



程式積木就是特定的「工作」



資料來源：  
code.org(2015), *Minecraft - Hour of Code: Intro*, 取自Youtube網站  
<https://www.youtube.com/watch?v=55jADN4Y7Pg&t=52s>

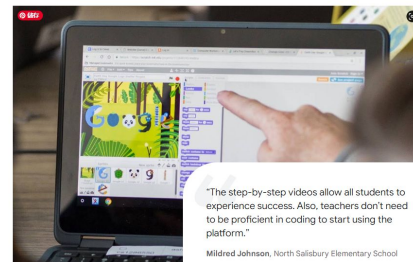
## What you can do with Code with Google

Helping educators give their students confidence in CS, advance their skills, and prepare them for the future.

### Computer science opens up possibilities for every student

CS First is a cost-free computer science curriculum that anyone can teach. Designed for students ages 9-14 of all interests and experience levels, students learn collaboration and core computer science concepts as they create their own projects. Educators lead the way with easy-to-use lesson plans, tutorials, activities, and resources.

開始使用 CS First

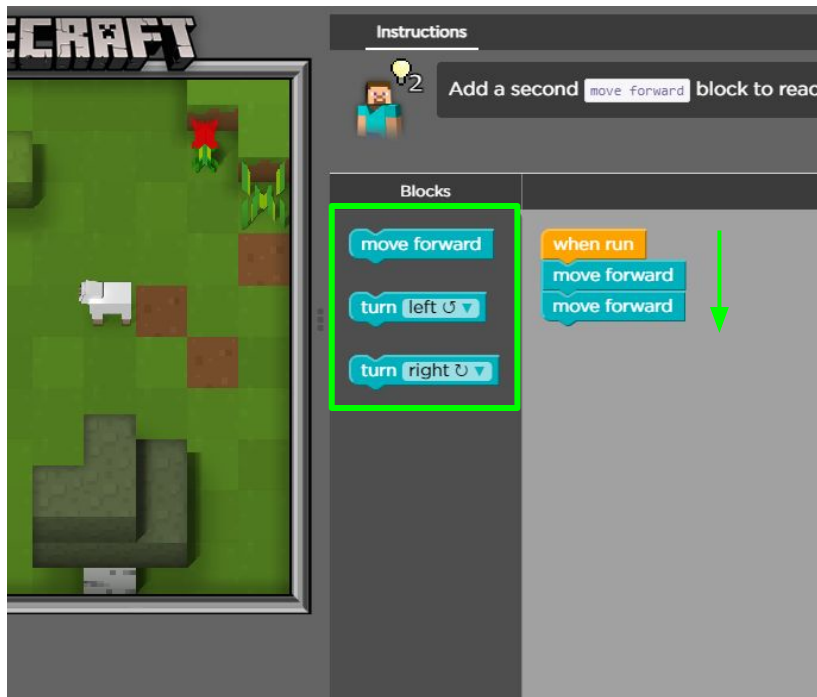


資料來源：  
取自 Google for Education 網站  
<https://edu.google.com/code-with-google/>

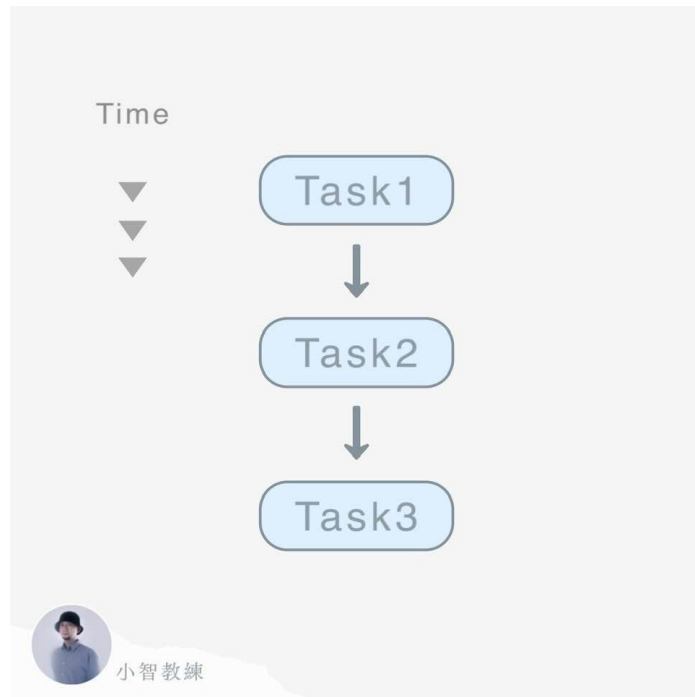


資料來源：  
code.org(2015), *Minecraft - Hour of Code: Intro*, 取自 Youtube 網站  
<https://www.youtube.com/watch?v=55jADN4Y7Pg>

