = function() {
  background(5, g, h);

    fill(0, 0, 0);
    textSize(50);
    text(" C ", 150,150);
        ellipse(300,220,150,150);

    fill(255, 162, 0);
    ellipse(bodyX, bodyY, bodyW, 70); // body?
      fill(82, 48, 12);
        ellipse(300,220,150,150);

        fill(255, 162, 0);
    ellipse(300, bodyY-0, bodyH, 100); // face?
    noStroke();
```



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COMPUTER PROGRAMMING

New Program

Based on: Project: Design an Animal

Spin-off of "Project: Design an Animal"

Created by: Stevenbolt (Updated 8 months ago)

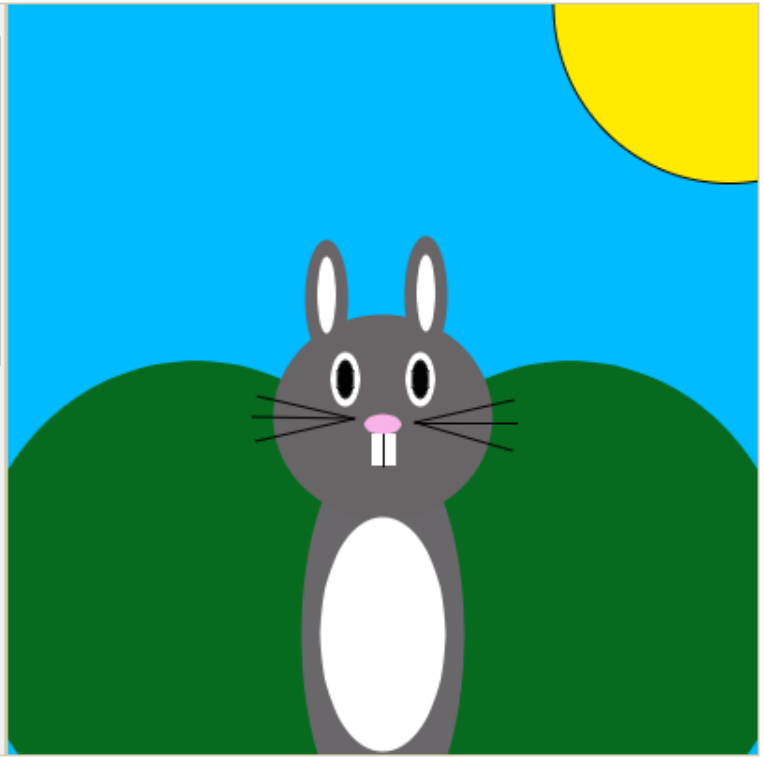
Share | Vote Up 1 | Flag program

Program Guidelines

This project has already been evaluated. You can view the evaluation to get more information.

View evaluation

```
1  var bodyX = 200;
2  var bodyY = 220;
3  background(0, 187, 255);
4
5  noStroke();
6
7  ellipse(bodyX, 220 + 116, 87, 212);
8
9  fill(6, 107, 30);
10 ellipse(bodyX, bodyY + 100, 312,225);
11 ellipse( bodyX - 100, bodyY + 100, 240,260);
12 ellipse( bodyX + 100, bodyY + 100, 240, 260);
13
14 fill(105, 103, 105);
15 ellipse(bodyX,bodyY + 116, 87, 212);
16 fill(105, 100, 102);
17 ellipse(bodyX, bodyY, 117, 109); // body?
18 ellipse(bodyX - 30, bodyY-63, 23, 63); // face?
19
20 ellipse(bodyX + 23, bodyY - 65, 23, 63);
21
22 fill(247, 178, 232);
23 ellipse(bodyX, bodyY + 4, 20, 11);
```



Spin-off

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COMPUTER PROGRAMMING

New Program

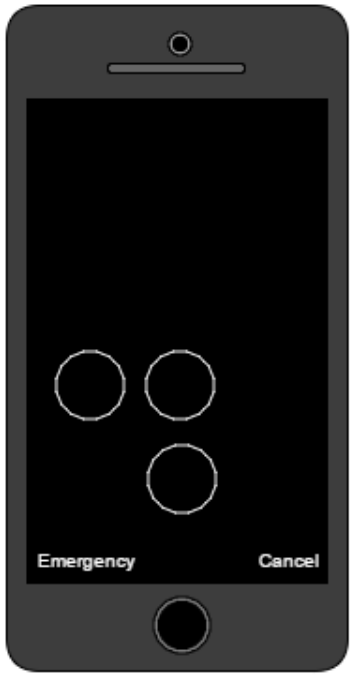
eyePhoen twenni six

Created by: RAGARC01 (Updated 2 months ago)

Child account program

Program Guidelines

```
1  fill(61, 61, 61);
2  rect(113,27,182,355,18);
3  fill(102, 102, 102);
4  rect(167,58,73,5,41);
5  fill(153, 153, 153);
6  ellipse(206,48,12,12);
7  fill(0, 0, 0);
8  ellipse(206,48,7,7);
9  rect(124,77,160,258);
10 fill(125, 125, 125);
11 ellipse(207,358,30,30);
12 fill(0, 0, 0);
13 ellipse(207,358,25,25);
14 fill(255, 255, 255);
15 fill(255, 255, 255);
16 noFill();
17 stroke(255, 255, 255);
18 ellipse(207,280,36,36);
19 ellipse(158,230,36,36);
20 ellipse(206,230,36,36);
21
22
23 //words
24 textSize(10);
```



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New Program

Created by: reolmo01 (Updated 2 months ago)

Share Vote Up 1 Flag program

Program Guidelines

