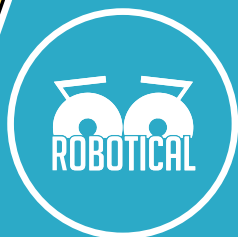
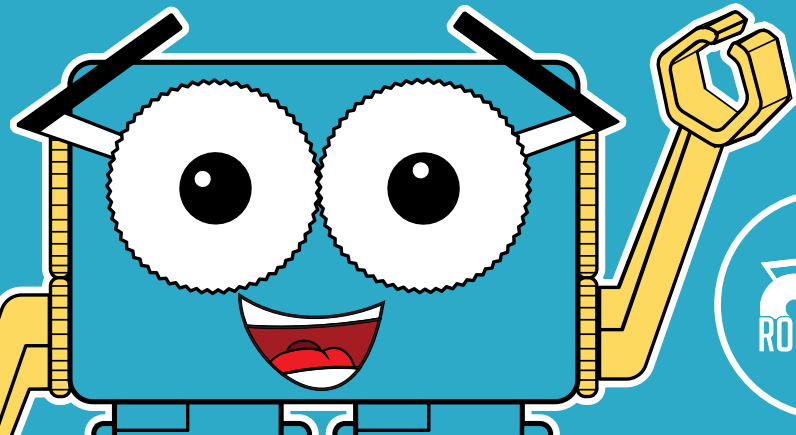
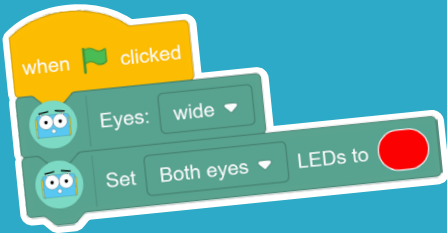




MARTY THE ROBOT

CODING ACTIVITY CARDS TASTER PACK



MARTY CODING CARDS

Choose a set of cards from the list below. There's a mixture of standalone cards and some that build upon the preceding card.

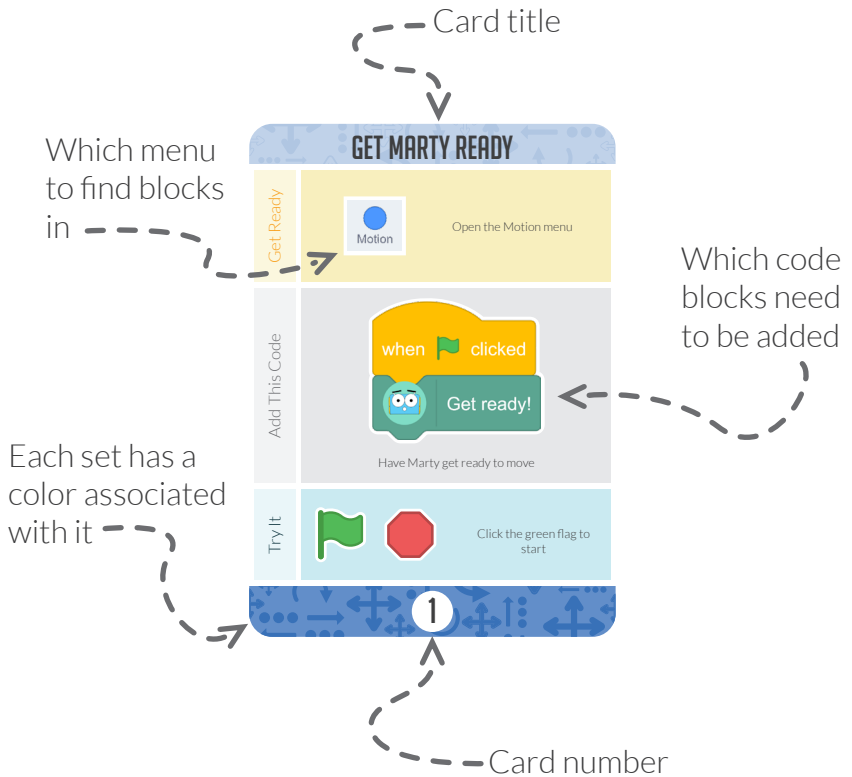
- Events*
- Motion*
- Looks
- Sound
- Sensing - Color Sensing
- Speech

* If you are new to Marty and coding, start with these two sets to learn the basics.



HOW TO USE THE CODING CARDS

You will need to use these cards alongside the MartyBlocks coding environment, which can be found within the Marty the Robot app.



