

Sugar Labs@NDSU :: Homeplay for the Holiday Break!



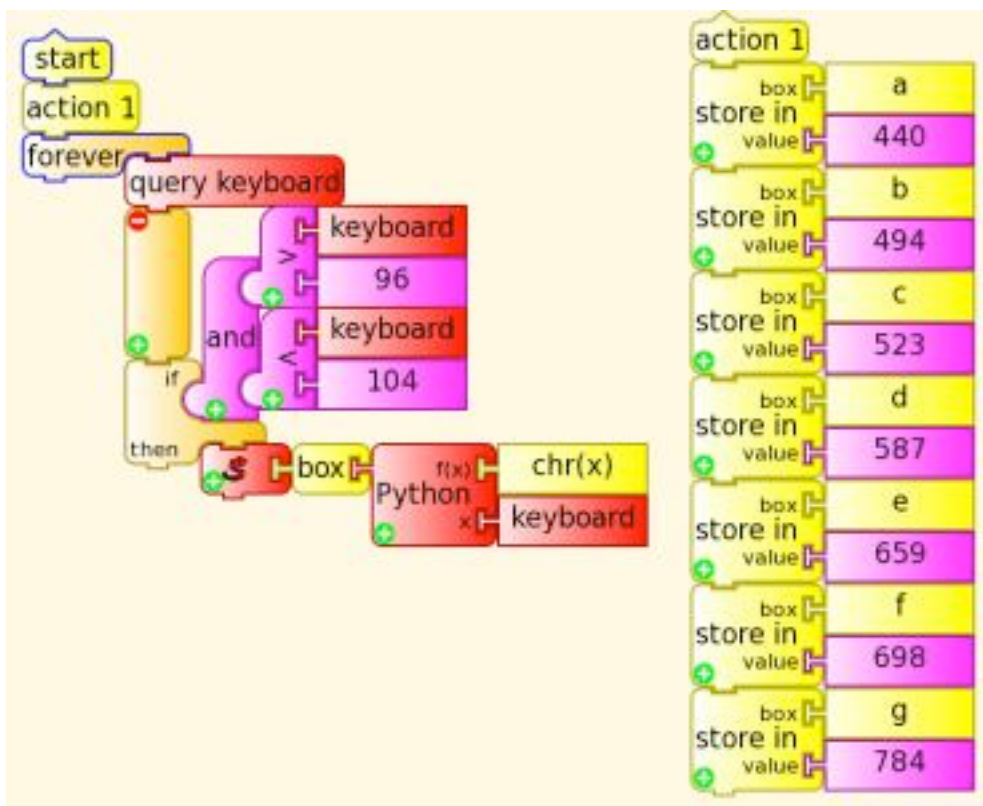
Hey, Tech Teamer,
Check out these fun Sugar
challenges over the break!
Check out more with an
adult online!

TURTLE KEYBOARD (<http://tonyforster.blogspot.com/2010/12/turtle-art-music-keyboard.html>)

1) Type the following code in the **Pippy** activity and save it as a regular Pippy file. To note, Sugar is written in this programming language, Python.

```
def myblock(lc, x):  
    import os  
    os.system ("speaker-test -t sine -l 1 -f {0}".format(x))  
    return
```

2) Construct the blocks in the following picture:



3) Find the Python block, (the block with the picture of a snake), and load the Python script that you wrote in Pippy by clicking on the block and finding it in your Journal.

4) Press lower case **a** to **g** keys on your keyboard and, if done correctly, you should make some noise!

5) If it didn't work, see if you can figure out what needs to change.

>>Check your Python code, because it has to be exactly what you see above.

