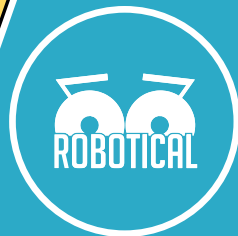
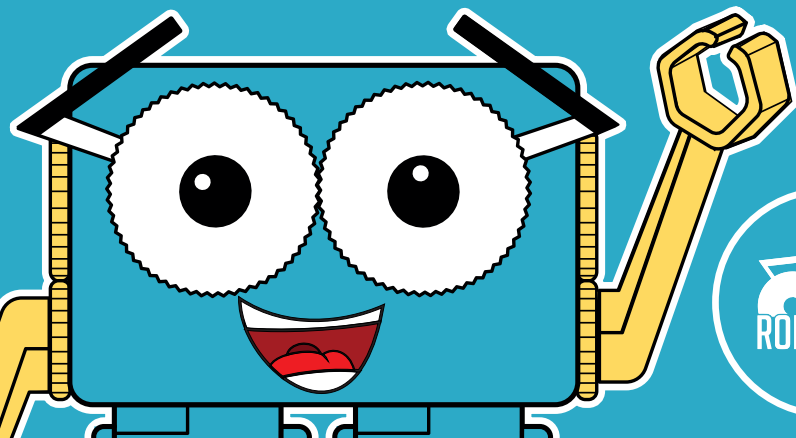


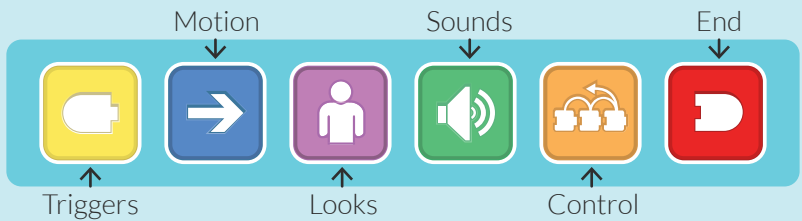
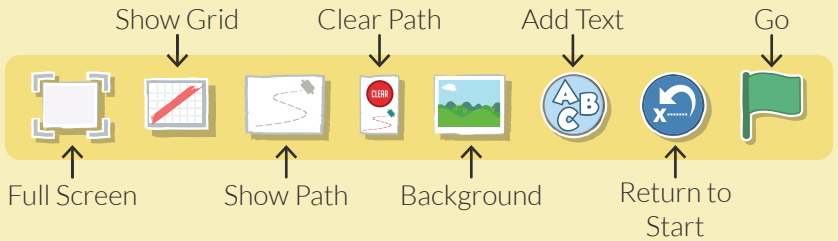
MARTY BLOCKS

jr

CODING ACTIVITY BOOK

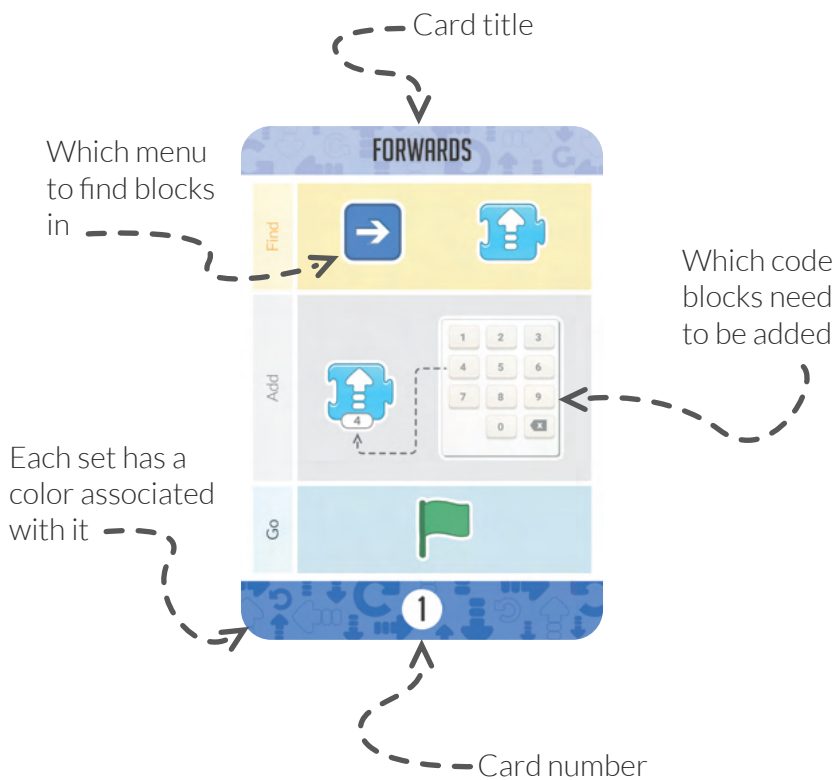


HOW TO USE MARTYBLOCKJR



HOW TO USE THE CODING CARDS

You will need to use these cards alongside the MartyBlocksJr coding environment, which can be found within the Marty the Robot app.



MARTY CODING CARDS

Choose a set of cards from the list below. There's a mixture of standalone cards and some that build upon the preceding card.

- Events*
- Motion*
- Looks *
- Sound*
- Control
- End
- Marty Maze
- Marty Plays Ball
- I Can

* If you are new to Marty and coding, start with these four sets to learn the basics.

EVENTS

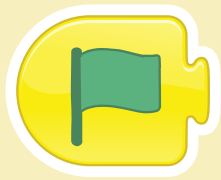
This card is designed to introduce you to the basics of MartyBlocksJr, and get you started on your coding journey.

1. Getting Started



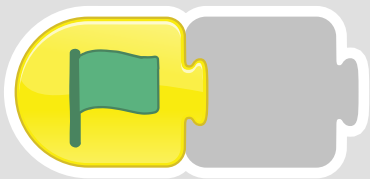
GETTING STARTED

Find



Add

This will allow you to control Marty



Add some code to try it out, then click the green flag to start

Go



MOTION

These cards can be completed in any order but it may help to do them in numerical order.

1. Forward
2. Backwards
3. Slide Right
4. Slide Left
5. Turn Right
6. Turn Left
7. Marty Dance
8. Kick Right
9. Kick Left
10. Make a Square
11. Marty Does the Can Can