EVENTS

These cards are designed to introduce you to the basics of MartyBlocks, and get you started on your coding journey.

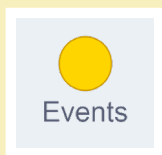
1. Getting Started
2. Keyboard Function*

* This card requires a keyboard



GETTING STARTED

Get Ready



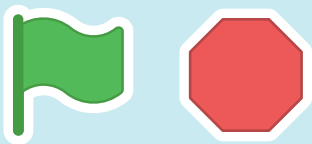
Open the Events menu

Add This Code



This will allow you to control Marty

Try It



Add some code to try it out, then click the green flag to start

1

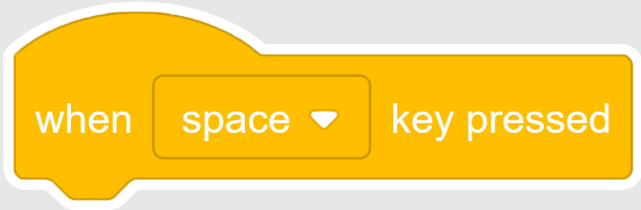
KEYBOARD FUNCTION

Get Ready



Open the Events menu

Add This Code



This will allow you to control Marty with the keyboard

* This will only work where a keyboard is available

Try It



Add some code to try it out, then push the space bar to start

MOTION

These cards can be completed in any order but it may help to do them in numerical order.

1. Get Marty Ready
2. Marty Goes Forward
3. Marty Goes Backwards
4. Slide to the Left
5. Slide to the Right
6. Marty Makes a Square



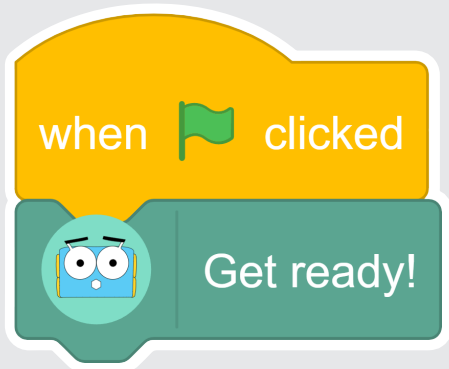
GET MARTY READY

Get Ready



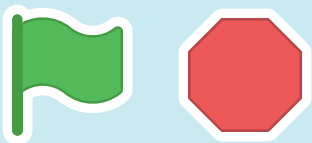
Open the Motion menu

Add This Code



Get Marty ready to move

Try It

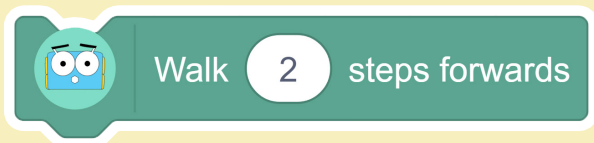


Click the green flag to start

1

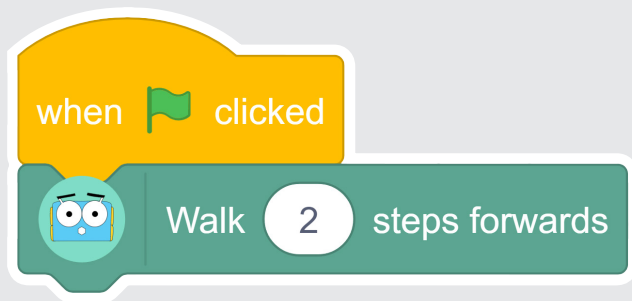
MARTY GOES FORWARD

Get Ready



Find this block in the Motion menu

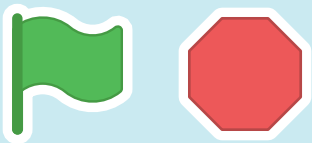
Add This Code



Challenge:

Make Marty walk a different number of steps forwards

Try It

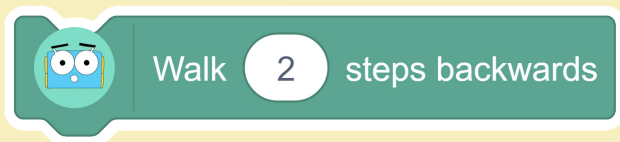


Click the green flag to start

2

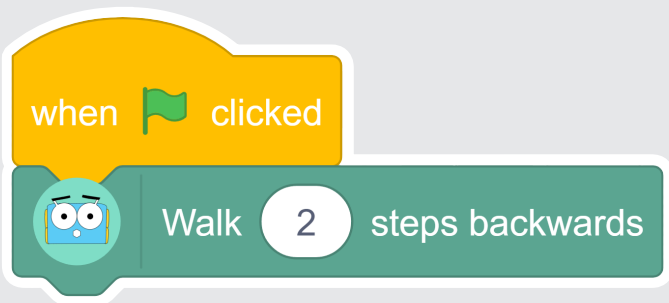
MARTY GOES BACKWARDS

Get Ready



Find this block in the Motion menu

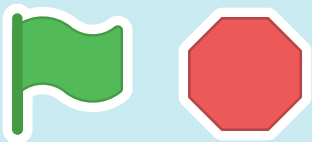
Add This Code



Challenge:

Make Marty walk a different number of steps backwards

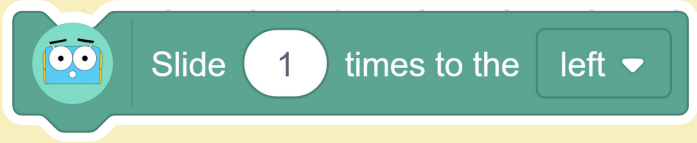
Try It



Click the green flag to start

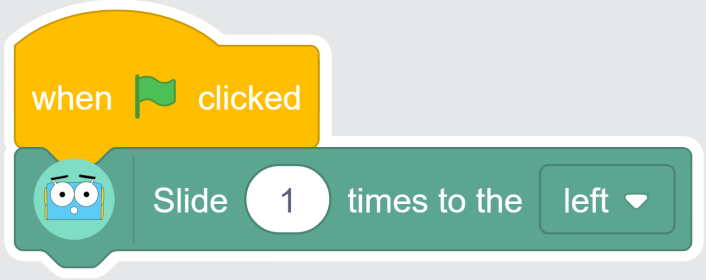
SLIDE TO THE LEFT

Get Ready



Find this block in the Motion menu

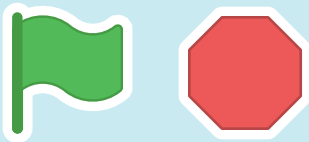
Add This Code



Challenge:

Make Marty slide a different number of times to the left

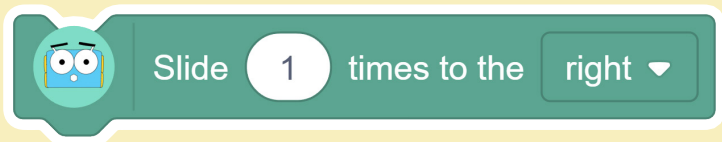
Try It



Click the green flag to start

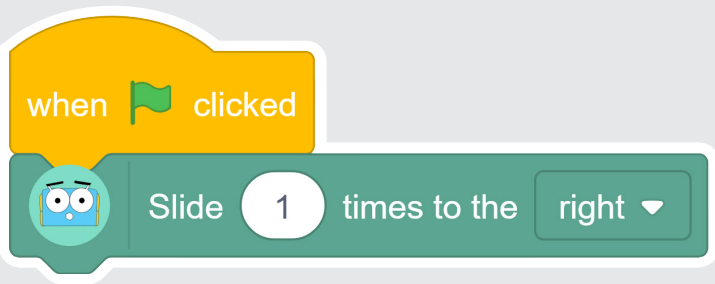
SLIDE TO THE RIGHT

Get Ready



Find this block in the Motion menu

Add This Code



Challenge:

Make Marty slide a different number of times to the right

Try It



Click the green flag to start

MARTY MAKES A SQUARE

Get Ready

Walk 2 steps forwards

Slide 1 times to the left

Walk 2 steps backwards

Slide 1 times to the right

Find these blocks in the Motion menu

Add This Code



Challenge:

Make Marty create different size squares

Try It



Click the green flag to start

LOOKS

These cards can be completed in any order but it may help to do them in numerical order.