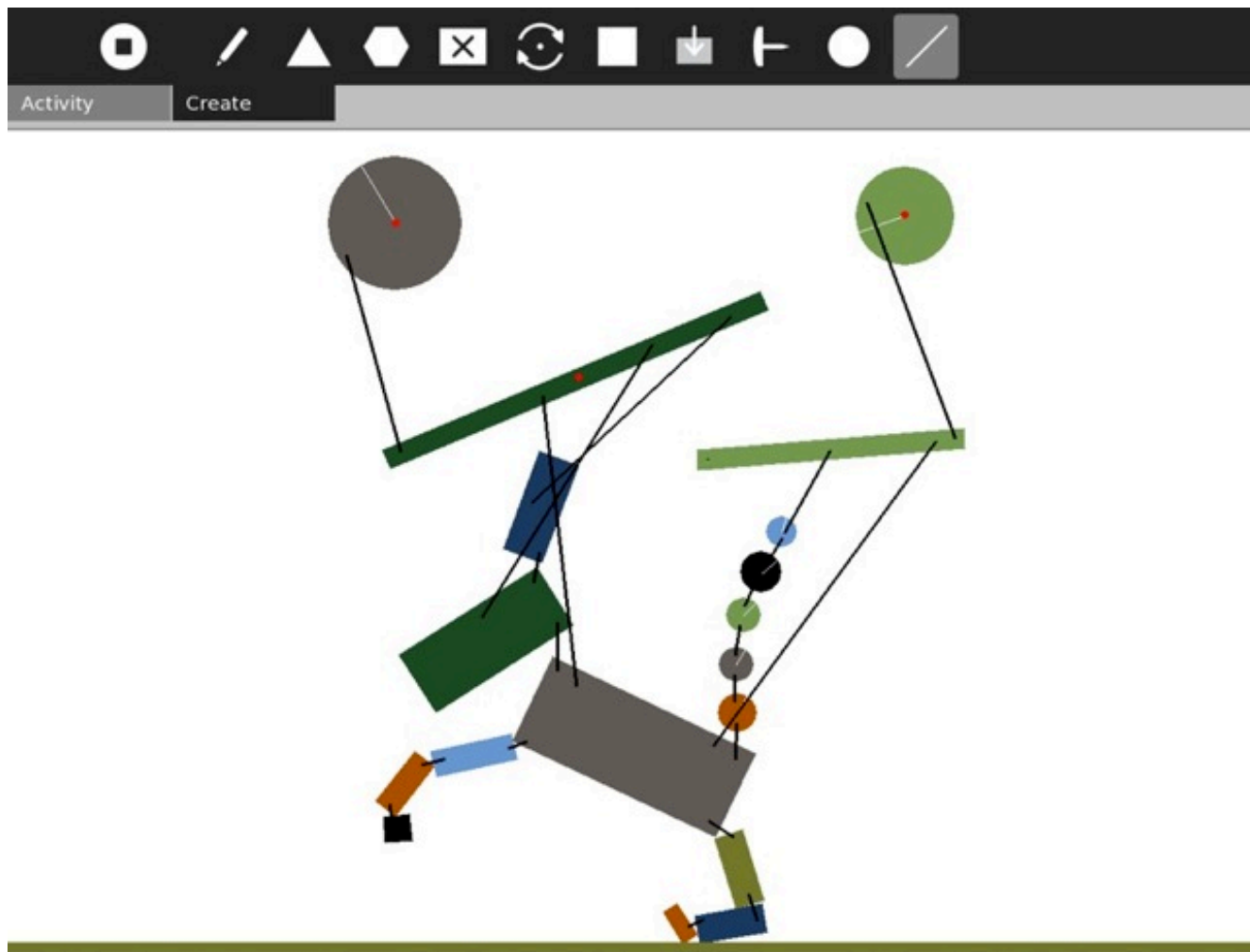
>>Check to see if your blocks need to be changed.

>>Check to see if your speakers are on. 😊

6) **CHALLENGES!** >>Add more sounds; change how long the sounds play

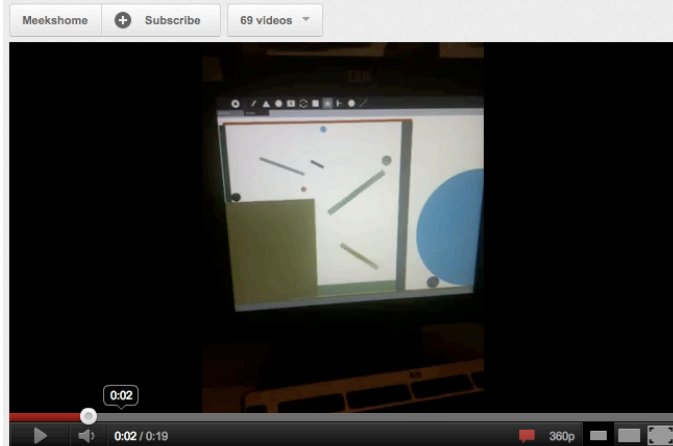
Check out Turtle Blocks guru, Tony Forster's blog (see link above) for more fun activities!

PHYSICS DOG! (<http://wiki.sugarlabs.org/go/Activities/Physics>)



In the Physics activity, see if you can recreate a dog similar to this one, who can “run” using two motors!

Physics Activity in Sugar



CHALLENGE: Using the motors in Physics, see if you can build a fun game using the different shapes.

Watch this video on YouTube for inspiration!

