

YOU CAN CODE REAL APPS THAT WORK ON GADGETS LIKE PHONES AND TABLETS!

HOW TO BITSBOX

1

FIND A COMPUTER WITH A PHYSICAL KEYBOARD.

The coding part of Bitsbox isn't meant to be done on tablets just yet.

2

OPEN A WEB BROWSER.

We recommend Chrome, Firefox, Safari or Internet Explorer 11.

3

GO TO BITSBOX.COM/CODE

Have fun!

YOU CAN RUN YOUR APPS ON A REAL PHONE!

Before you do these steps, install a QR reader app on your gadget.

Go here for a couple of suggestions: bitsbox.com/QRapps

- 1 On a computer, open the Bitsbox app you built.
- 2 Click the sharing icon  in the corner of the screen.
- 3 Scan the QR code on the screen with your gadget.

ATTENTION GROWNUPS!

You can read all about kids and coding with Bitsbox at bitsbox.com/blog

QR codes look just like this!



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MINI APPS

TO GET YOU STARTED

4497 FIRE MONSTER

```
1 fill('lava planet')
2 stamp('monster23')
3 sound('wooyah')
```

Can you change the sound to 'peekaboo'?

1145 SNACKS PLEASE!

```
1 stamp('monster23',400,700)
2 text('Have any snacks?',250,400,'red')
```

Can you change what the monster says?

3429 HOT STUFF

```
1 stamp('monster23').tap = burn
2 song('heavy')
```

Can you make the monster dance instead?

WANT MORE STAMPS & FILLS & SOUNDS & SONGS?

Click the Library icon  when you're coding!

bitsbox

code these apps at bitsbox.com

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6340



CHICKEN CHATTER



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code this app at bitsbox.com

Chicken Chatter 6340

PART 1

ADD A BACKGROUND AND TWO CHARACTERS!

```
1 fill('conversation')
2 stamp('chicken6',250,750)
3 stamp('chicken7',550,750)
```

HINT

You can click **Play** to run your app after typing each line of code.

PART 2

MAKE TEXT APPEAR ON THE SCREEN!

```
4 text('Why did the cow cross the road?',100,100)
5 text('Why?',100,200)
6 text('To get to the UDDER side!',100,300)
```

MORE POULTRY, PLEASE.

Can you swap in other chickens and change what they're saying? Please write something more hilarious than this lame cow joke.

Extra bonus points if you can add more lines of dialog.
HINT: The numbers on lines 4–6 place the text precisely.



chicken8



chicken9



chicken10



chicken11



chicken12



chicken13



chicken14



chicken15

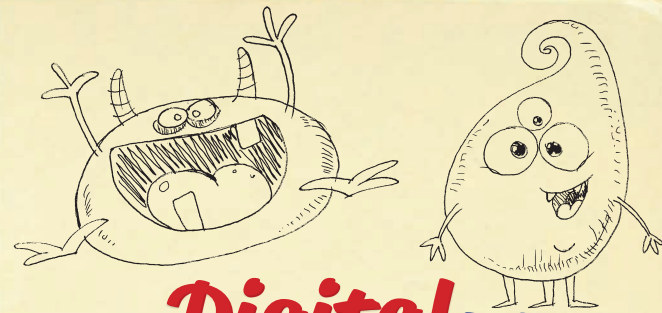


chicken16



chicken5

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Digital Doodle BOOK



CODE YOUR OWN SUPERCOOL DRAWING APP!

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```
1 fill('notepad')
2 pen = stamp('rocket pen2')
3
4 function drag() {
5   stamp('ink black',x,y,10)
6   pen.move(x,y,100)
7   pen.front()
8 }
```

Line 5 stamps ink
wherever you're touching.
The ink is 10 pixels wide.

MINI CHALLENGE

Can you change the fill to 'paper'?

HINT: Line 1

SUPER CHALLENGE

Can you change the color of the pen's
ink to be red instead of black?

HINT: Try 'ink red'!

ULTRA CHALLENGE

Can you make your pen
draw fatter lines?

HINT: Line 5

8311



BITSBOX,
WE HAVE A
PROBLEM.

ROCKET RESCUE

TAP THE SCREWY SPACECRAFT TO CORRECT ITS COURSE!

bitsbox

code this app at bitsbox.com

Rocket Rescue 8311

```
1 fill('sky')
2 r = stamp('rocket5',200)
```

1

Add a sky and a rocket!

Crazy rocket flight!

2

```
3 function loop() {
4   stamp('cloud6',r.x,r.y,100)
5   r.move(UP,50)
6   r.rotate(RIGHT,random(360),500)
7 }
8 r.tap = rescue
```

