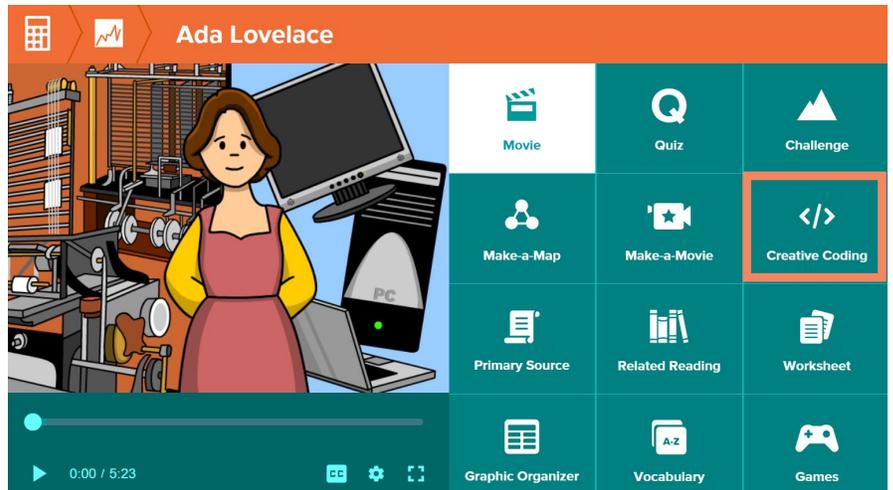


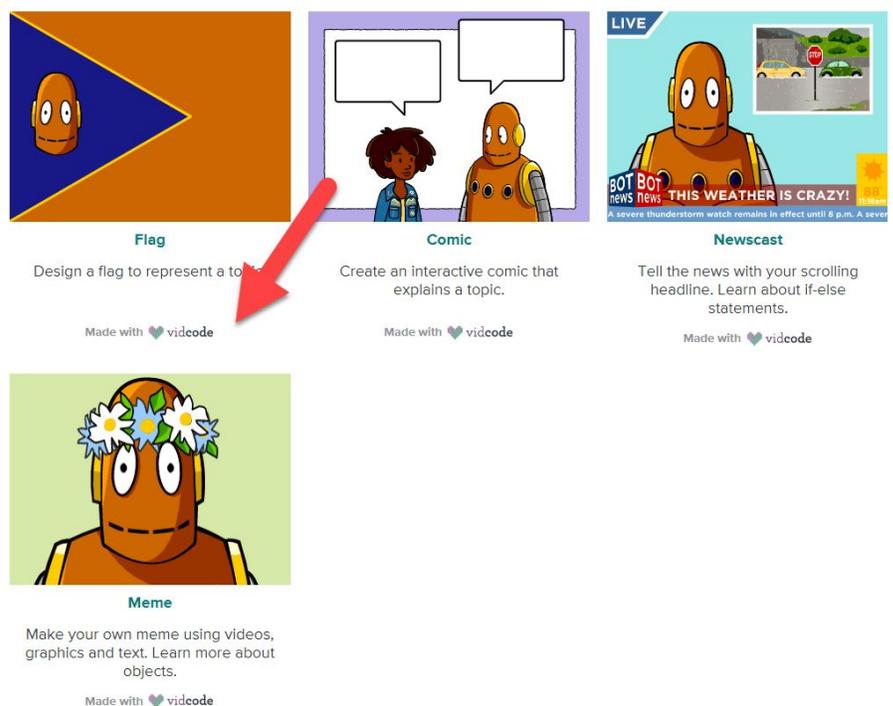
Creative Coding Step Guide: Vidcode

1) Log in with your **teacher's BrainPOP** account and visit any topic page. Click the **CREATIVE CODING** button.

