## Group Activity 1: Eating Apples

**Objectives**
Add object, change color, select object, create sequential program for object

**Directions**
We just went over some of these steps. Now work with your groups to complete each of the following, check it off your list.  Make sure each member solves at least one TO DO.  Check in with your teacher once you are done or if you are having trouble.

**To Do Check List**

❑ Open the world 'Small with water'.

❑ Add an apple. Make this apple blue.

❑ Add Kodu to your level.

❑ Make Kodu find the apple that you just added.

❑ Make Kodu eat the apple once he finds it. (Hint: You may also need to tell Kodu to avoid the water.)

Then, you are free to play. Try to add other objects to this level adjust Kodu's behavior and change the environment. Remember to work with your team.  Ask for help if you need it.

**Challenge Activity**

As a challenge activity, go to Tutorial 01 v3 and do what the Kodu asks. Also, see if you can reprogram the castle to behave in a different way once it is bumped, and try to figure out how the camera can follow Kodu on its trek to the castle.