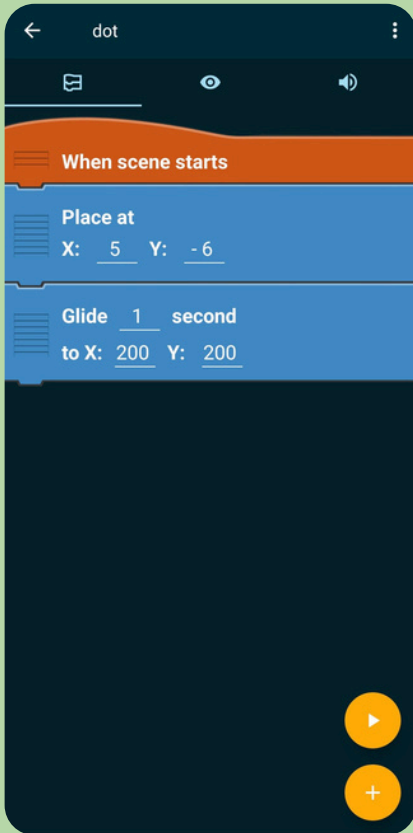




First Bricks - First Steps

Starter-Tutorial - Beginner

1



CARDS

This is the correct sequence of the cards for this tutorial:

Open Existing Object

Brick Categories

Insert First Brick



In this tutorial, you will learn where to find various bricks to program an object. Additionally, this tutorial provides a good overview of the brick categories.

To insert bricks and program your object, you should already have created a project with an object. If you need help with this, you can have a look at the '**New Object**'-tutorial.



Open Existing Object

2

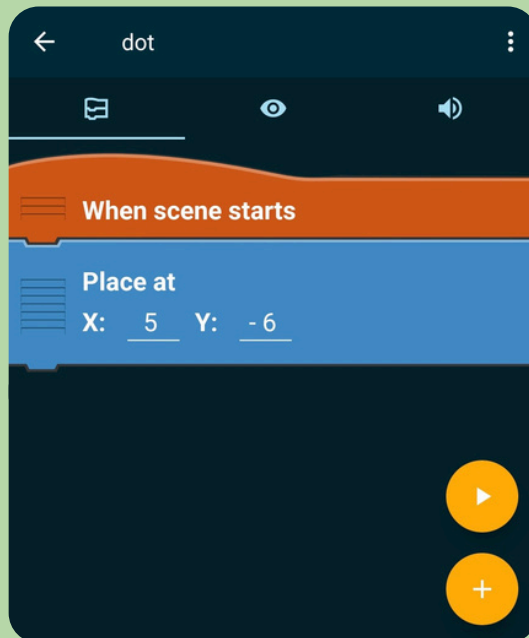
Open your object and have a look at the bricks.

1

At first, you need to open your project. You should already have created an object (if not, check the '**New Object**'-tutorial out). Now you can click on the object's name.

2

After that you will see that there are already some bricks. Those bricks were created when we visually placed the object. These bricks do nothing more than place our object at the exact position we selected at the beginning once the project starts. You can also change this position at any time here.



3

Now you can create more bricks by clicking on the yellow plus-button on the bottom right corner. You will see a new window giving you several categories for bricks. These categories are described on the next page.



Brick Categories

This are the different brick categories:

3

Recently used

In this category you will find all bricks you have recently used.

Control

In this section all control bricks are placed. You can use several loop bricks or for example a wait brick.

Sound

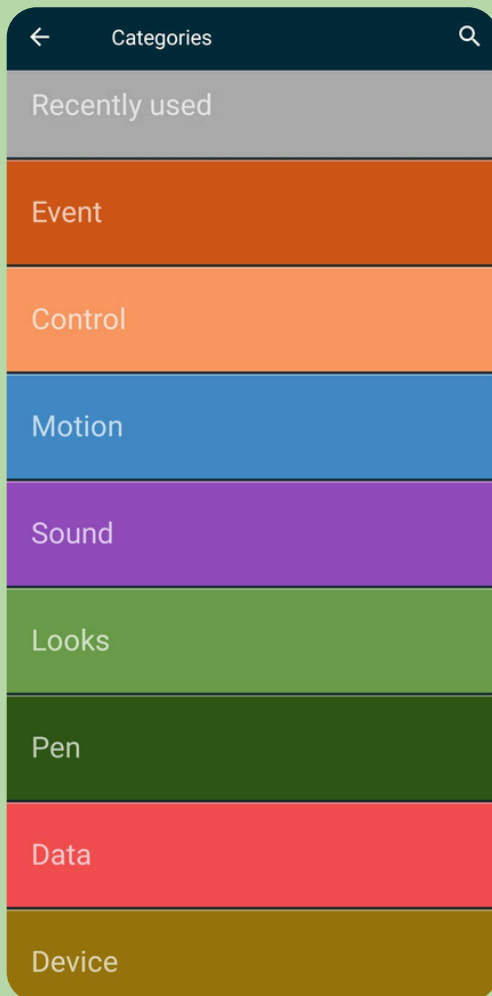
With this category you can add sounds to your program. You can change the volume and set the instrument to whatever you like.

Pen

An object can have a pen which follows the object when "Pen down" is activated. This lets you draw images inside a program.

Device

In the device section you find several bricks which can access your device's informations. You can access the camera of the device or use the flashlight.



Event

The event bricks can start a program. Every program needs an initializing event brick. Further you will find bricks for broadcasting messages here.

Motion

Here you will find all bricks which are responsible for moving objects. There are "place at" bricks or bricks like "change x" or "move 10 steps".

Looks

With looks you have the ability to set the size of objects the way you like it or give an object just several looks, which can be changed.

Data

With data you can define your own variables. Maybe you need a counter variable, just created it here.

There is also "Your bricks"
Here you can create your own new bricks.
[recommended for advanced Pocket Code users only].



Insert First Brick

Insert your first brick - Glide to

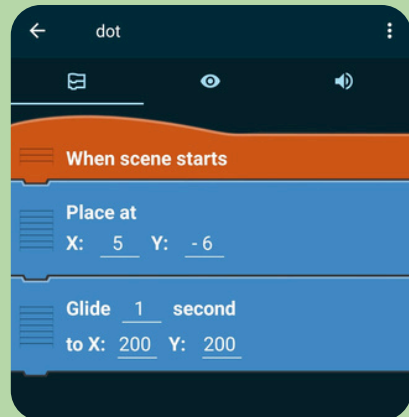
4

1

For our first bricks, we want to use the "Glide 1 second to X: Y:" brick. You can find it in the motion category. With the Formula Editor (in the '**Formula Editor**'-tutorial you can find more information about it) you can edit the amount of seconds and the position X and Y.

2

Place the brick at the last position of your program and run your program for the first time. You can do that with the yellow play-button.



3

You made it! You inserted your first brick.



Now you have programmed your first Object!

If you want to share your project with your friends, you can check out the '**Upload and Share**'-tutorial, where it will be explained exactly how it works. Otherwise, you can already start with your first own project. If you need help or inspiration, feel free to check out our tutorials from the Beginner series.