# 🎮 序列處理 (Serial Processing)



資料來源：  
取自 Minecraft Hour of Code Tutorials 網站  
<https://code.org/minecraft>



# MINECRAFT

## 事件(Event)



### Instructions



Build the rest of your house from any material you'd

### Blocks

move forward

turn left 90°

turn right 90°

place birch planks

destroy block

repeat 3 times

do

when run

repeat 3 times

do

move forward

place birch planks

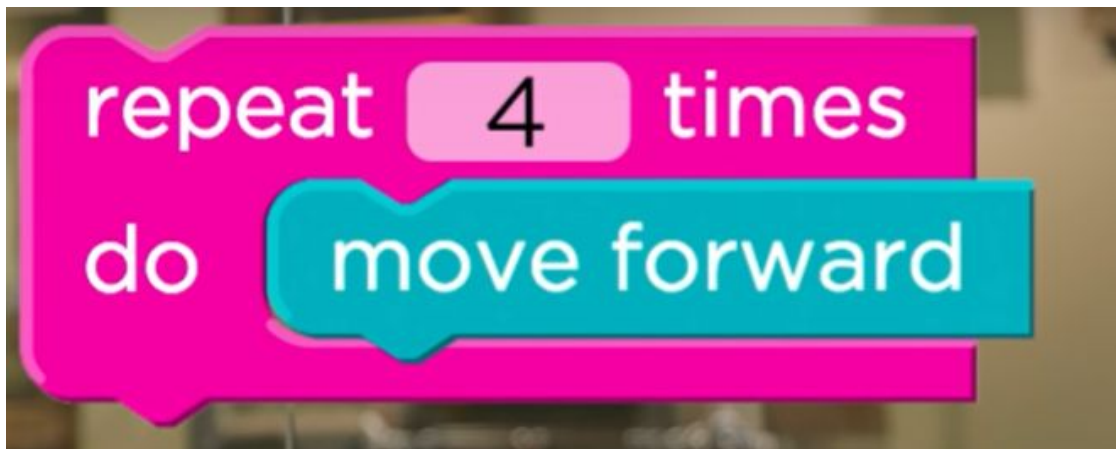
turn right 90°

資料來源:

取自Minecraft Hour of Code Tutorials網站

<https://code.org/minecraft>

# 🎮 迴圈(Loop)



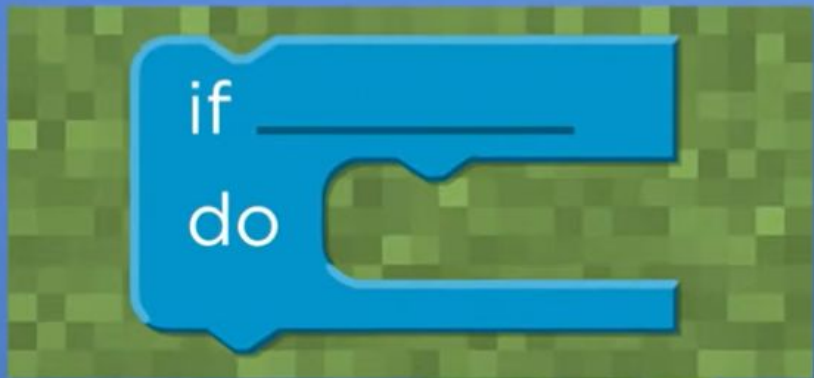
資料來源：

code.org(2015), *Minecraft - Hour of Code: Repeat Loops*, 取自Youtube網站<https://www.youtube.com/watch?v=X3FPKyVV1g>



# 條件分歧(IF)

# IF STATEMENTS



# JASMINE

WORKS ON XBOX



資料來源:

code.org(2015), *Minecraft - Hour of Code: If Statements*, 取自Youtube網站  
<https://youtube.com/watch?v=WXLbLnIX5Rw>