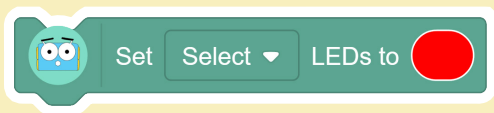
1. What Color are Marty's Eyes?*
2. Marty Shows Off*

* This card requires LED eyes



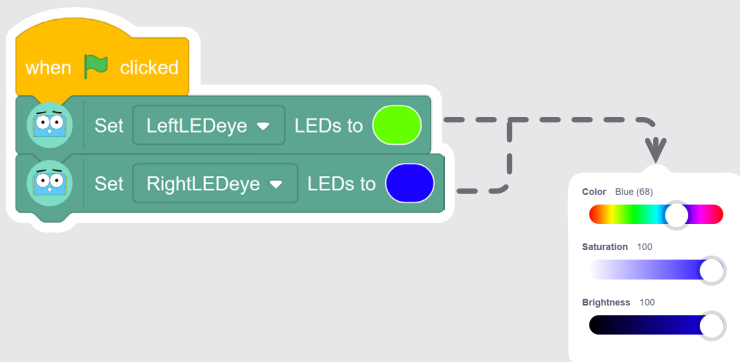
WHAT COLOR ARE MARTY'S EYES?

Get Ready



Find this block in the Looks menu

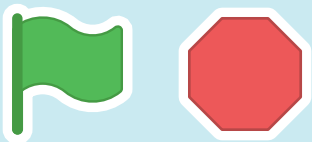
Add This Code



Challenge:

Change Marty's eyes to be your favorite color

Try It

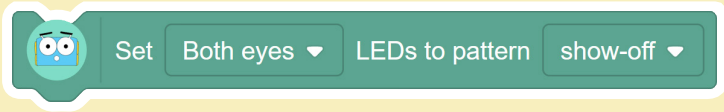


Click the green flag to start

1

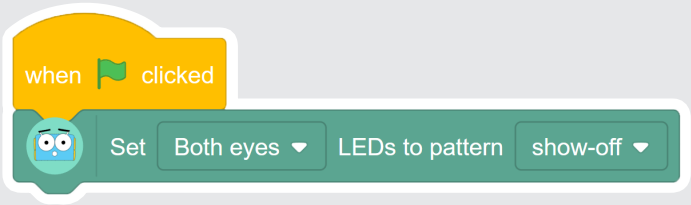
MARTY SHOWS OFF

Get Ready



Find this block in the Looks menu

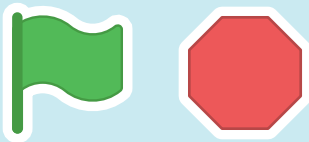
Add This Code



Challenge:

What patterns can you make Marty's eyes do?

Try It



Click the green flag to start

SOUND

These cards should be completed in numerical order.

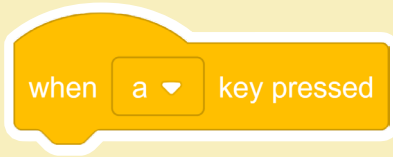
1. Play a Tune 1*
2. Play a Tune 2*
3. Play a Tune 3*

* This card requires a keyboard



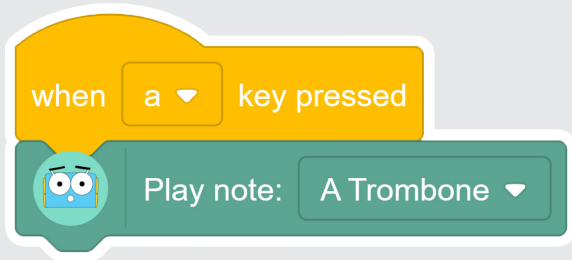
PLAY A TUNE 1

Get Ready



Find this block in the Event menu

Add This Code



Challenge:

Make Marty play the note with a keyboard

Try It



Press the A key

PLAY A TUNE 2

Get Ready



when **b** key pressed

Find this block in the Event menu

Add This Code



when **a** key pressed



Play note: **A Trombone**



when **b** key pressed



Play note: **B Trombone**

Make Marty play the notes

Try It



A



B


Press the keys

2


PLAY A TUNE 3

Get Ready

when key pressed

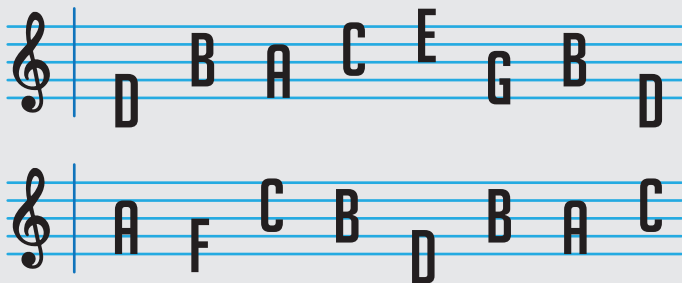
 Play note:

when key pressed

 Play note:

Create blocks for all notes: A B C D E F G

Create A Tune



Challenge:

Make Marty play a tune

Try It



Press the keys

SENSING - COLOR SENSING

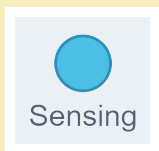
These cards should be completed in numerical order.