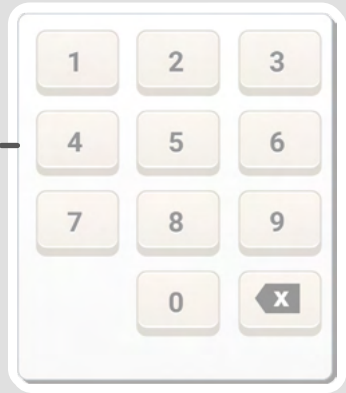


FORWARDS

Find



Add



Go



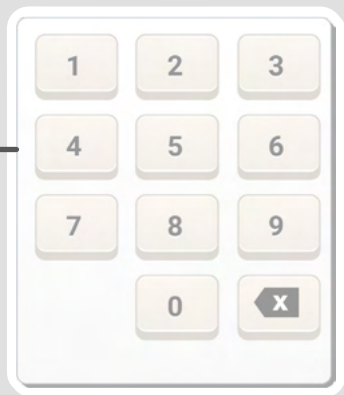
1

BACKWARDS

Find



Add



Go

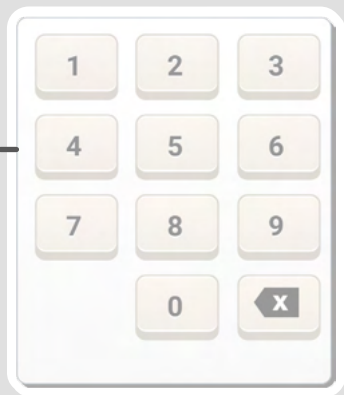


SLIDE RIGHT

Find



Add



Go

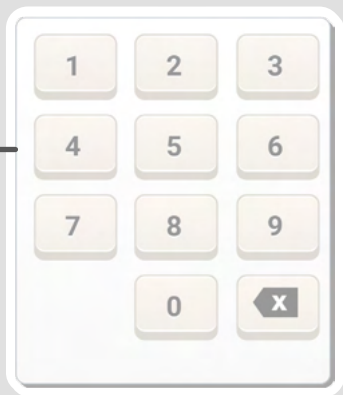


SLIDE LEFT

Find



Add



Go



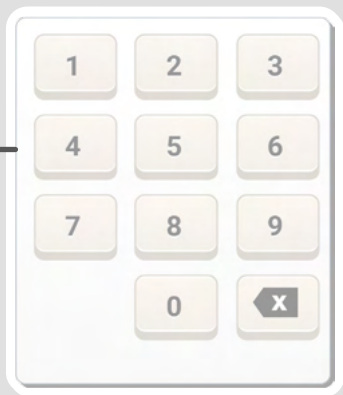
4

TURN RIGHT

Find



Add



Go



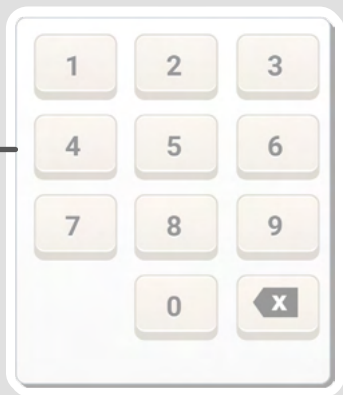
5

TURN LEFT

Find



Add



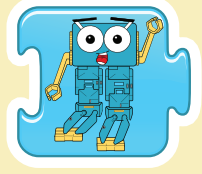
Go



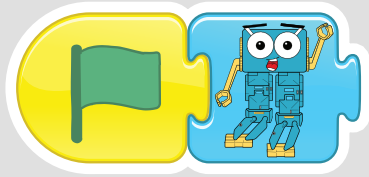
6

MARTY DANCE

Find



Add



Go

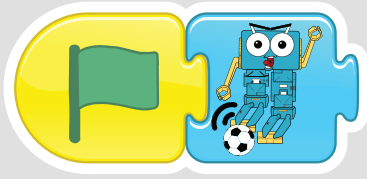


KICK RIGHT

Find



Add

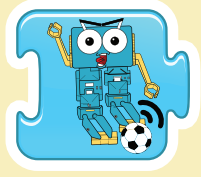


Go

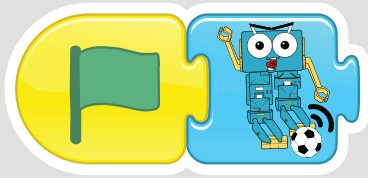


KICK LEFT

Find



Add



Go

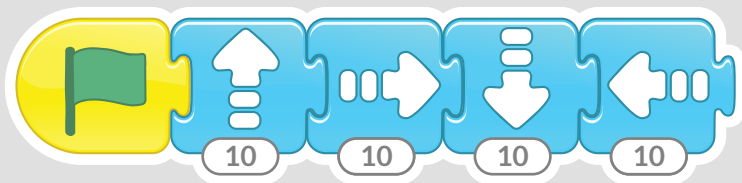


MAKE A SQUARE

Find



Add



Go



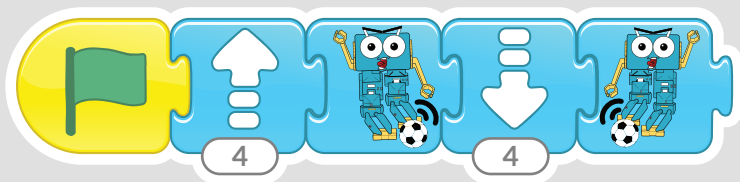
10

MARTY DOES THE CAN CAN

Find



Add



Go



LOOKS

These cards can be completed in any order but it may help to do them in numerical order.

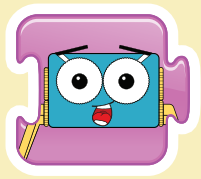
1. Excited Eyes
2. Wide Eyes
3. Angry Eyes
4. Normal Eyes
5. Marty's Eye Wiggle
6. Marty Wave Left
7. Marty Wave Right
8. Marty Celebrates
9. Marty Shows Off*
10. Pin Wheel Eyes*
11. Colored Eyes*
12. Make Marty Happy*
13. Marty Says Hello