0:04 / 1:17





想再多「感覺」一下程式設計的魅力嗎？

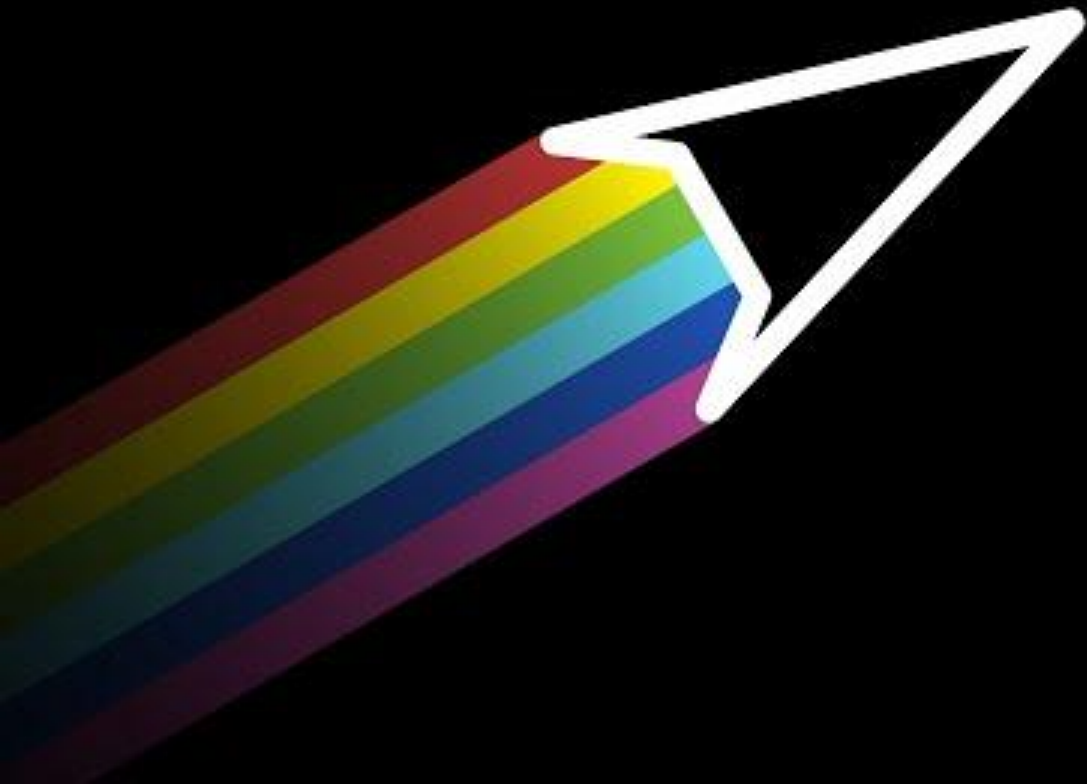


# Sprite

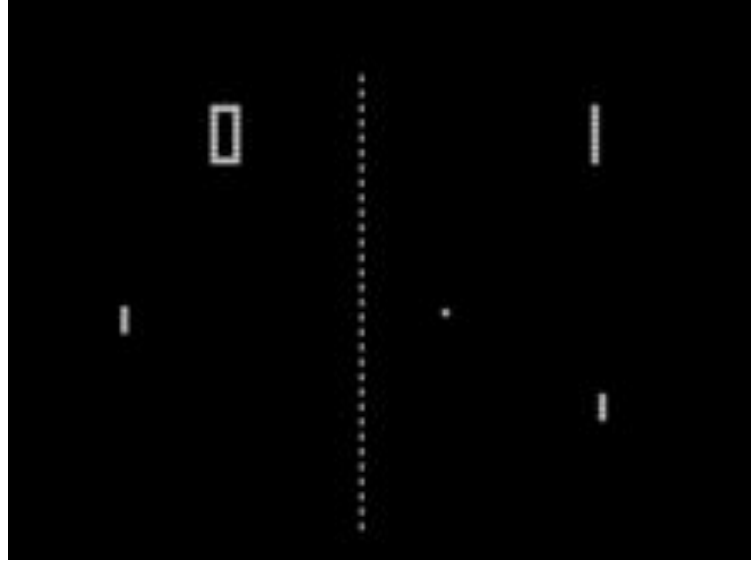
在Scratch 的世界裡, Sprite 被翻譯成角色。那甚麼是Sprite 呢?

這個就要稍微翻閱電玩的歷史…

在1970年代, 德州儀器(Texas Instruments)正在研發 9918(A) 影像處理器的時候, Danny Hillis首先使用 Sprite這個字用在描述在顯示器上移動的物件,就像鬼魂(ghost)與精靈(sprite)一般。



資料來源：  
Ahoy(2014), *Pixel Pioneers: A Brief History of  
Graphics, Part One*, 取自Youtube網站  
<https://www.youtube.com/watch?v=dzN2pgL0zeg>



資料來源：  
取自Wikipedia網站  
<https://en.wikipedia.org/wiki/Pong>