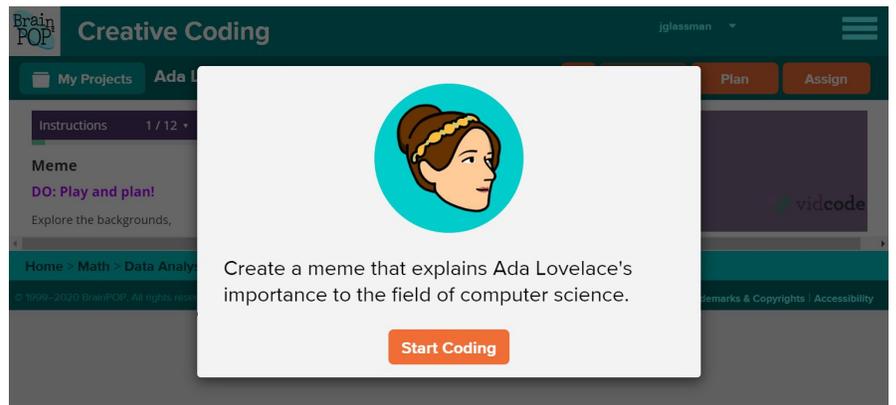


2) Select a Creative Coding Project made with Vidcode:

- Flag
- Comic
- Newscast
- Meme



3) Read the Prompt. Then Start Coding!



3) Read the instructions in the left panel.

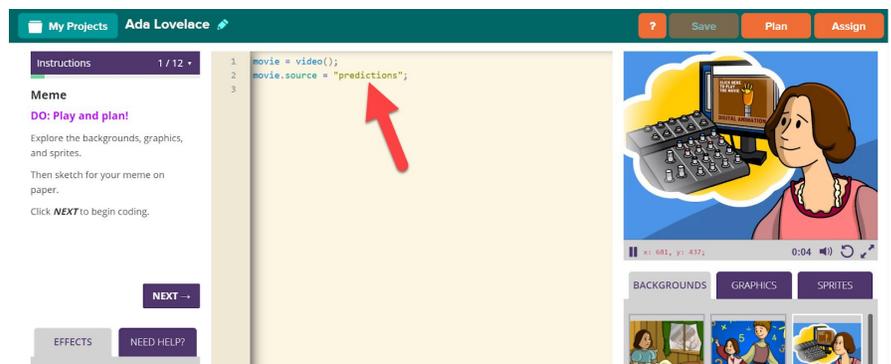
Explore the tabs on the lower right side of the screen by clicking to see what they do!

The selected asset (e.g., video, photo, graphic) appears in the player.

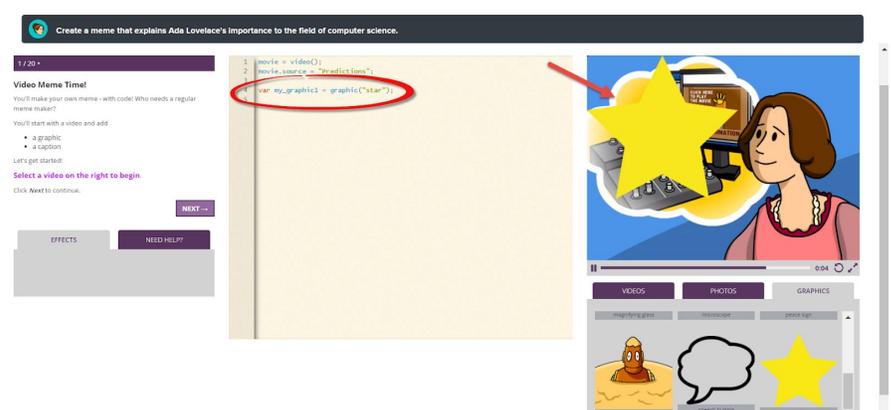


4) The **LINE OF CODE** for the selected asset appears in the code editor.

Click **NEXT** in the instruction panel on the left to continue.



5) For each new asset you add, an associated line of code appears in the code editor.



6) The information in the left panel guides you through the project, step by step, and introduces key vocabulary.

Create a meme that explain Ada Lovelace's importance to the field of computer science.

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Understanding your code
You added another line of code! But what does this code even MEAN?
Let's break it down.
That weird `var my_graphic1` piece is saving your graphic inside of it.
A **variable** is a holder for your data.
Your **variable** is named `my_graphic1`.
When you want to move or change the size of your graphic, you will use `my_graphic1`.

← BACK NEXT →

EFFECTS NEED HELP?

```
1 movie = video();
2 movie.source = "Predictions";
3
4 var my_graphic1 = graphic("star");
5
```

VIDEOS PHOTOS GRAPHICS

7) The **ACTION** prompts instruct you to type lines of code to see how it affects the project.