* This card requires LED eyes

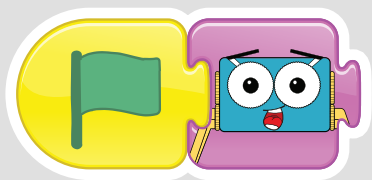


EXCITED EYES

Find



Add

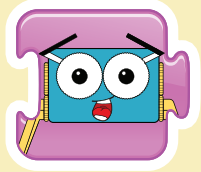


Go

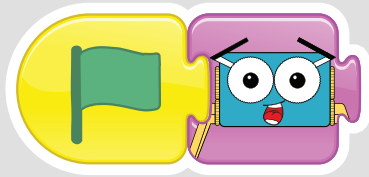


WIDE EYES

Find



Add

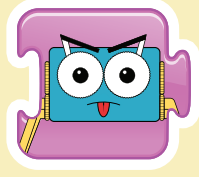


Go

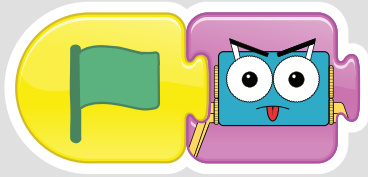


ANGRY EYES

Find



Add



Go

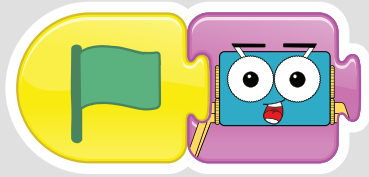


NORMAL EYES

Find



Add



Go

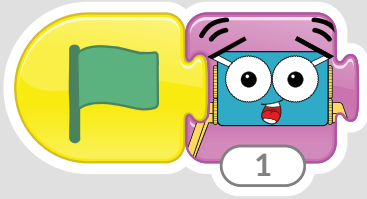


MARTY'S EYE WIGGLES

Find



Add

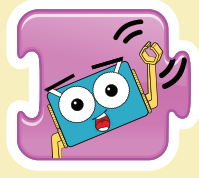


Go

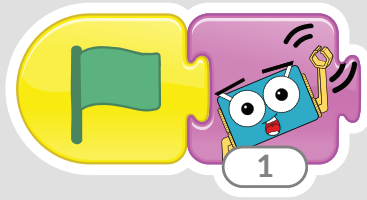


MARTY WAVE LEFT

Find



Add



Go



MARTY WAVE RIGHT

Find



Add

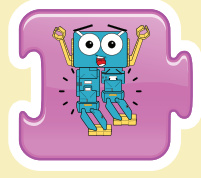


Go

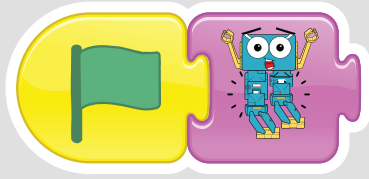


MARTY CELEBRATES

Find



Add



Go



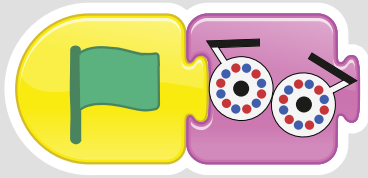
MARTY SHOWS OFF

Find



* This card requires LED eyes

Add



Go



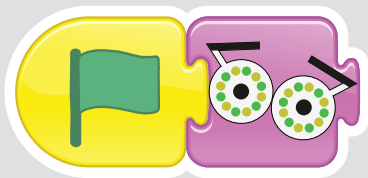
PIN-WHEEL EYES

Find



* This card requires LED eyes

Add



Go



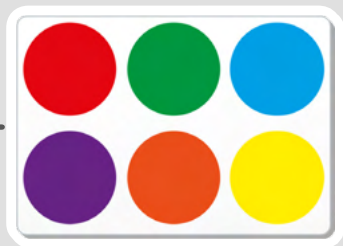
COLORED EYES

Find



* This card requires LED eyes

Add

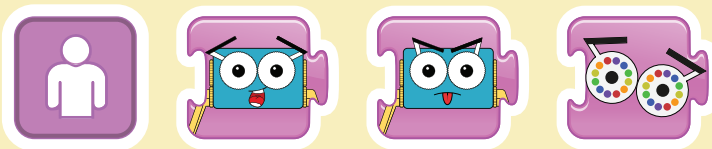


Go



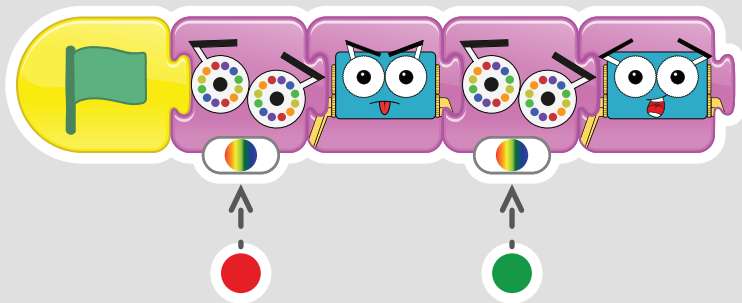
MAKE MARTY HAPPY

Find



* This card requires LED eyes

Add

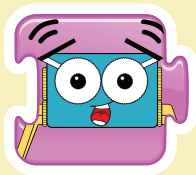


Go

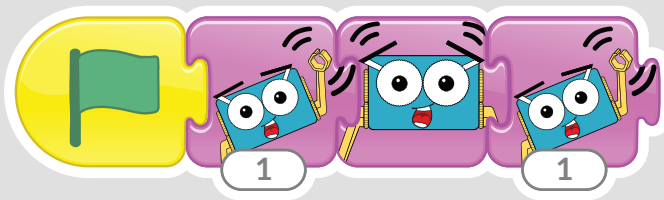


MARTY SAYS HELLO

Find



Add



Go



SOUNDS

These cards can be completed in any order but it may help to do them in numerical order.

1. Marty Confused
2. Marty Disbelief
3. Marty Excited
4. Marty No Way!
5. Marty No!
6. Marty Whistle
7. Marty Hello
8. Marty Is Angry

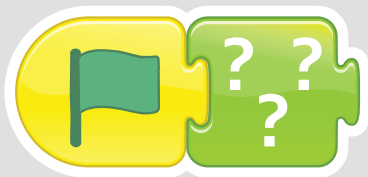


MARTY CONFUSED

Find



Add



Go

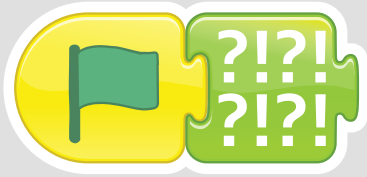


MARTY DISBELIEF

Find



Add



Go



MARTY EXCITED

Find



Add



Go



MARTY NO WAY!

Find



Add



Go



MARTY NO!

Find



Add



Go



MARTY WHISTLE

Find



Add



Go

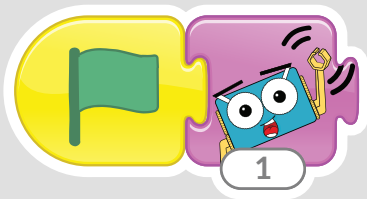


MARTY HELLO

Find



Add



Go

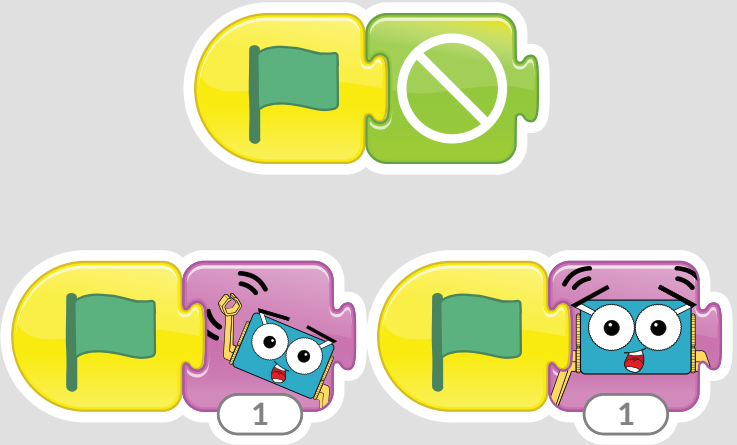


MARTY IS ANGRY

Find



Add



Go



CONTROL

These cards can be completed in any order but it may help to do them in numerical order.

1. Marty Wait
2. Marty Wait Example
3. Marty Stop
4. Marty Repeat
5. Marty Repeat Example



MARTY WAIT

Find



Add

This will allow you to make Marty wait



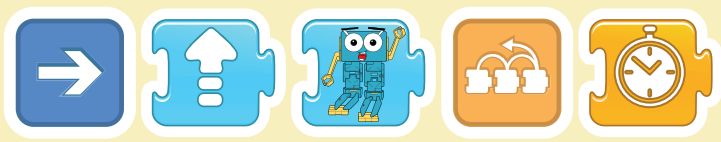
Add some code to try it out, then click the green flag to start

Go



MARTY WAIT EXAMPLE

Find



Add



Go



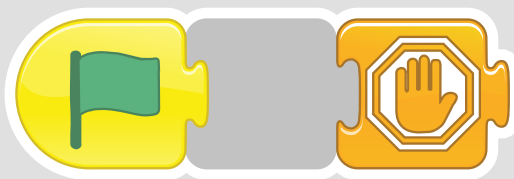
MARTY STOP

Find



Add

This will allow you to stop Marty



Add some code to try it out, then click the green flag to start

Go



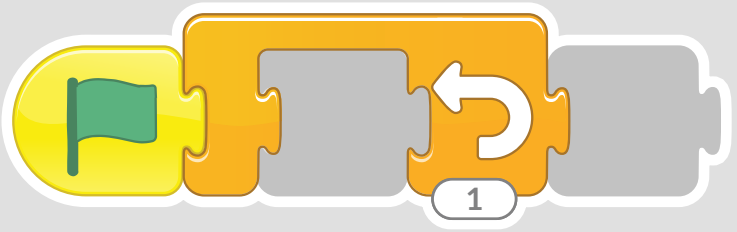
MARTY REPEAT

Find



Add

This will allow repeat part of the code



Add some code to try it out, then click the green flag to start

Go

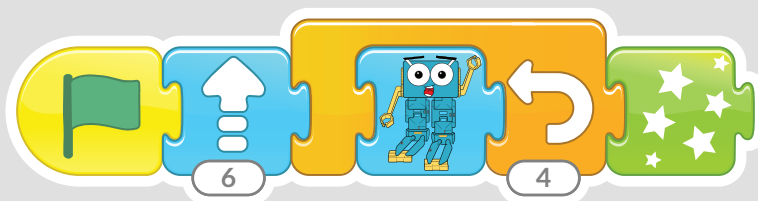


MARTY REPEAT EXAMPLE

Find



Add



Go



END

This card is designed to introduce you to the basics of MartyBlocksJr, and get you started on your coding journey.