1. Marty Color Sensing 1
2. Marty Color Sensing 2
3. Marty Color Sensing 3
4. Marty Color Sensing 4



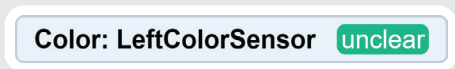
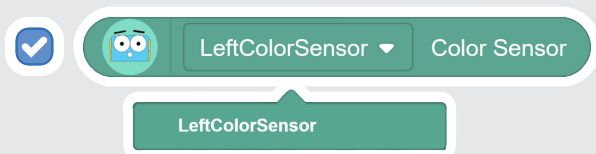
MARTY COLOR SENSING 1

Get Ready

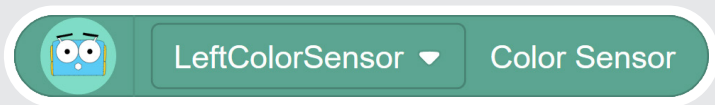


Open the Sensing menu

Add This Block



Select Color Sensor to show the color sensed

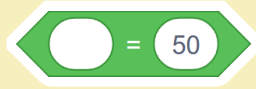
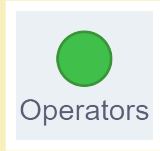


Add the Color Sensor block and select LeftColorSensor from the drop down menu

1

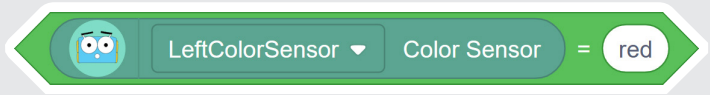
MARTY COLOR SENSING 2

Get Ready



Open the Operators menu and find this block

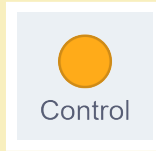
Add These Blocks



Place the Color Sensor block into one side of the Equals Block and change the other side of it to red

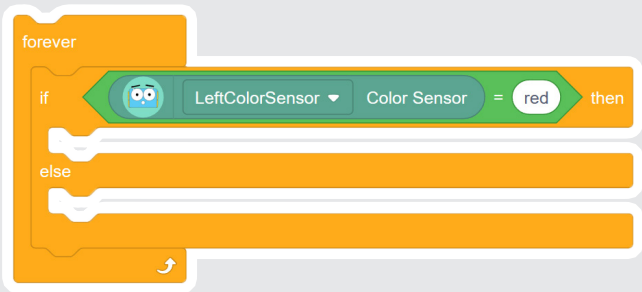
MARTY COLOR SENSING 3

Get Ready



Open the Control menu and find these blocks

Add These Blocks

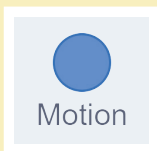


Place the previous blocks into the Control blocks

3

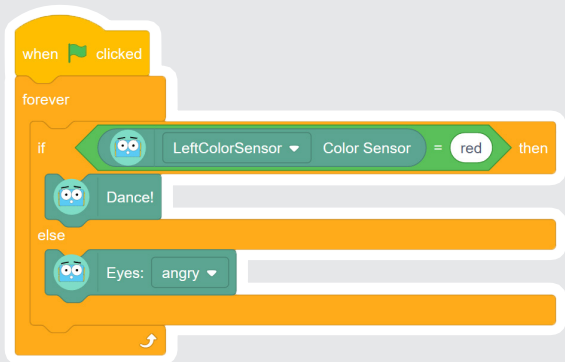
MARTY COLOR SENSING 4

Get Ready



Open the Motion menu and find these blocks

Add This Code



Challenge:

What other colors can you get Marty to detect?

Try It



Click the green flag to start

SPEECH

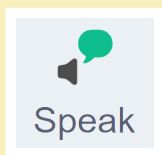
These cards should be completed in numerical order.