The **TRY** prompts encourage you to play around with the code to see what happens.

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Moving up and down
ACTION: Type in `my_graphic1.y = 100` under your code.
Remember: `my_graphic1` is your graphic name. Does it match the graphic you're trying to move? In your code, `my_graphic1.y` can be replaced by `my_graphic1.y`.
TRY: Play around with the x and y numbers of your graphic to get your graphic just where you want it.

← BACK NEXT →

EFFECTS NEED HELP?

```
1 movie = video();
2 movie.source = "Predictions";
3
4 var my_graphic1 = graphic("star");
5
```

VIDEOS PHOTOS GRAPHICS

8) **THINK** prompts are questions that challenge you to apply what you've learned.

Questions are followed up with explanations.

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Make it smaller?
THINK: If `my_graphic1.scale = 2`; doubled the size of your graphic, what number would make the graphic half its size?
This is a **THINK** prompt.
`my_graphic1.scale` is used to change the graphic to half its original size.
In general:
• A **decimal** number will make the graphic **smaller** than its original size
• A **whole** number will make the graphic **bigger** than its original size

← BACK NEXT →

EFFECTS NEED HELP?

```
1 movie = video();
2 movie.source = "Predictions";
3
4 var my_graphic1 = graphic("star");
5
```

VIDEOS PHOTOS GRAPHICS

9) To add text or a drawing to your project, or to change its look, select a block from the **EFFECTS** tab in the lower left panel, and click it or drag it to the code editor.

Then see the change in the player on the right panel.

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Color!
You can also change the color of your text!
When you changed the font of your text, you typed `my_text.font = "Oswald"`.
How would you change the color?
If you wanted your text to be blue, you would type `my_text.color = "blue"`.
ACTION: Set `my_text.color` equal to the color of your choice. Remember to put your color in quote!

← BACK NEXT →

EFFECTS NEED HELP?

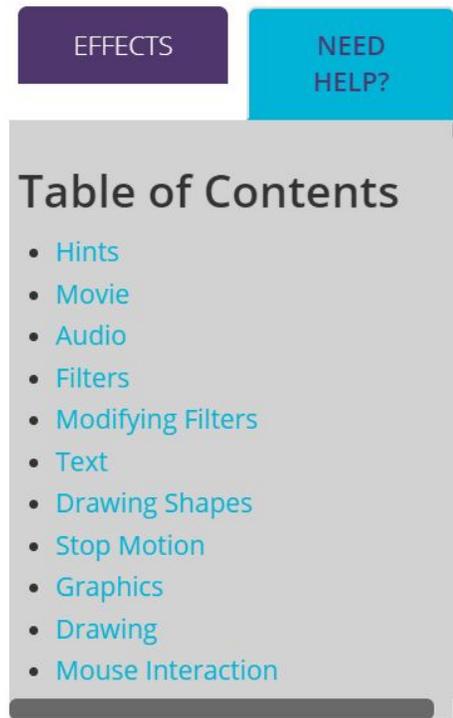
text

```
1 movie = video();
2 movie.source = "Predictions";
3
4 var my_graphic1 = graphic("star");
5 var my_text = text("hello");
6 my_text.font = "Oswald";
7 my_text.color = "black";
9
```