1. Marty Repeat Forever
2. Marty Repeat Forever Example



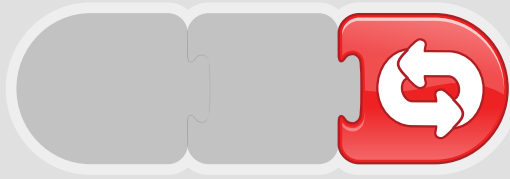
MARTY REPEAT FOREVER

Find



Add

This will allow you repeat the code forever



Add some code to try it out, then click the green flag to start

Go



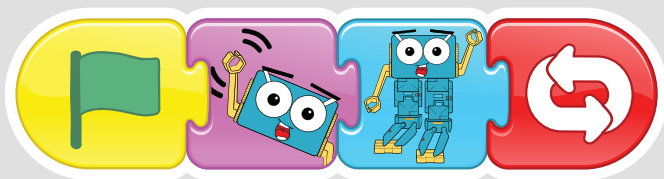
1

MARTY REPEAT FOREVER EXAMPLE

Find



Add



Go



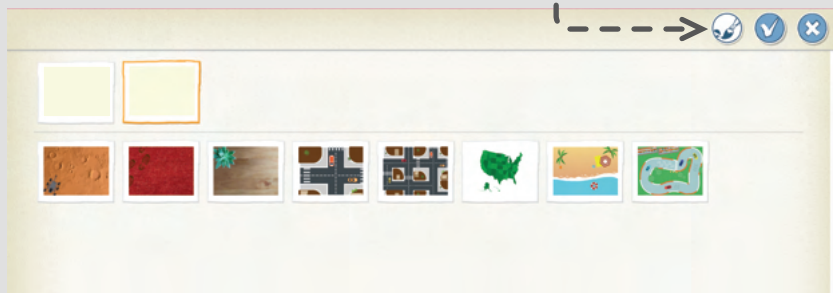
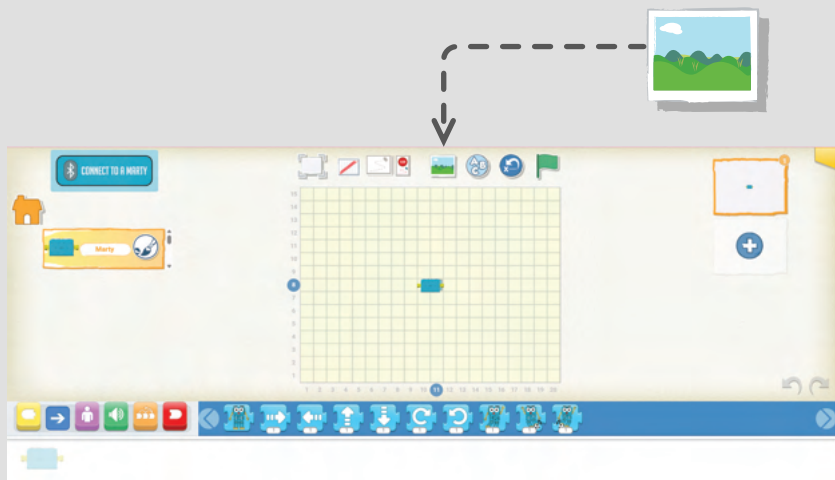
MARTY MAZE

These cards should be completed in numerical order.

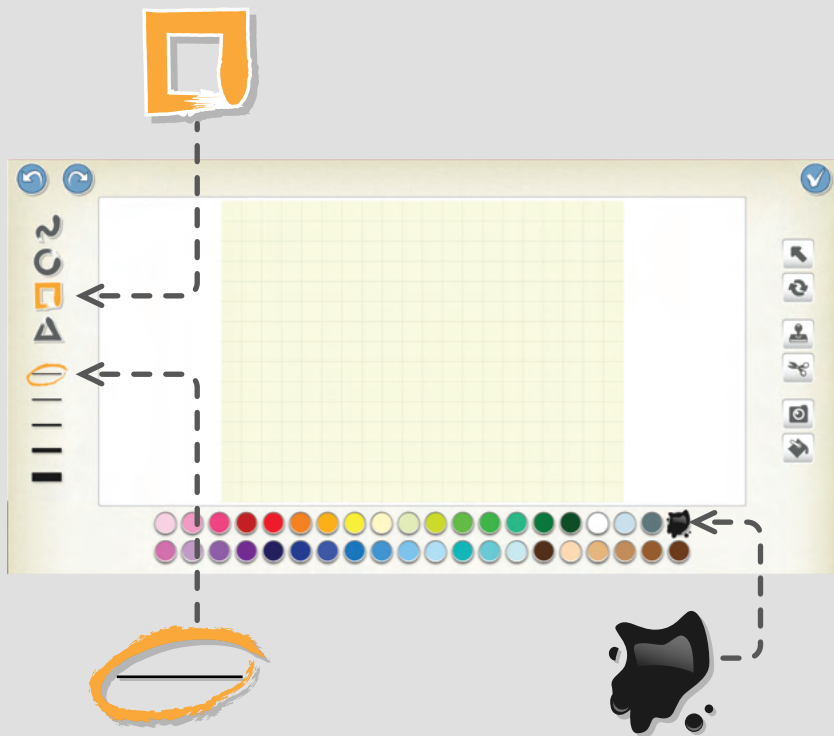
1. Marty Maze 1
2. Marty Maze 2
3. Marty Maze 3
4. Marty Maze 4
5. Marty Maze 5
6. Marty Maze 6
7. Marty Maze 7
8. Marty Maze 8
9. Marty Maze 9
10. Marty Maze 10
11. Marty Maze 11
12. Marty Maze 12



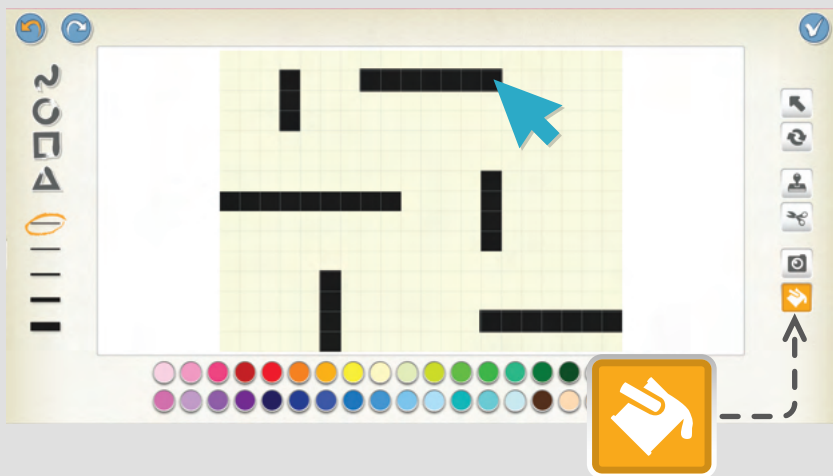
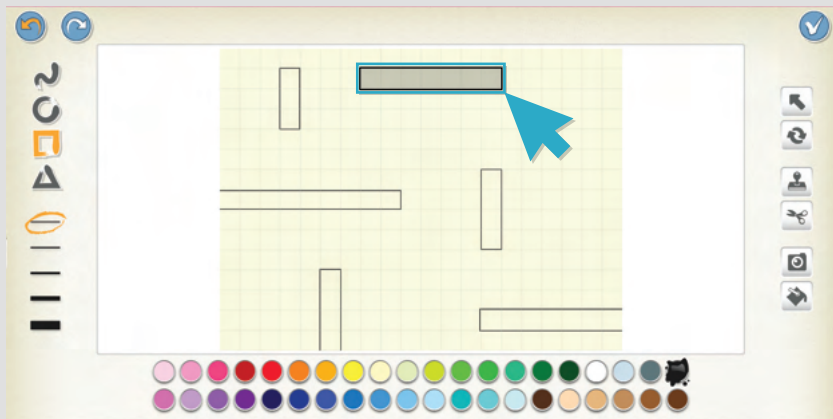
MARTY MAZE 1