```
9 function rescue() {
10  loop = null
11  r.rotate(0)
12  r.move(UP,1200,3000)
13  sound('crowd')
14 }
```

3

Tap the rocket to rescue it!

HINT

You can click **Play** to run your app between each code section.

MINI CHALLENGE

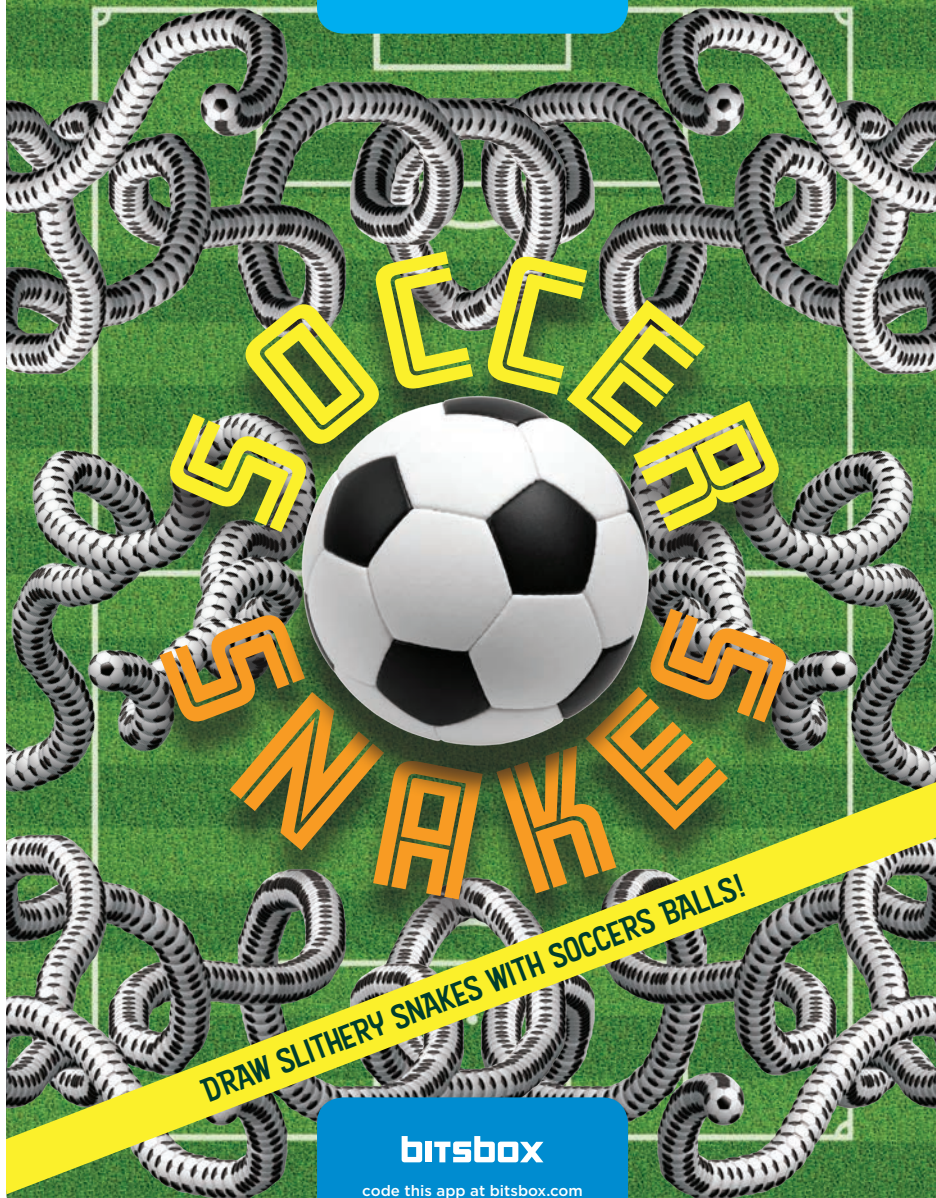
Can you put a 'rocket pen' in this app?
HINT: Line 2

SUPER CHALLENGE

Can you change the sound to 'rocket' ?
HINT: Line 13

2691

CHALLENGE APP!

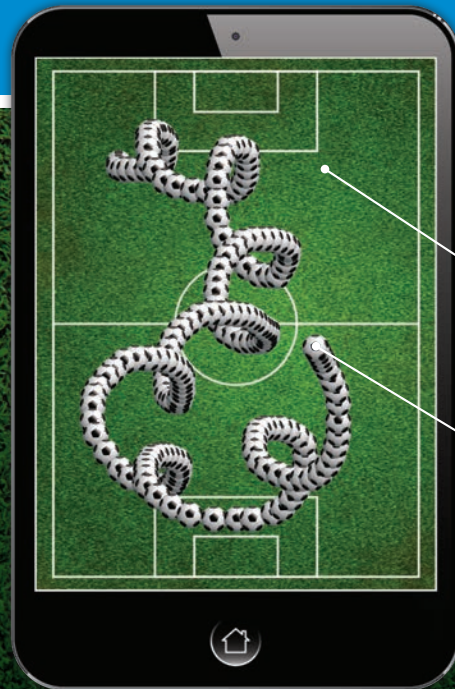


bitsbox

code this app at bitsbox.com

Start by creating a new app with this number: 2691

YOU CAN CODE THIS APP YOURSELF!



soccer field



soccer ball

HERE'S HOW YOUR APP SHOULD WORK:

- » Fill the screen with the image 'soccer field'.
- » Leave a trail of soccer balls everywhere you drag on the screen.

HINT Look at *Digital Doodle Book* if you're feeling stuck!

EXTRA CREDIT

Can you draw with a basketball instead? HINT: 'ball 10'

NEED SOME HELP? Create a new app with number 2691

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Stamp Card
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