1. Marty Speaks
2. Set Marty's Voice
3. Set Marty's Accent
4. Marty Translates



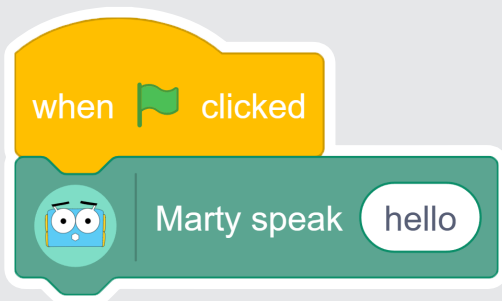
MARTY SPEAKS

Get Ready



Open the Speak menu

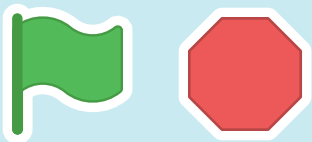
Add This Code



Challenge:

Make Marty say different words

Try It

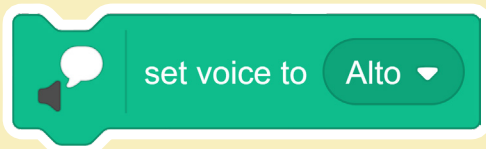


Click the green flag to start

1

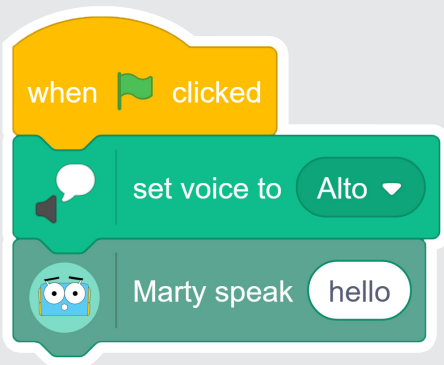
SET MARTY'S VOICE

Get Ready



Find this block in the Speak menu

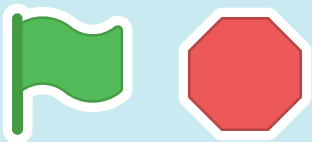
Add This Code



Challenge:

Change Marty's voice

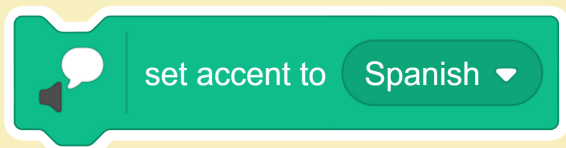
Try It



Click the green flag to start

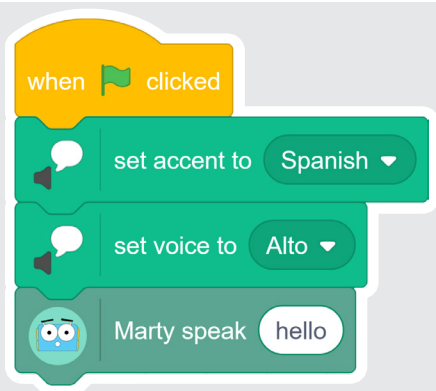
SET MARTY'S ACCENT

Get Ready



Find this block in the Speak menu

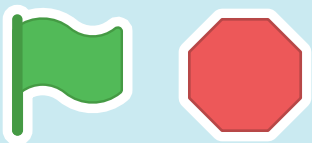
Add This Code



Challenge:

Give Marty a different accent

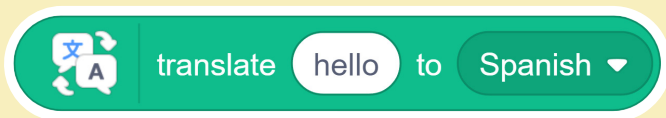
Try It



Click the green flag to start

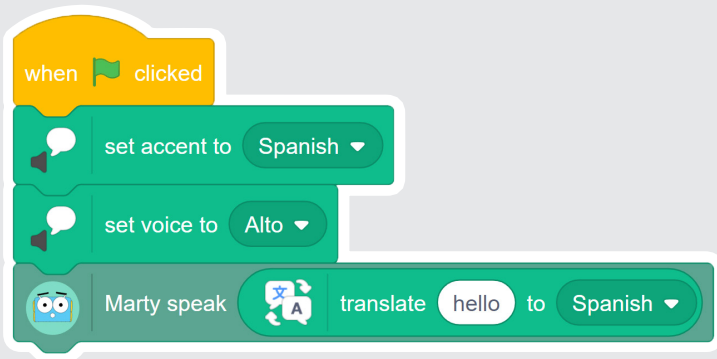
MARTY TRANSLATES

Get Ready



Find this block in the Speak menu

Add This Code



Challenge:

Make Marty translate words into different languages

Try It



Click the green flag to start