Introduction to Programming with Imagination Toolbox

This workshop is designed so that you have full command of where you would like to go next. You can pick and choose whatever activity is most appealing to you. However, if you find an activity in a certain level to be very challenging, please try another activity within that same level before moving to the next level. If you feel as though you have mastered the activity and understood the main concepts, then feel free to move to an activity at the next level. If you have any questions, please ask a facilitator for help.

Introduction:

In Orientation, you will be provided with detailed, step-by-step instructions with screenshots corresponding to the steps provided.

- Orientation

Level 1:

In level 1, you will be provided with detailed, step-by-step instructions with screenshots corresponding to the steps provided.

- Catching Flies

Level 2:

In level 2, you will be provided with descriptions of blocks, a list of suggested blocks, a list of suggested skill cards, and a screenshot of the solution on the back of the page. There is less guidance provided on these activity sheets, and if you have any questions, please ask a facilitator for help.

- Paintball
- Epidemic

Level 3:

In level 3, you will continue to be provided with descriptions of the blocks and a list of suggested blocks, but NO solutions.

- Predator-Prey Starter
- Treasure Hunt Starter

Level 4:

In this final level, you will be provided with a list of suggested blocks, and there will be fewer hints dispersed throughout the activity. There will be NO solutions provided.

- Predator-Prey Model
- Treasure Hunt Game

Draw Your Own Roadmap:

ORIENTATION

CATCHING FLIES

EPIDEMIC

PAINTBALL

PREDATOR-PREY STARTER

TREASURE HUNT STARTER

PREDATOR-PREY MODEL

TREASURE HUNT GAME

Wrapping Up

1. You are welcome to stay until 3:00 pm if you would like to talk to us or continue programming.

2. BPS teachers - please make sure that you have submitted your Orientation exit ticket, Catching Flies exit ticket, and at least 1 more exit ticket. Ask a facilitator to show you how to submit these projects.

3. Pick up activity sheets for the activities you did not complete today.

4. If you would like to continue working on StarLogo Nova at home with your own projects, we suggest you write down your username and password here:

   Username:

   Password:

5. Please give us your reflections and feedback at https://todaysmeet.com/ipwit

6. If you are a teacher, consider applying to our week-long workshop on August 11-15. Each day will begin with a programming challenge, followed by time to plan and develop your classroom unit using StarLogo Nova. https://it2014.eventbrite.com

7. Welcome to the Imagination Toolbox family! Please contact us if you would like us to visit your classroom (within reasonable driving distance from MIT), answer questions via email/Skype/Google Hangout, teach a guest lesson, etc.

   imaginationtoolbox@mit.edu
   Daniel Wendel: djwendel@mit.edu
   Wendy Huang: wh1@mit.edu