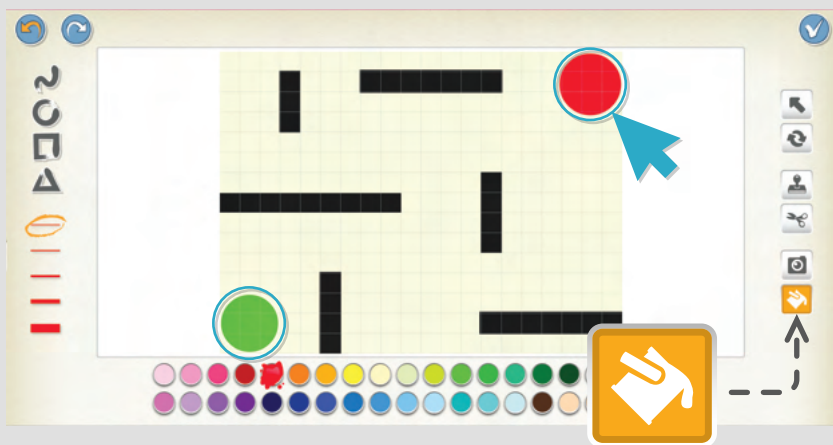
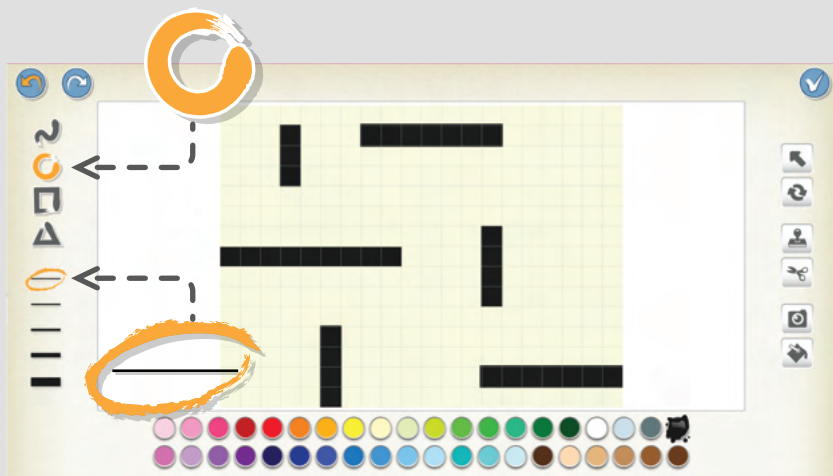
MARTY MAZE 2



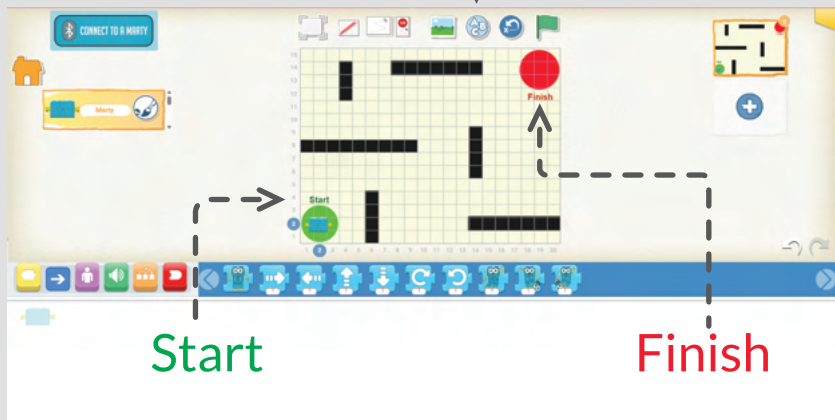
MARTY MAZE 3



MARTY MAZE 4



MARTY MAZE 5

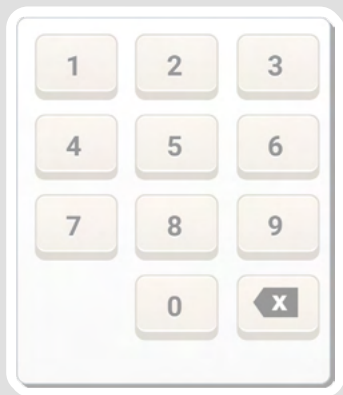
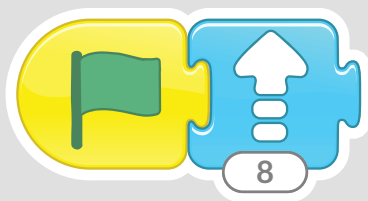


MARTY MAZE 6

Find



Add



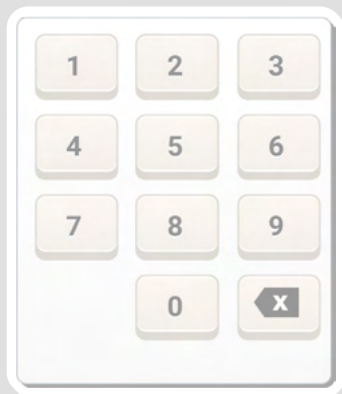
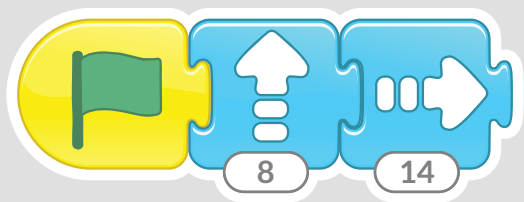
6

MARTY MAZE 7

Find



Add

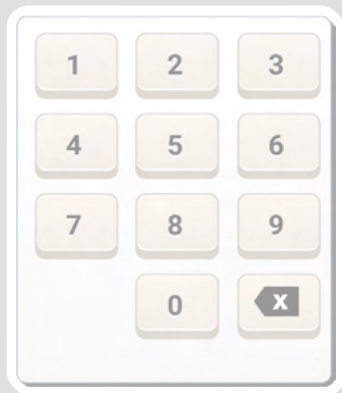
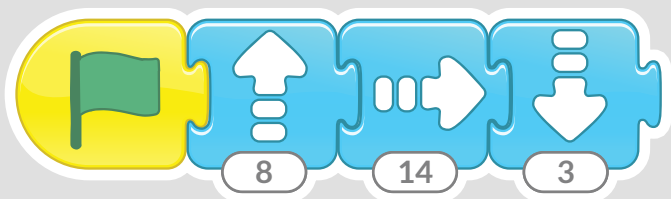


MARTY MAZE 8

Find



Add



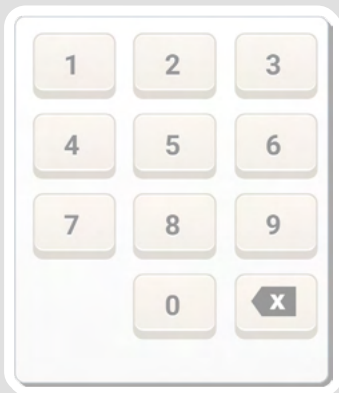
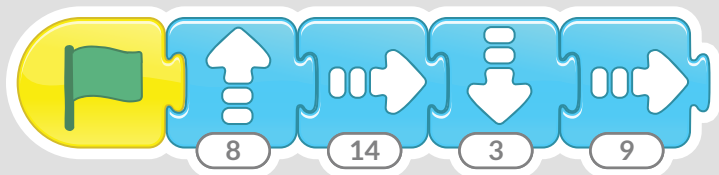
8