```
noStroke();
fill(194, 0, 55);
triangle(200,200,338,200,200,345);
triangle(200,200,338,200,200,55);
triangle(200,200,62,200,200,345);
triangle(200,200,62,200,200,55);
triangle(200,200,62,290,338,290);
triangle(200,200,62,110,338,110);
fill(255, 204, 0);
ellipse(200,200,200,200);
fill(255, 119, 0);
triangle(122,245,112,156,262,280);
ellipse(209,258,130,74);
```

Spin-off

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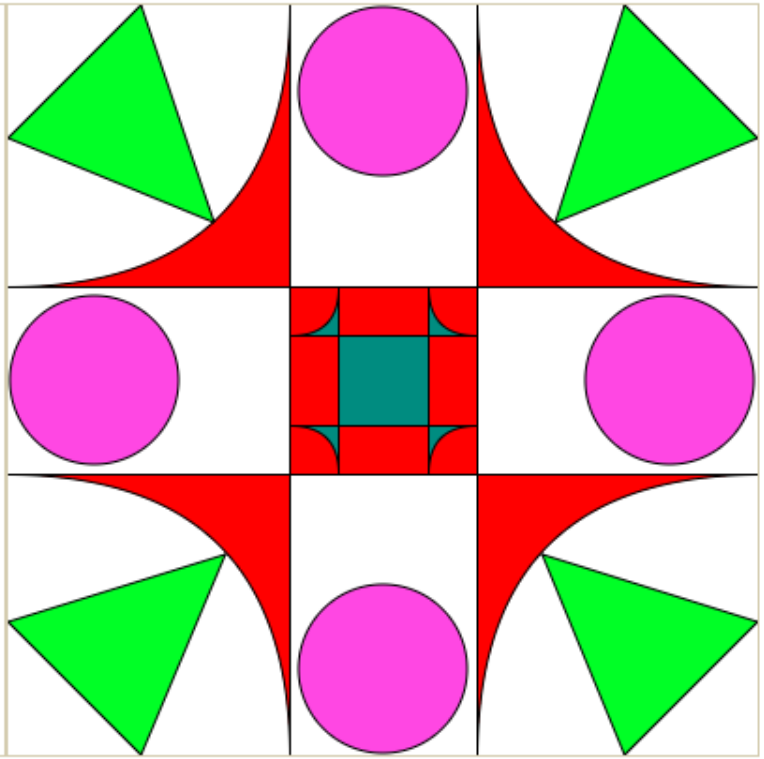
Abstract YOOOOO

Created by: RAGARC01 (Updated 3 months ago)

Child account program

Program Guidelines

```
1  fill(255, 0, 0);
2  rect(150,150,100,100,-151);
3  fill(0, 140, 128);
4  rect(176,176,48,48,-26);
5
6      fill(255, 71, 227);
7  ellipse(200, 354,90,90);
8  ellipse(46,200,90,90);
9  ellipse(200,46,90,90);
10 ellipse(353,200,90,90);
11
12 fill(0, 255, 38);
13 triangle(71,0,0,71,110,116);
14 triangle(329,0,400,71,292,116);
15 triangle(0,329,71,400,116,293);
16 triangle(400,329,329,400,285,293);
17
18
```



Spin-off

Spin-Offs Documentation

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COMPUTER PROGRAMMING

New Program

Based on: Project: What's for Dinner?

Spin-off of "Project: What's for Dinner?"

Created by: reolmo01 (Updated 2 months ago)

Share | Vote Up 2 | Flag program

Program Guidelines

This project has already been evaluated. You can view the evaluation to get more information.

View evaluation

```
1  fill(107,7,138);
2  rect(-6,-5,416,490);
3  noStroke();
4  fill(31, 31, 31);
5  ellipse(200,300,326,337);
6  rect(131,-51,40,393);
7  rect(305,-51,38,393);
8  rect(82,-27,-18,321);
9  rect(218,-101,8,393);
10 fill(0, 0, 0);
11 triangle(150,200,250,200,200,103);
12 triangle(150,200,250,200,200,259);
13 triangle(200,407,185,360,216,360);
14 rect(184,241,31,94);
15 rect(124,212,150,29);
16 ellipse(200,351,136,32);
17 fill(107, 7, 138);
18 triangle(100,230,124,241,124,213);
19 triangle(300,230,275,241,275,213);
20 fill(107, 7, 138);
21 triangle(249,200,200,255,200,200);
22 triangle(200,407,185,360,216,360);
23
```

Spin-off

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COMPUTER PROGRAMMING

New Program

Based on: Project: Shooting star

Spin-off of "Project: Shooting star"

Created by: reolmo01 (Updated 2 months ago)

Share | Vote Up 1 | Flag program

Program Guidelines

```
1  noStroke();
2  fill(222, 218, 138);
3  rect(150,100,70,200);
4  rect(116,140,140,50);
5  triangle(255,140,256,190,300,165);
6  triangle(116,140,116,191,71,165);
7  triangle(150,100,220,100,185,59);
8  triangle(150,301,220,301,185,355);
9  fill(255, 250, 153);
10 rect(170,114,30,170);
11 rect(128,155,115,20);
12 fill(59, 58, 37);
13 triangle(151,238,220,302,151,302);
14 triangle(171,190,116,191,72,165);
15 fill(115, 112, 71);
16 triangle(171,240,201,284,171,284);
17 triangle(171,175,129,175,129,156);
```

Spin-off

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COMPUTER PROGRAMMING

New Program

Jesus

Created by: A459714 (Updated 2 months ago)

Share Vote Up 1 Flag program

Program Guidelines

```
noStroke();
fill(117, 91, 91);
//BigCross
rect(181,74,35,231);
rect(112,133,175,35);
//LeftCross
rect(64,171,26,128);
rect(41,202,71,26);
//RightCross
rect(302,171,26,128);
rect(279,202,71,26);
fill(40, 184, 91);
ellipse(202,362,443,167);
fill(255, 255, 255);
ellipse(268,150,4,4);
ellipse(134,150,4,4);
ellipse(199,255,4,4);
stroke(0, 0, 0);
triangle(356,105,367,95,345,95);
triangle(334,105,345,95,321,95);
triangle(312,105,321,95,298,95);
triangle(288,105,298,95,274,95);
triangle(345,72,367,72,355,62);
```

Spin-off

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COMPUTER PROGRAMMING

New Program

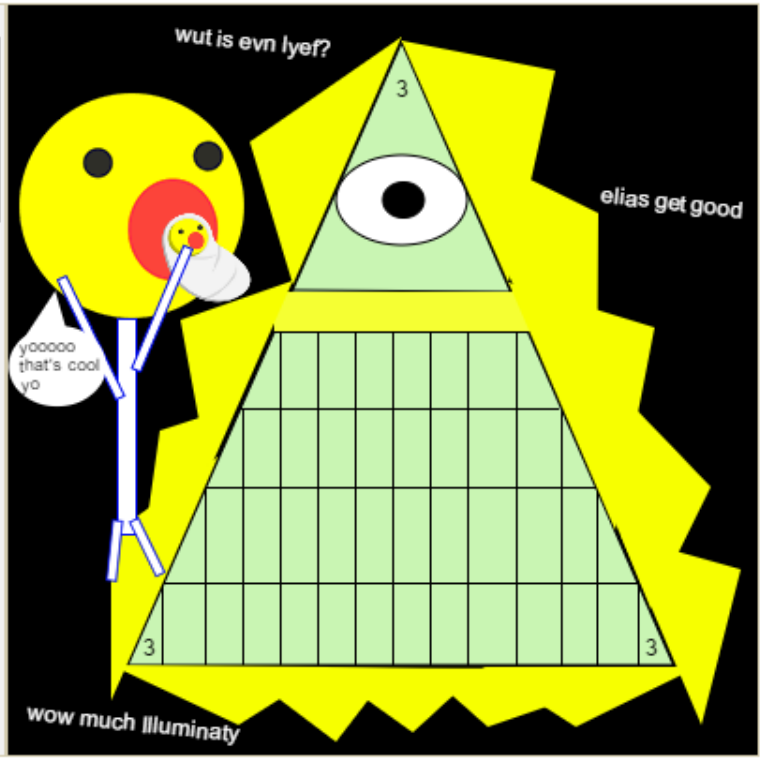
illoorminarty tryengel

Created by: RAGARC01 (Updated 2 months ago)

Child account program

Program Guidelines