VIDEOS PHOTOS GRAPHICS

arrow Beep

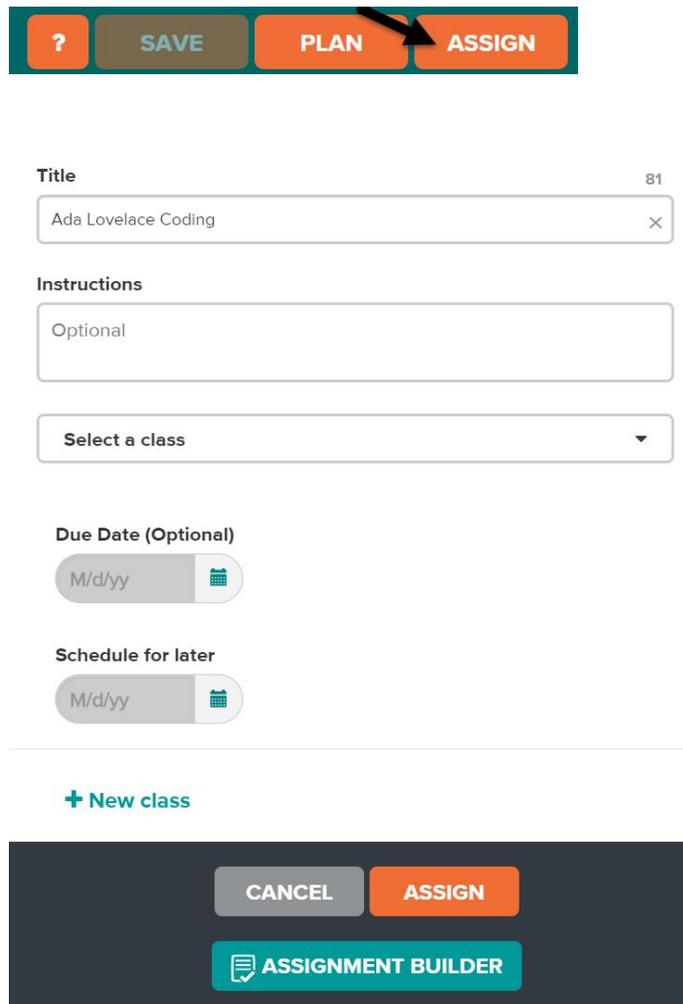
10) Need Help? Click the tab on the lower left panel. Then click the topic with which you need help.



The screenshot shows a user interface with two tabs at the top: 'EFFECTS' (purple) and 'NEED HELP?' (blue). The 'NEED HELP?' tab is active. Below the tabs is a grey panel titled 'Table of Contents' containing a list of topics:

- Hints
- Movie
- Audio
- Filters
- Modifying Filters
- Text
- Drawing Shapes
- Stop Motion
- Graphics
- Drawing
- Mouse Interaction

12) Teachers can **ASSIGN** projects for students to complete.



The screenshot shows an assignment builder interface. At the top, there are four buttons: '?', 'SAVE', 'PLAN', and 'ASSIGN'. An arrow points to the 'ASSIGN' button. Below the buttons are several form fields:

- Title**: A text input field containing 'Ada Lovelace Coding' and a character count of '81'.
- Instructions**: A text input field containing 'Optional'.
- Select a class**: A dropdown menu.
- Due Date (Optional)**: A date picker with 'M/d/yy' and a calendar icon.
- Schedule for later**: A date picker with 'M/d/yy' and a calendar icon.

At the bottom, there is a '+ New class' link and a dark grey bar containing 'CANCEL' and 'ASSIGN' buttons, and a teal button labeled 'ASSIGNMENT BUILDER' with a document icon.

13) Teachers can have students **PLAN** their projects using printable storyboards. Find different planning pages for each coding project.

?

SAVE

PLAN

ASSIGN

Plan Meme

Name: _____
Date: _____
Class: _____

? You can add your text here

? Add your video background here

? Add your graphic here too

? You can add text here too

14) Students click to **SAVE** a project to work on later.

Or click **SUBMIT TO TEACHER** to send a project to the teacher for review.

?

SAVE

SUBMIT TO TEACHER

15) Teachers view submitted projects and leave feedback for students.

ADMIN DASHBOARD MY CLASSES ASSIGNMENTS QUIZ MIXER ENTER CODE ProdTeacher

BrainPOP MY CLASSES

Cells Stop Motion Animation Coding Project

John Smith
1 Class Numero Uno • May, 24, 2017 • 4:30pm

View code

```
1 movie.play();
2 //creates my graphic
3 var inset = graphic("meme-1.png");
4 var cat = graphic("meme-1.png");
5 inset.x=200;
6 inset.y=100;
7 cat.y=100;
8 inset.scale=2;
9 inset.opacity=.5;
10
11 var inset = graphic("stars.png");
12 var headline = text("grumpy cat has evil plots");
13 headline.font = "Comic Sans MS";
14 headline.y=200;
15 headline.color = "blue";
```

Comments

➤ SUBMIT TO STUDENT