MARTY MAZE 9

Find



Add



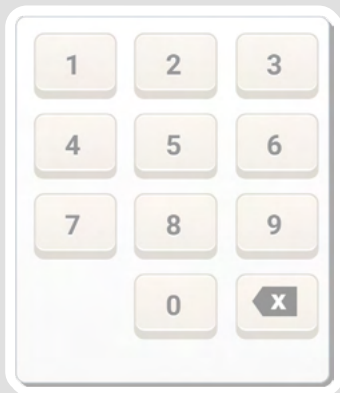
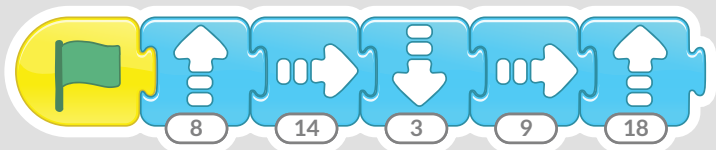
9

MARTY MAZE 10

Find



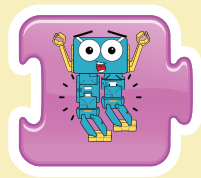
Add



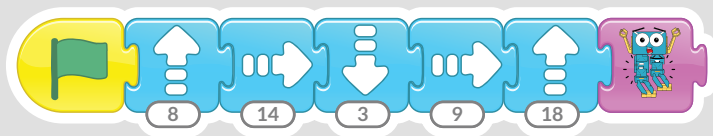
10

MARTY MAZE 11

Find



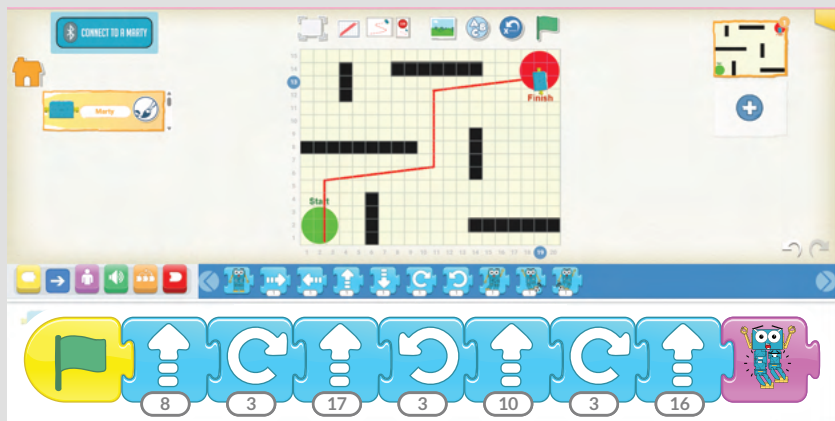
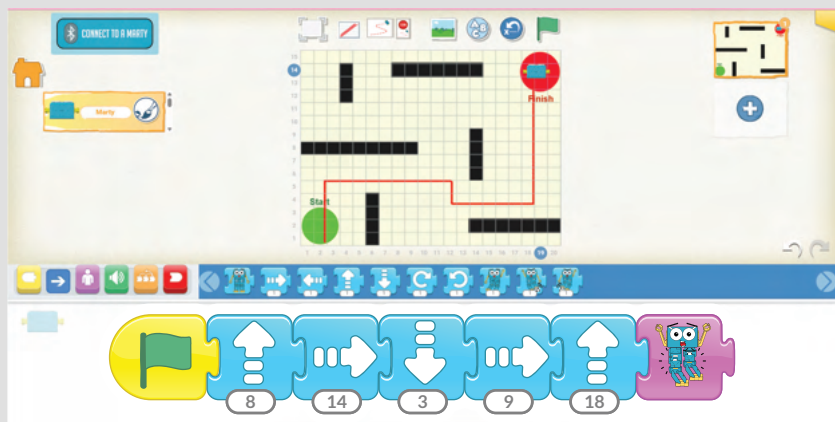
Add



Go



MARTY MAZE 12



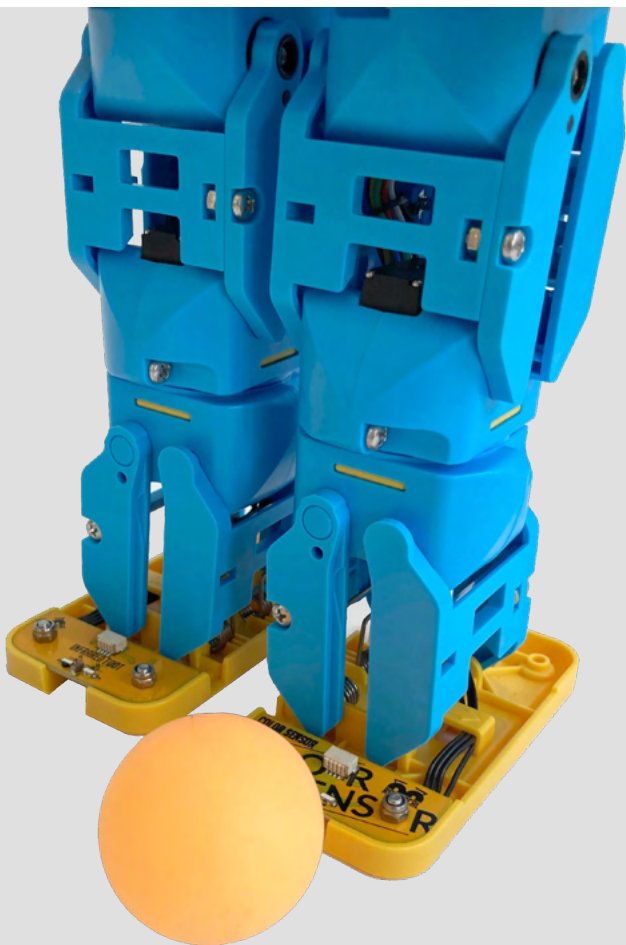
MARTY MAZE

These cards should be completed in numerical order.

1. Marty Plays Ball 1
2. Marty Plays Ball 2
3. Marty Plays Ball 3
4. Marty Plays Ball 4
5. Marty Plays Ball 5
6. Marty Plays Ball 6
7. Marty Plays Ball 7
8. Marty Plays Ball 8
9. Marty Plays Ball 9
10. Marty Plays Ball 10
11. Marty Plays Ball 11
12. Marty Plays Ball 12



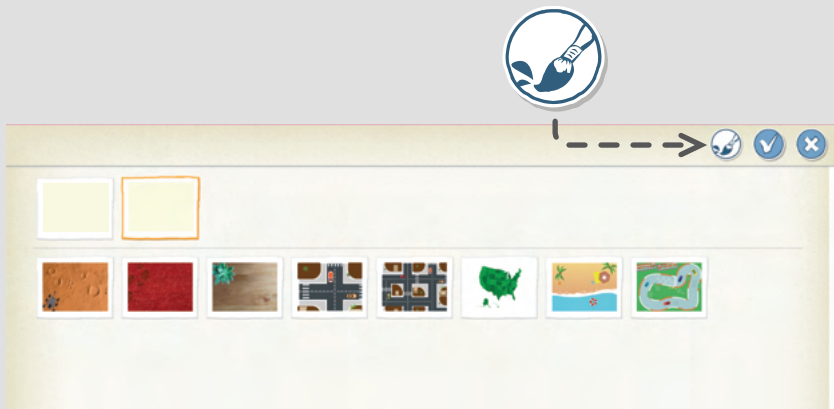
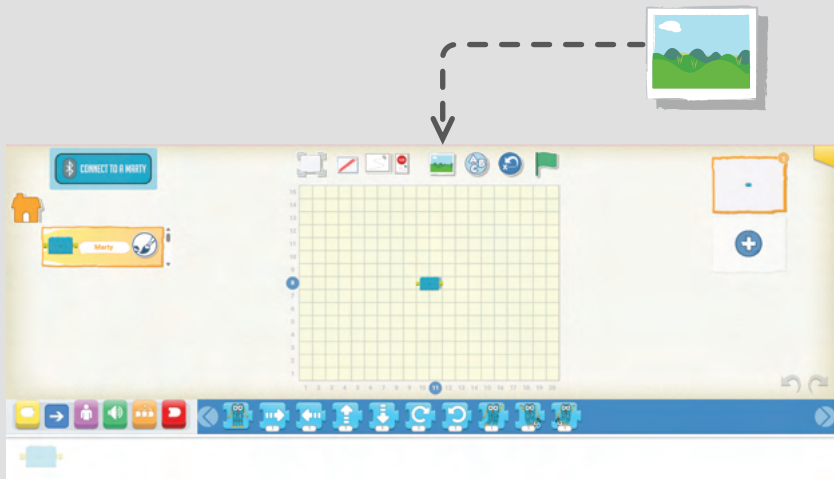
MARTY PLAYS BALL 1