```
1  background(0, 0, 0);
2  //top triangle
3  fill(201, 245, 179);
4  triangle(210,20,64,352,355,352);
5  line(151,153,266,153);
6  fill(255, 255, 255);
7  ellipse(210,104,70,48);
8
9  //bottom triangle
10 line(152,152,268,153);
11 line(142,174,277,174);
12 line(82,308,336,308);
13 line(105,257,313,257);
14 line(293,215,123,215);
15 line(82,309,82,351);
16
17 line(105,352,105,257);
18 line(125,216,125,351);
19 line(145,173,145,351);
20 line(165,173,165,351);
21 line(185,173,185,351);
22 line(205,173,205,351);
23 line(225,173,225,351);
24 line(245,173,245,351);
```



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COMPUTER PROGRAMMING

New Program

United States of Winston Avengers

Created by: RAGARC01 (Updated 2 months ago)

Child account program

Program Guidelines

```
1  var swag = getImage("avatars/robot_male_3");
2  image(swag,2,-47,400,448);
3  //Outline
4  rect(64,92,300,221);
5  fill(0, 20, 150);
6  rect(64,92,137,119);
7  var winston =getImage("creatures/Winston");
8  image(winston,69,90);
9  image(winston,64,92,20,20);
10 image(winston,181,92,20,20);
11 image(winston,64,192,20,20);
12 image(winston,181,192,20,20);
13
14 //Inside top half
15 fill(199, 0, 0);
16 rect(201,92,163,17);
17 fill(255, 255, 255);
18 rect(201,109,163,17);
19 fill(199, 0, 0);
20 rect(201,126,163,17);
21 fill(255, 255, 255);
22 rect(201,143,163,17);
23 fill(199, 0, 0);
```

Spin-off

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COMPUTER PROGRAMMING

New Program

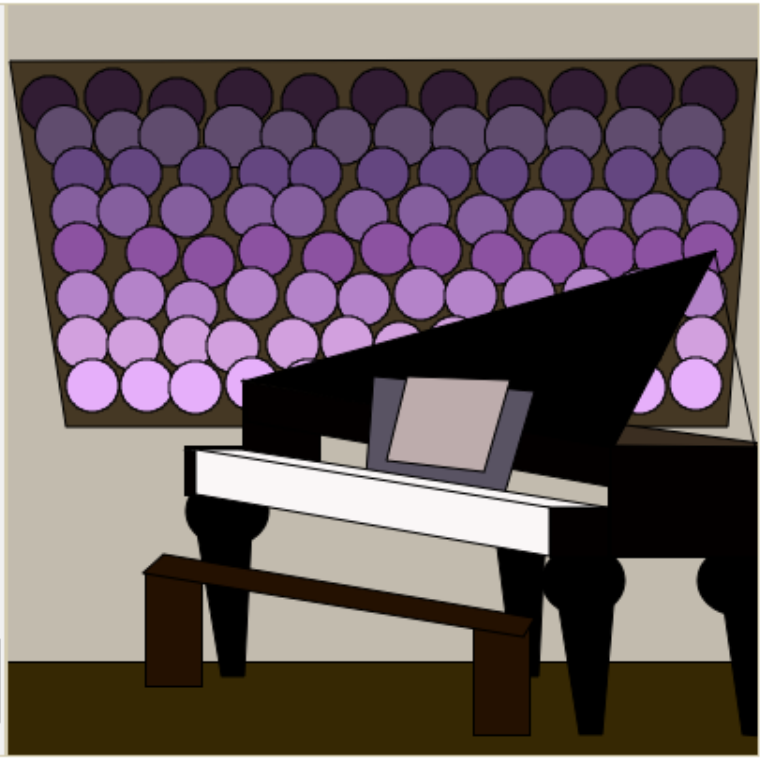
Before The Performance

Created by: alsmit03 (Updated 2 months ago)

Share | Vote Up 1 | Flag program

Program Guidelines

```
168  fill(0, 0, 0);
169  quad(378, 131, 323, 236, 125, 200, 125, 201);
170  line(454, 503, 377, 131);
171  //keys
172  fill(89, 83, 99);
173  quad(281, 206, 264, 264, 191, 252, 195, 198);
174  fill(250, 247, 247);
175  quad(320, 268, 285, 268, 94, 237, 124, 237);
176  quad(289, 268, 289, 294, 100, 261, 100, 237);
177  ///Sheet Music
178  fill(189, 172, 172);
179  quad(268, 200, 254, 249, 202, 243, 213, 198);
180
181
182
183  ///// Piano Bench
184  fill(36, 17, 1);
185  rect(248, 329, 30, 60, 0);
186  rect(73, 303, 30, 60, 0);
187  quad(281, 327, 275, 337, 72, 303, 83, 293);
188
189
190
```



Spin-off

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Castle

Created by: capitt01 (Updated 3 months ago)

Share Vote Up 1 Flag program

Program Guidelines

