



GUINNESS WORLD RECORDS® STEP-BY-STEP GUIDE

For Non-Registered Participants

Date: Friday, Dec 11, 2020

Time: 8AM - 8PM EST

Website: www.Bitsbox.com

Quick Instructions:

1. Go to www.Bitsbox.com and click:
 - Kids Login
 - Get Started
 - Let's Go
 - New App
 - No (You don't have Bitsbox card)
 - Invent Your Own App
 - You should have a blank tablet
2. Follow the syllabus and watch the videos in sequence.
3. Start typing ALL lines of CODE below
4. Complete code before you press compile (green arrow) or you'll get errors.
5. Then go back and play with the Bitsbox library to customize the app.

No coding experience needed.

Anyone, Anywhere can take the lesson.

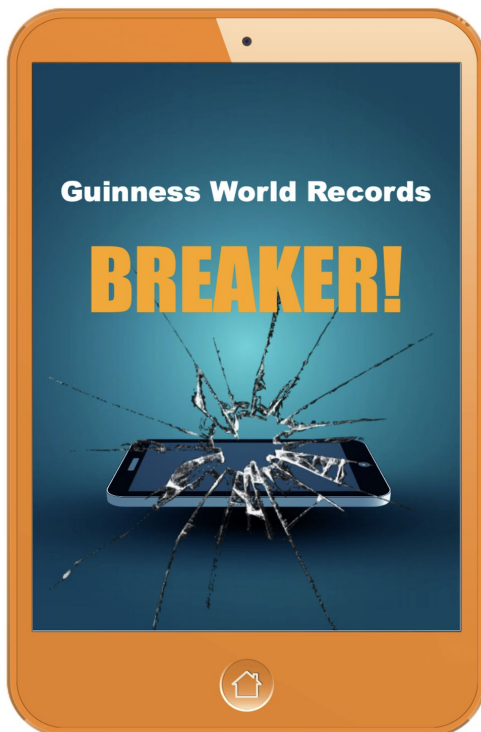
Do this *Hour of Code* to help us make history.

Join our Livestream on YouTube:
<https://www.tinyurl.com/gwryt2020>

Honorary Guest to Kick-Off Event:
Michigan Lt Governor Garlin Gilchrist
BSE, Computer Science Major
University of Michigan



The Code:



```
1 gamescreen()
2 function gamescreen(){
3   reset()
4   rule=text('Click on the hammer',150,100,50,'white')
5   fill('spyphone')
6   song('matrix')
7   hammer=stamp('hammer',100)
8   hammer.tap=go
9   hammer.rotate(RIGHT,45,500)
10  size=50
11 }
12 function go(){
13   size = size+75
14   hammer.size (size)
15   hammer.rotate(RIGHT,15,500)
16   if (size > 100){
17     rule.hide() }
18   if (size > 600){
19     hammer.hide()
20     stamp('crack',375,680,690)
21     sound('break')
22     text ('Guinness World Records',50,250,50,'gadget','white')
23     text ('BREAKER!',100,450,150,'impact','orange')
24     delay(gamescreen,2000) }
25 }
```



Class: Guinness World Records Computer Programming Lesson

Start Date: Friday, December 11, 2020 at 8:00 AM EST

End Date: Saturday, December 12, 2020 at 8:00 AM EST

Task	Content	Lesson
	Introduction	<ul style="list-style-type: none"> ❑ Video - link video (2:37 min)
1	Open blank tablet	<ul style="list-style-type: none"> ❑ Getting started ❑ Video - link video (1:36)
2	Exploring the library	<ul style="list-style-type: none"> ❑ Create app icon by understanding stamps, fills and colors ❑ Video - link video (3:15)
3	General syntaxes & functions	<ul style="list-style-type: none"> ❑ Understanding programming syntax including (), [], { } ❑ Understanding functions ❑ Complete Line #1, 2, 3, 11 ❑ Video - link video (3:43)
4	General commands	<ul style="list-style-type: none"> ❑ Programming with text, fills and stamps ❑ Complete Line #4, 5, 6 ❑ Video - link video (3:09)
5	Variables and dot commands	<ul style="list-style-type: none"> ❑ Understanding variables ❑ Understanding interaction and dot commands ❑ Complete Line #7, 8, 9, 10 ❑ Video - link video (3:07)
6	Advanced functions and commands	<ul style="list-style-type: none"> ❑ Adding another function ❑ Incorporating mathematics ❑ Complete Line #12, 13, 14, 15, 25 ❑ Video - link video (2:48)
7	Conditional statements	<ul style="list-style-type: none"> ❑ Understanding conditional statements using If statements ❑ Complete Line #16, 17 ❑ Video - link video (2:51)
8	Advanced conditional statements	<ul style="list-style-type: none"> ❑ Understanding If-Else statements ❑ Complete Line #18, 19, 20, 21, 22, 23, 24 ❑ Video - link video (4:56)
9	Customize program	<ul style="list-style-type: none"> ❑ Customize the program by changing line #5 ❑ Video - link video (1:15)
10	Submit program	<ul style="list-style-type: none"> ❑ Copy the link to submit the customize program ❑ Video - link video (1:27)