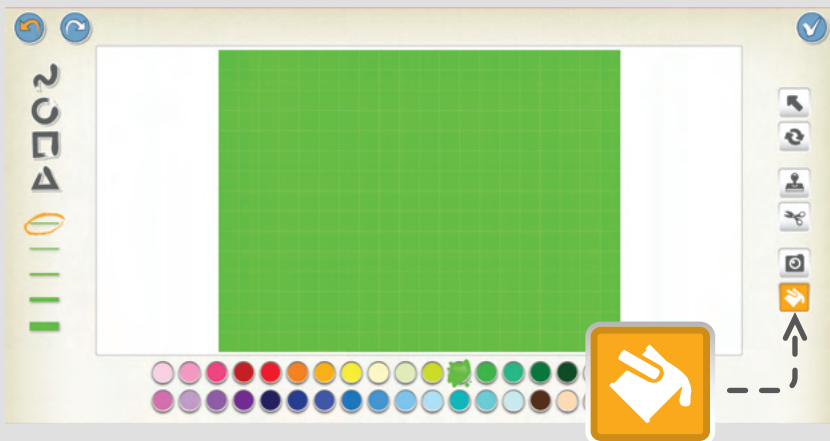
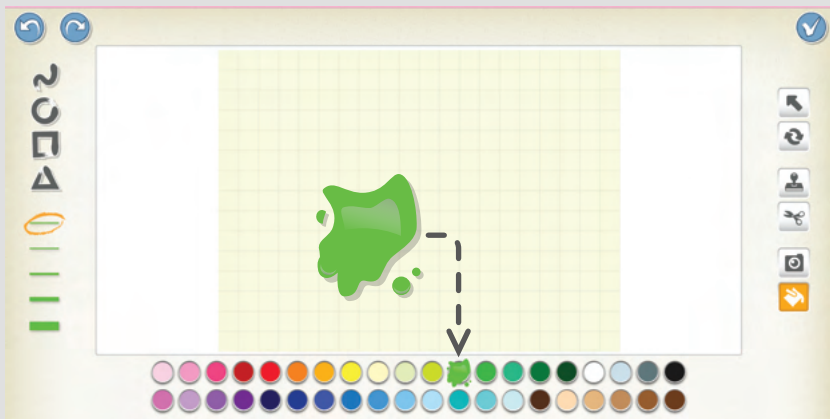
Place ball in front of Marty

1

MARTY PLAYS BALL 2

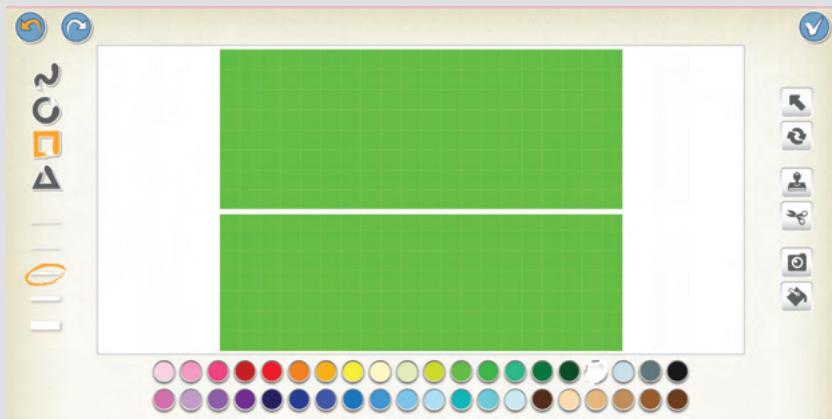
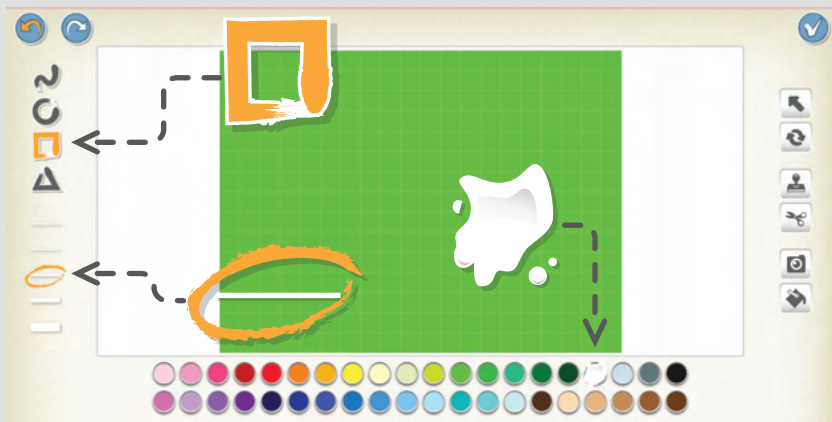


MARTY PLAYS BALL 3

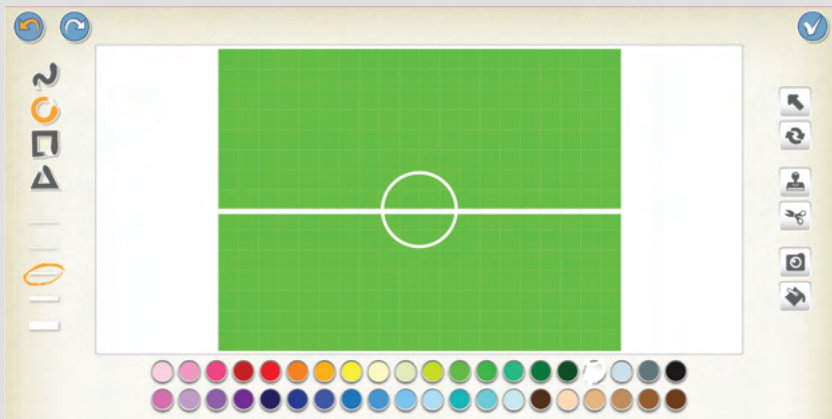
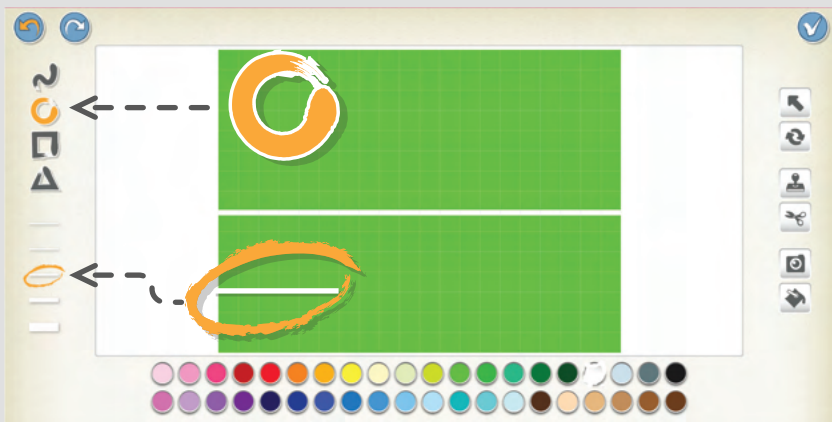