```
1  frameRate(40);
2  draw = function() {
3  var expSize =1;
4
5  noStroke();
6  background(0, 166, 255);
7  var w = 50;
8  var h = 50;
9  fill(74, 69, 69);
10 rect(100, 100, 220, 226);
11 rect(0, 76, 100, 250);
12 rect(300, 76, 100, 250);
13 fill(255, 247, 0);
14 rect(120, 166, h, w);
15 rect(250, 166, h, w);
16 fill(33, 33, 33);
17 rect(185, 200, h, 126);
18 fill(13, 255, 0);
19 rect(0, 320, 400, 85);
20 fill(255, 234, 0);
21
22 var z = 15;
23 var q = 13;
```

Spin-off Restart

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Building

Created by: Stevenbolt (Updated 3 months ago)

Share Vote Up 1 Flag program

Program Guidelines

```
background(255, 255, 255);
var bird = function(mousevert, mousehors) {
     fill(80, 95, 250);
    ellipse(mousevert, mousehors, 28,14);
    triangle(mousevert+9, mousehors+1, mousevert-12, mousehors, mousevert, mousehors+14);
    fill(255, 204, 0);
    triangle(mousevert+10, mousehors+2, mousevert+9, mousehors-5,mousevert+25, mousehors);
};
var sunX=0;
var cloudX=-520;
var moon=121;
var draw = function() {
    background(62, 77, 240);
    fill(255, 255, 0);
    ellipse(sunX, 0,moon,moon);
    fill(255, 255, 255);
    ellipse(cloudX, 0, moon, moon);
    fill(32, 92, 30);
    ellipse(205,394,500,358);
    fill(94, 88, 94);
    rect(134,274,159,-158);
    fill(228, 242, 167);
    noStroke();
```

Spin-off Restart

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Empire State Building

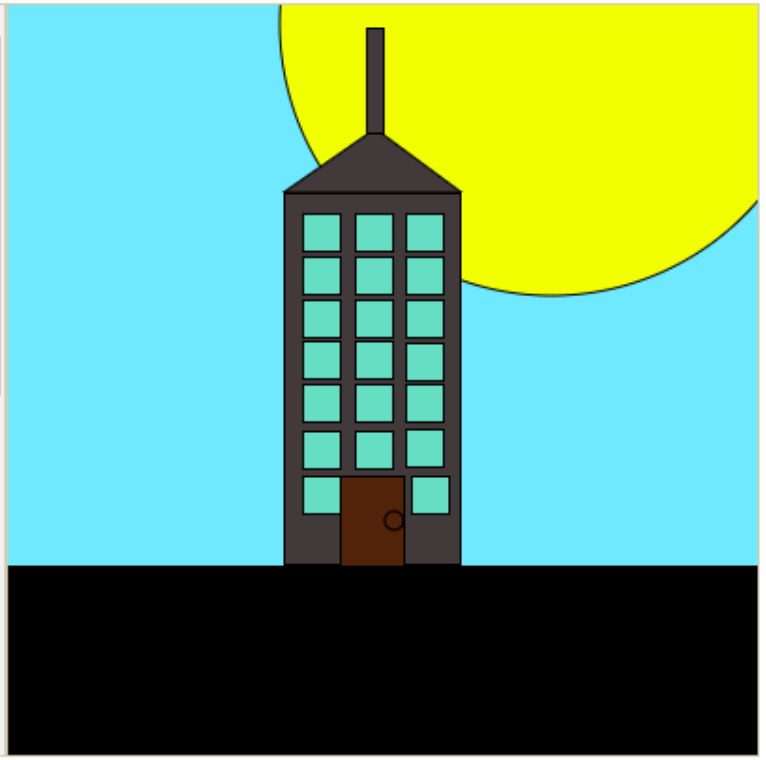
Created by: Steven Bills (Updated 4 months ago)

Share Vote Up 1 Flag program

Program Guidelines

```
var Size = 20;
var Draw = 20;
var Shape = 20;
var draw = function(){
background(110, 233, 255);
fill(242, 255, 0);
ellipse(Draw , 10, Shape, Shape);

Draw = Draw + 1;
Shape = Shape + 1;
fill(0, 0, 0);
rect(0, 299, 399, 100);
fill(66, 58, 58);
rect(147, 100, 94, 198, 0);
triangle(242, 100, 196, 66, 147, 100);
rect(191, 12,9, 56,0);
fill(102, 222, 196);
rect(212, 226, Size, Size, 0);
rect(212, 134, Size, Size, 0);
rect(157, 134, Size, Size, 0);
rect(185, 134, Size, Size, 0);
rect(157, 179, Size, Size, 0);
rect(185, 179, Size, Size, 0);
```



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COMPUTER PROGRAMMING

New Program

School

Created by: Charley (Updated 2 months ago)

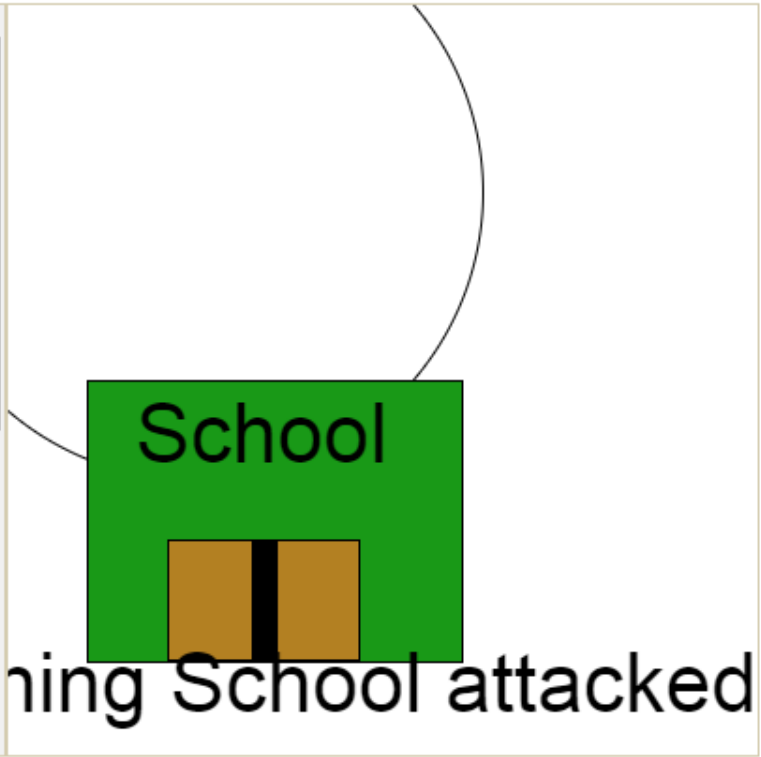
Share Vote Up 1 Flag program

Program Guidelines

