

All Participants: print or open to view this sheet and follow along with the lesson.



OFFICIAL
ATTEMPT



MICHIGAN ACCELERATE CS
POWERED BY ACCELERATE4KIDS™

GUINNESS WORLD RECORDS® STEP-BY-STEP GUIDE

Date: Friday, December 11, 2020

Time: 8AM - 8PM EST

Website: www.WhooSaid.com

Email Login: Your Email

Password: [gwrbreaker20](#)

Quick Instructions:

1. Have 3 web browser windows open:
 - 1 for WhooSaid.com for videos
 - 1 for Bitsbox.com to code
 - 1 for Copy of code (see below)
2. Log in to WhooSaid.com
3. Watch Introduction Video
4. Complete TASKS 1-10, in order
5. In each TASK, select ASSIGN TO ME and then select the TASK #
6. TASKS 3-8 have ATTACHMENTS for you to see an image of the working code

No coding experience needed.

Anyone registered can participate online.

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

Be sure to wait until 8AM on Friday to begin:

www.MiAccelerateCS.com

Join our Livestream on YouTube:

<https://tinyurl.com/gwryt2020>

Honorary Guest to Kick-off the event!

Friday, December 11th at 8:00AM:
Michigan Lt Governor Garlin Gilchrist
BSE, Computer Engineering
University of Michigan



Here's The JavaScript 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 }
```



Event: Guinness World Records Computer Programming Lesson

Event Date: Friday, December 11, 2020

Start Time: 8:00 AM EST

End Time: 8:00 PM 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. Submit any work completed, even if it doesn't animate. ❑ Video - link video (1:15)
10	Submit program to be counted	<ul style="list-style-type: none"> ❑ Copy the link to submit the customized program, even if the game doesn't animate or there are errors, to be counted. ❑ Video - link video (1:27)