(<http://www.youtube.com/watch?v=1nseWyxaN6g>)

TAMTAM JAM :: Record your own Loops!
(http://wiki.sugarlabs.org/go/Tam_Tam_Resources)



TamTamJam The Record Tab

Click on one of the four circles to record 1 second of sound from the XO microphone

Click to record a loop of keyboard playing

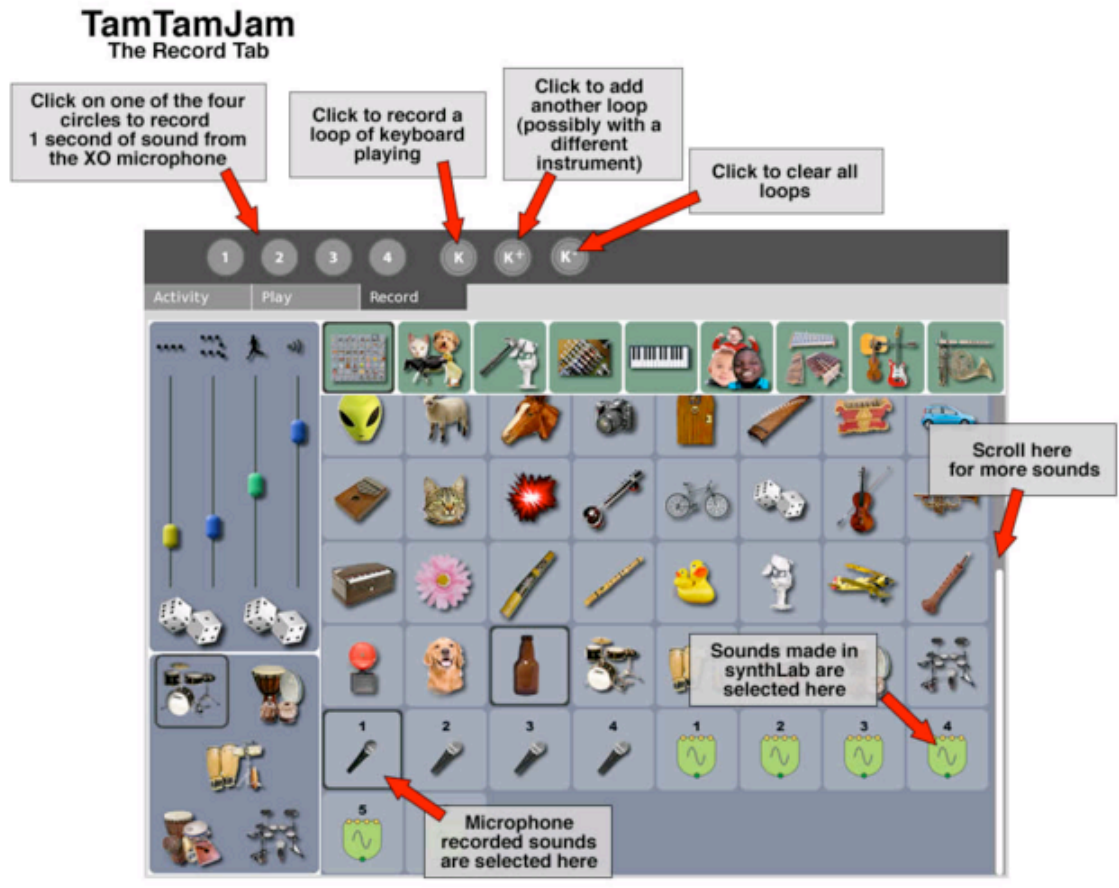
Click to add another loop (possibly with a different instrument)

Click to clear all loops

Scroll here for more sounds

Sounds made in synthLab are selected here

Microphone recorded sounds are selected here



The screenshot shows the 'Record' tab of the TamTamJam application. At the top, there are four numbered circles (1, 2, 3, 4) and three keyboard icons (K, K+, K+). Below these are tabs for 'Activity', 'Play', and 'Record'. The main area is a grid of sound icons, including various instruments and objects. On the left, there are vertical sliders and dice. At the bottom, there are five microphone icons labeled 1 through 5. Annotations with red arrows point to these elements, explaining their functions.

Using this picture as your guide, see if you can record some of your own loops and make a song in TamTam Jam!

ETOYS :: Mr. Steve's Etoys Videos on Youtube (username: sthomastt)



(<http://www.youtube.com/watch?v=lxDpzSunWL8>)

Check out Mr. Steve's videos about Etoys and figure out some cool new tools to build some fun games in Etoys. In the video above, you will learn more about scripts in Etoys, which can make things move, stop, change, or anything that you can imagine.

CHALLENGE: See if you can draw an object and run a script for that object.

SCHEDULE A HOME VISIT or QUESTIONS?

If you are having issues with your Sugar on a Stick (SoaS), getting it to boot at home, or have a question about one of these challenges, feel free to contact us. We also would like you to know that, if you would like, we can come to you to try and solve any tech issues with your SoaS.

Dr. Kevin Brooks (English Department Chair): kevin.brooks@ndsu.edu or 701-231-7147
Chris Lindgren (English, graduate student): chris.lindgren@my.ndsu.edu

If want to learn more about the project, feel free to visit our project website at fargoxo.wordpress.com.