```
var radius=0;
var x=-265;
var news=406;
var Sun;
var Sun3;
var Sun2;
var draw= function(){
background(255, 255, 255);
fill(0, 0, 0);
mouseClicked = function() {
Sun=random(0,255);
Sun2=random(0,255);
Sun3=random(0,255);
};

fill(Sun, Sun2, Sun3);
 radius=radius+1;

    ellipse(100,100,radius,radius);
    fill(random(0,255),random(0, 255),random(0, 255));
x=x+1;
rect(x,200,200,150);
textSize(44);
```



Spin-off Restart

Questions Tips & Thanks **Spin-Offs** Documentation

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Bus

Created by: Charley (Updated 2 months ago)

Share Voted Up! 3 Flag program

Program Guidelines

```
var speed=-180;
var Bus=function(speed){
    fill(227, 227, 227);
    rect(speed,280,180,75);
    fill(41, 41, 41);
    ellipse(speed+19,359,30,30);
    ellipse(speed+56,359,30,30);
    ellipse(speed+138,359,30,30);
    noStroke();
    rect(speed+150,286,30,49);
    fill(31, 31, 31);
    rect(speed+151,286,-145,30);
    fill(69, 113, 224);
    rect(speed,331,180,5);
    };
draw= function() {
    background(20, 20, 20);
    //buildings
    rect(20,174,109,203);
     rect(42,94,65,205);
      rect(70,50,8,203);
    if(speed<150){
    speed=speed+1;
    }
```

Spin-off Restart

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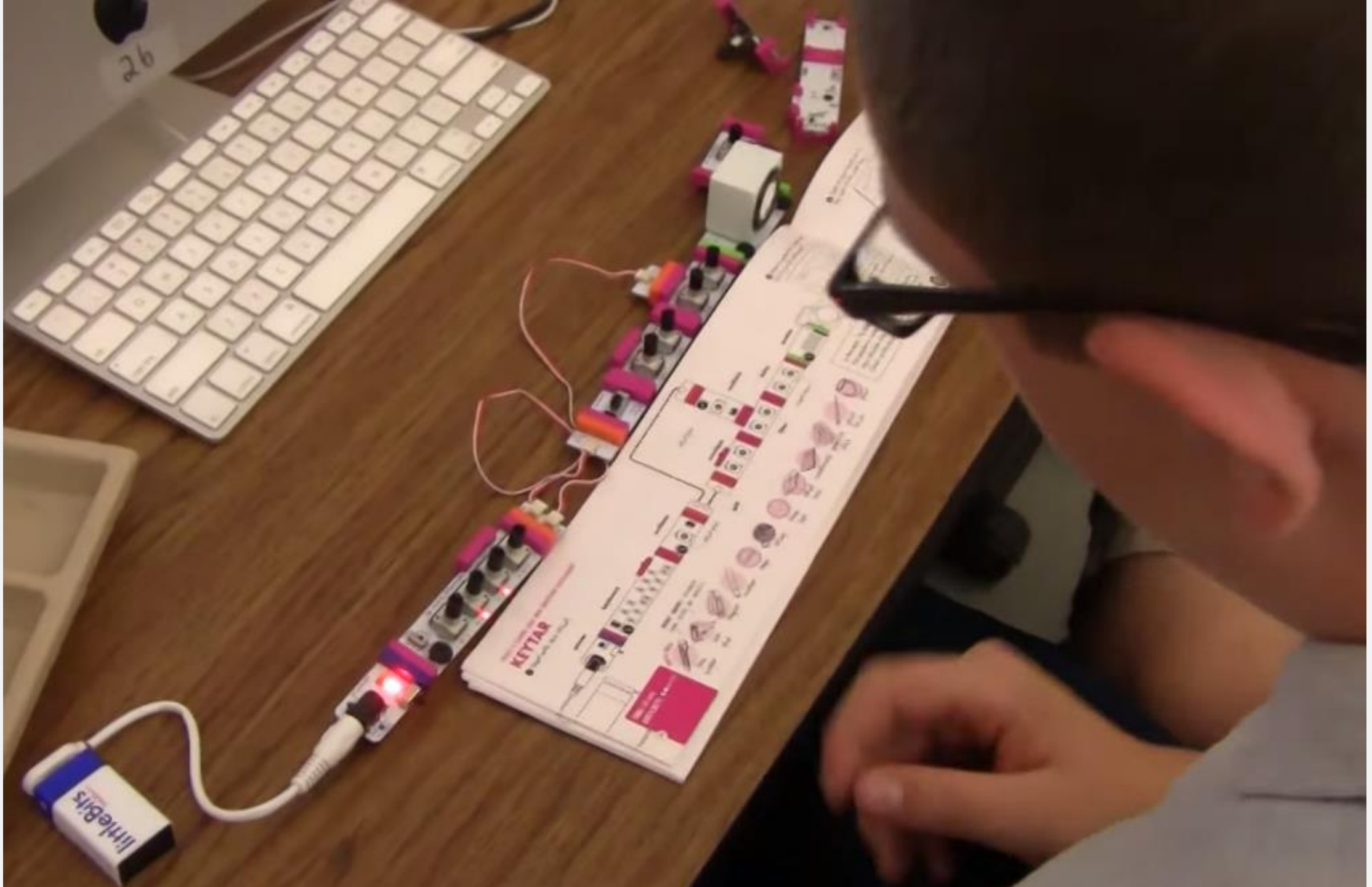
Media arts & technology makerspace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jdoleary

DT Media Arts and Technology - Spring, 2015

5 months

#DT

jdoleary

5 95

Music from 6-8 graders in Media Arts and Technology at DT.

#DT #2015 #DT

1	Project Zer0	▶ 2
2	Beats - 2:11:15, 8.30 AM	▶ 9
3	Diegos beat	▶ 6