3

MARTY PLAYS BALL 4

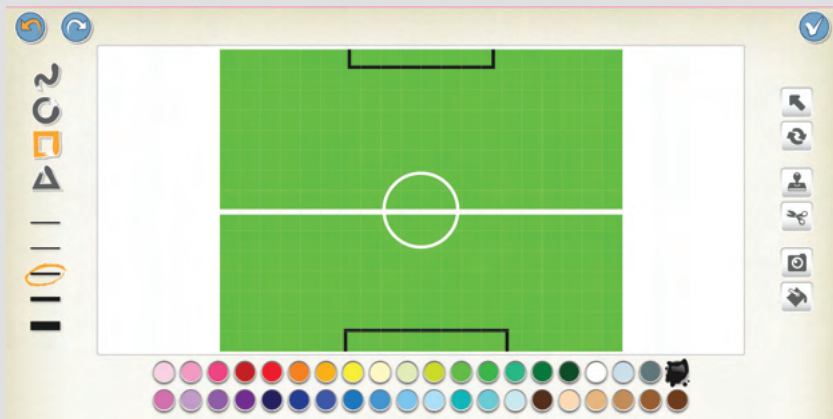


MARTY PLAYS BALL 5

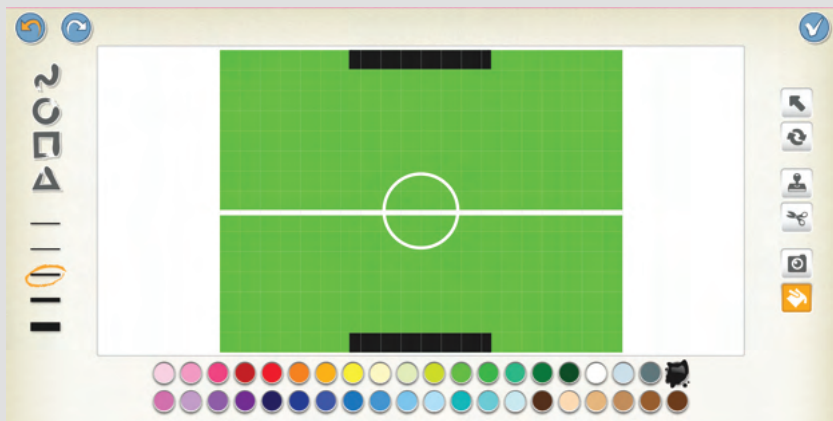
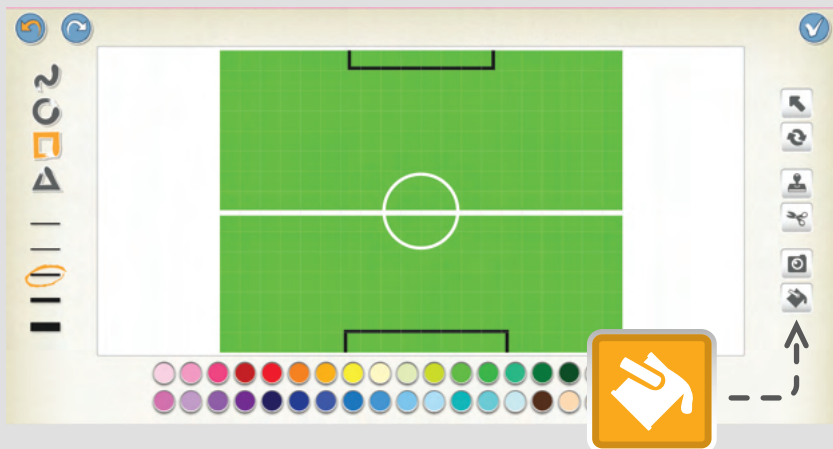


5

MARTY PLAYS BALL 6



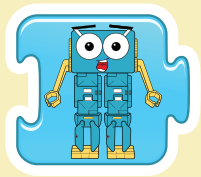
MARTY PLAYS BALL 7



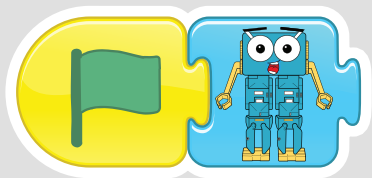
7

MARTY PLAYS BALL 8

Find



Add

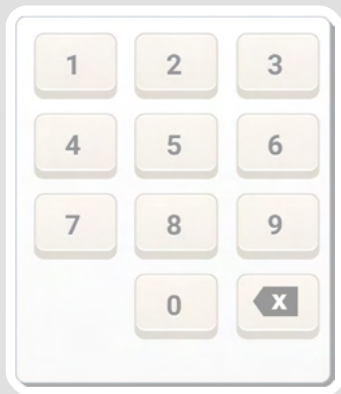
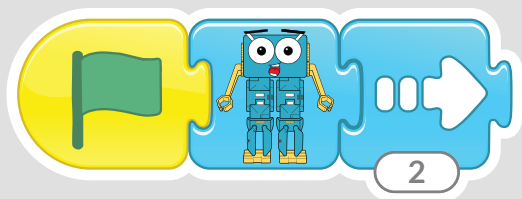


MARTY PLAYS BALL 9

Find



Add



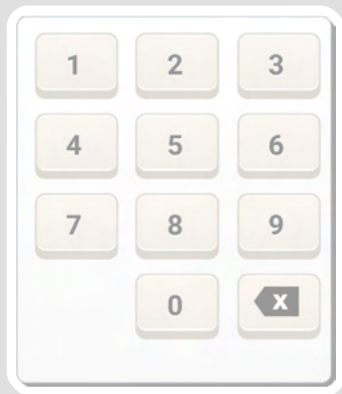
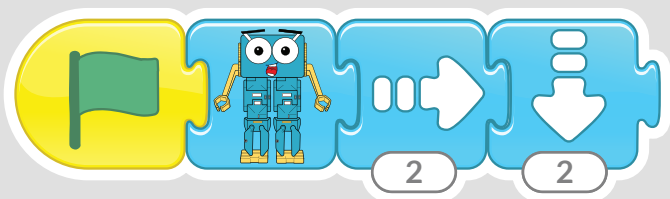
9

MARTY PLAYS BALL 10

Find



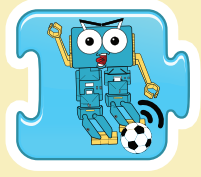
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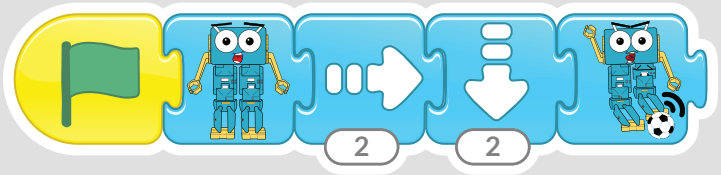
10

MARTY PLAYS BALL 11

Find



Add



Go



MARTY PLAYS BALL 12

If Marty Scores



If Marty Misses



I CAN

I can make Marty **walk forwards**?

I can make Marty **walk backwards**?

I can make Marty **slide side to side**?

I can make Marty **dance**?

I can make Marty **kick both feet**?

I can make Marty **get from start to finish**?

I CAN

I can make Marty's **eyes change?**

I can make Marty **wave both arms?**

I can make Marty **celebrate?**

I can make Marty **play a sound?**

I can make Marty **wait?**

I can make Marty **repeat a step?**