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0:33 2:34

Playing from DT Media Arts and Technology ...
Project Zer0

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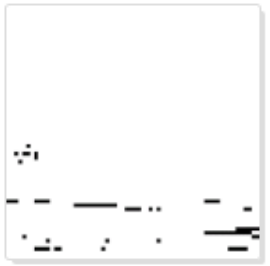
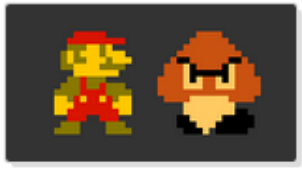

buggy game.gif


CC.png


Charley's Luigi.png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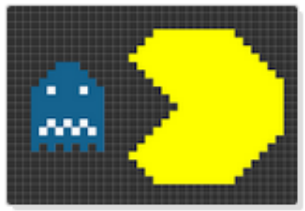
Charley's Mega...


Charley's O'Lear...


Charley's Pac-M...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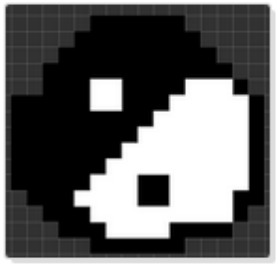
creeper.gif


crying by nathani...

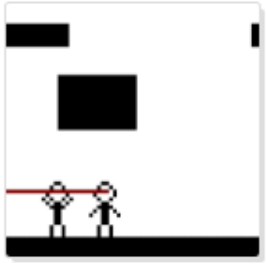

dainel android.gif

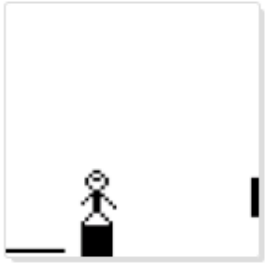

dainel yin yang.....


daniel pixel art of...


daniel pixel art.png


Daniel's AC.gif


daniel's game (1...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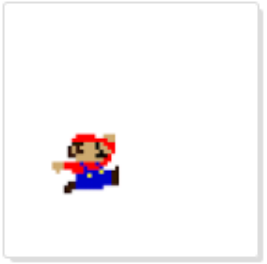
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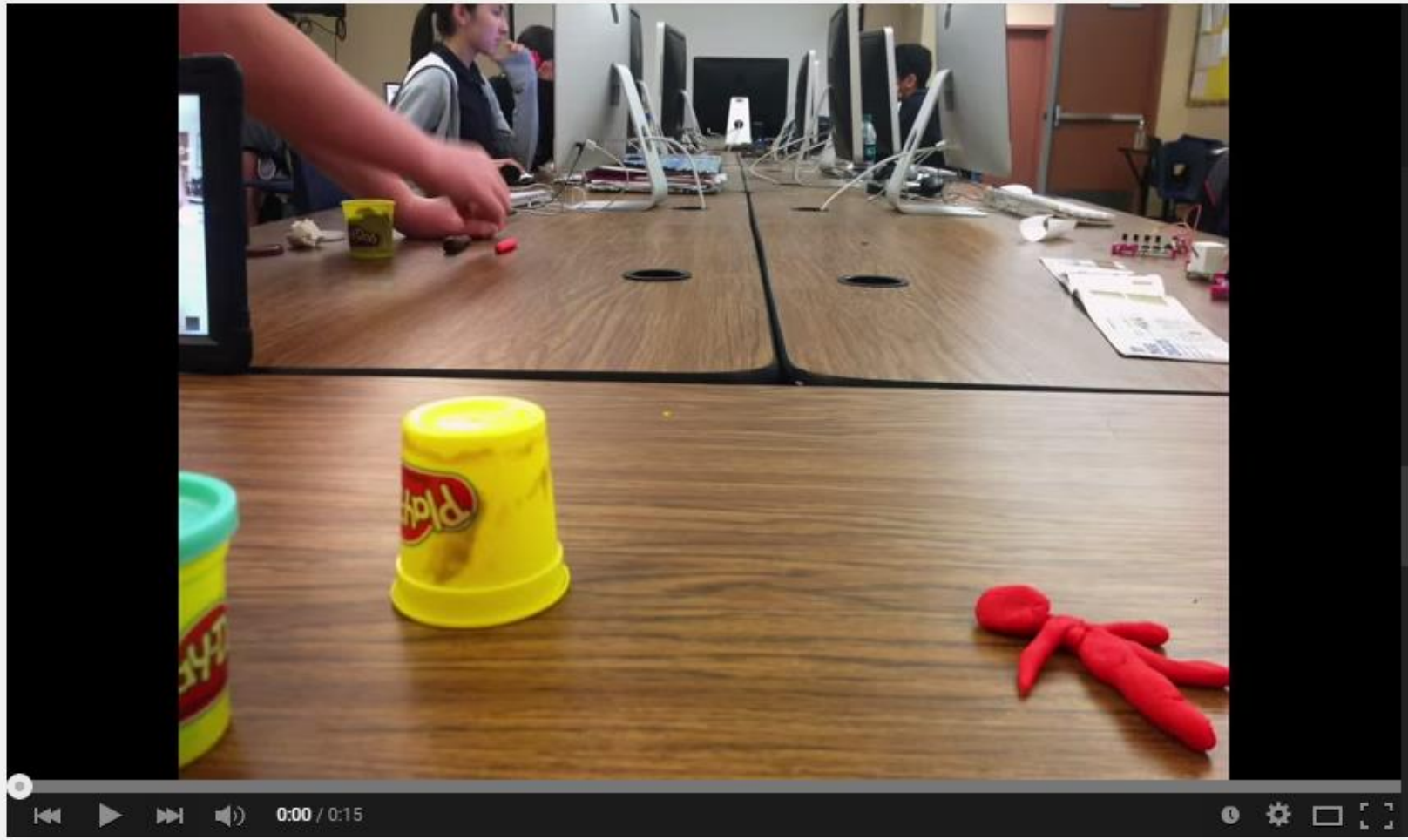
daniel's slander...

Early Morning Br...



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2 snake race
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3 Snake Race 2
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Snake Attack

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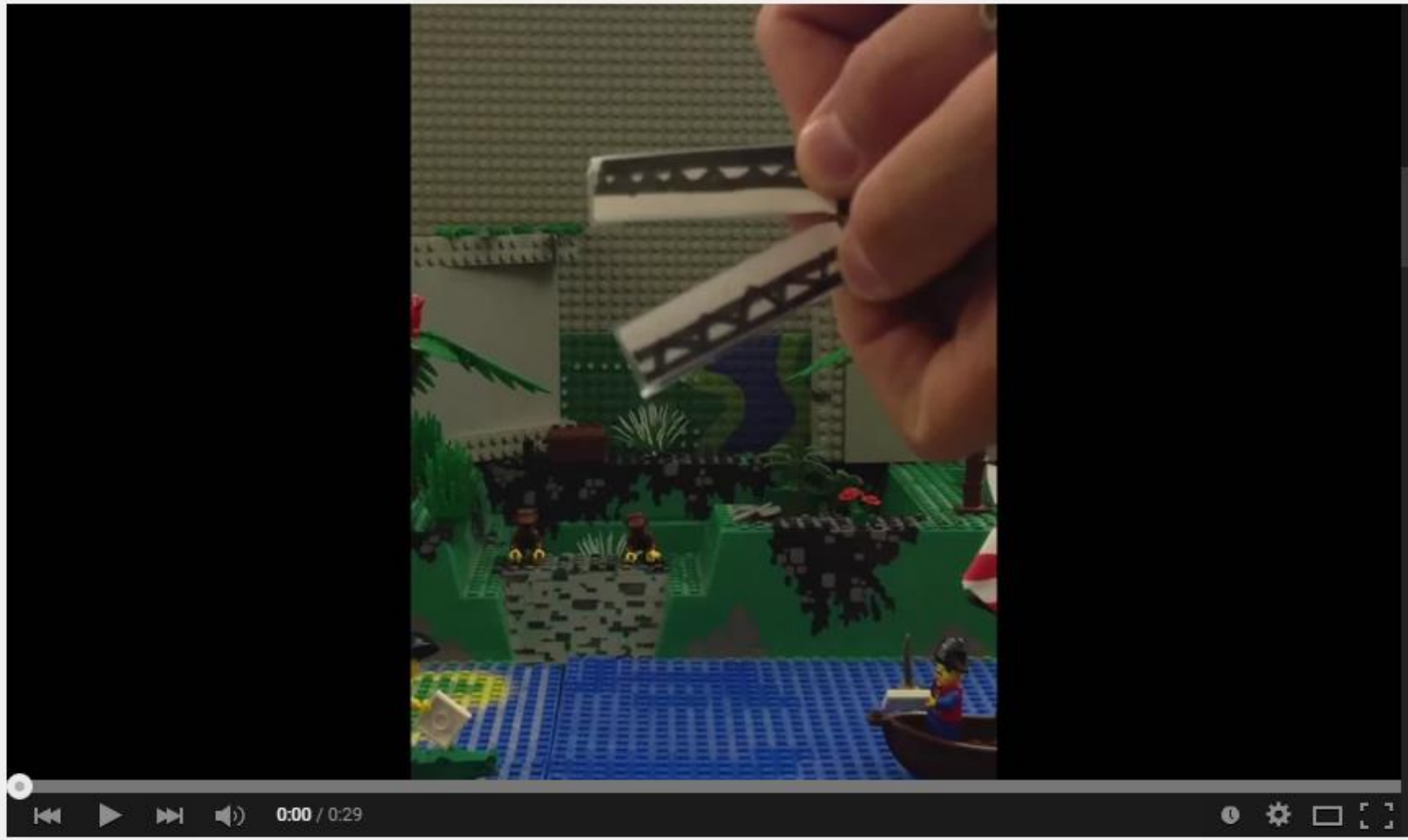

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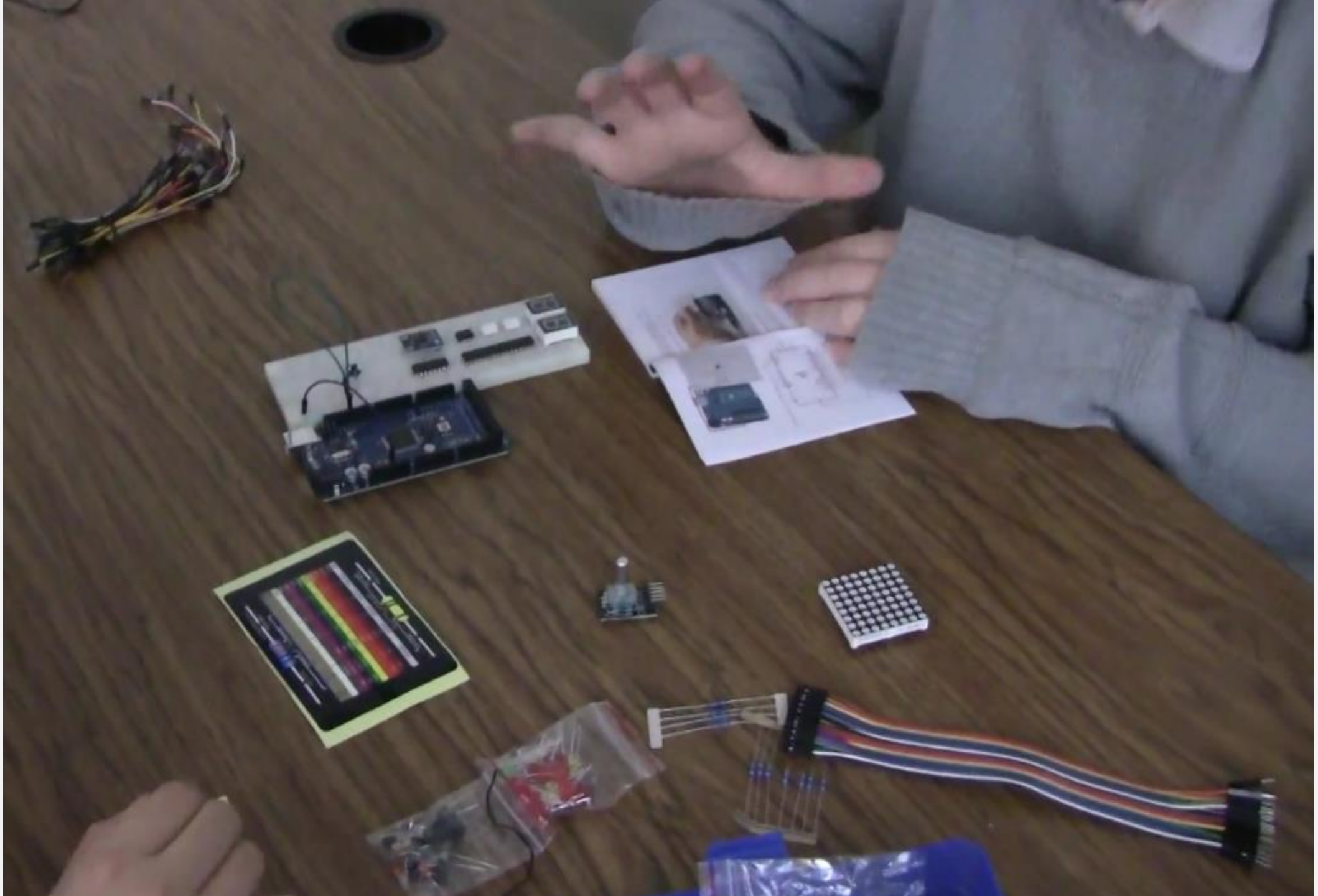

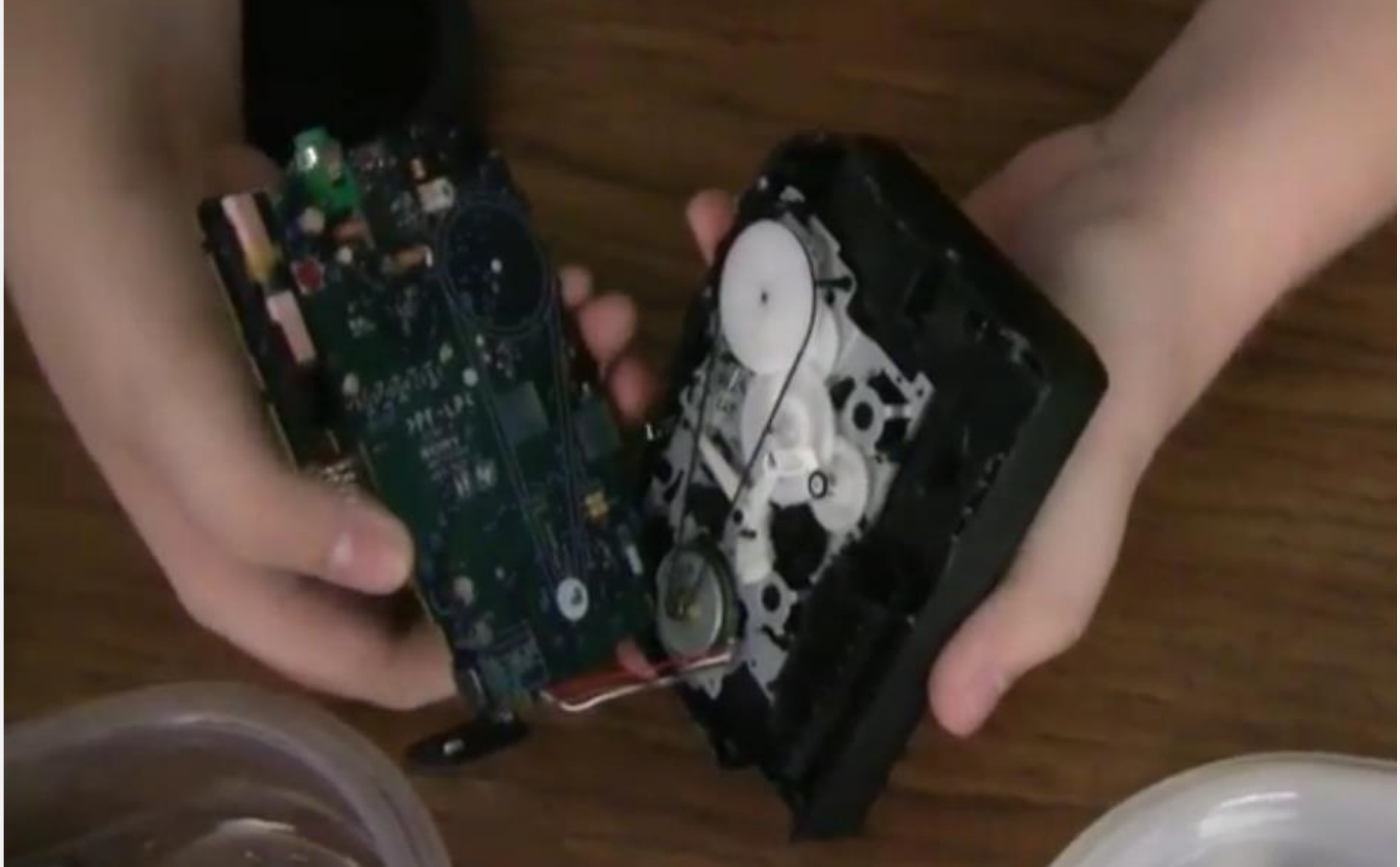

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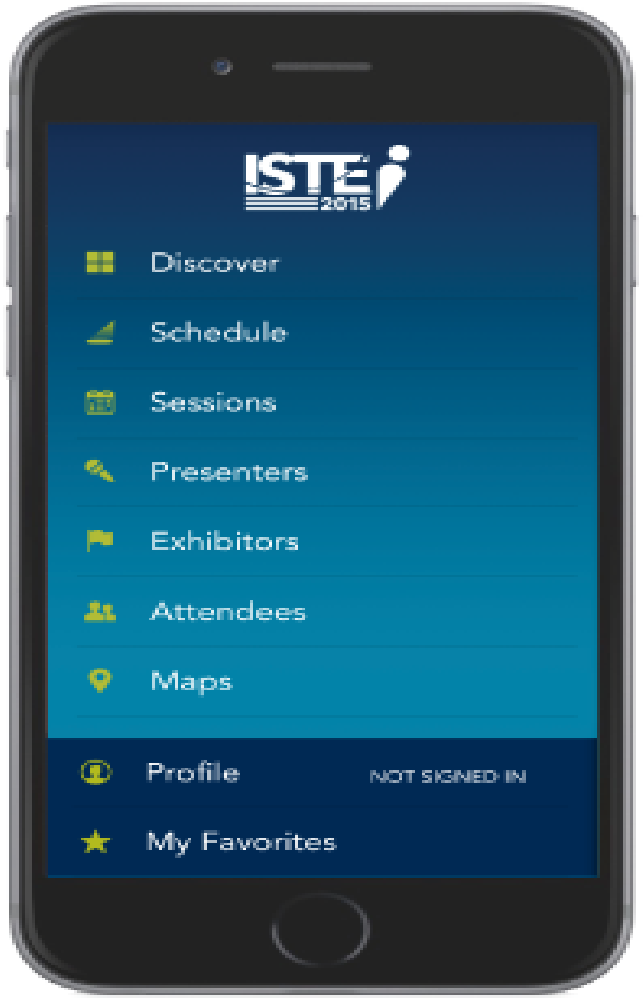

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