



Code Adventures: Programming For Kids Solutions manual

The following document will guide you through the programming challenges of *Code Adventures*. It is strongly suggested to check the solutions here only if you are stuck on a hard level and have spent some effort on trying to solve it.

For teachers and parents

This document can also be used as a teacher's (or parent's) guide by letting you prepare the solutions and their explanations before the classroom activities. It is advised to refrain from showing the complete answers to students but instead encourage them to find the solutions on their own by giving hints or testing different scenarios. Use questions like 'What should we do first?' or 'Where should we go next?' to focus the attention to a specific activity. You can also break the whole solution in smaller tasks and try solving it part by part. For example, *first* you need to activate a lever, *then* you have to climb a ladder and *then* walk to the other side of the bridge and into the portal.

Please note that most levels can have multiple solutions. You are always encouraged to find the others. This manual, however, shows the commands needed to collect all difficulty stars.

For any feedback or questions feel free to contact us.

e-mail contact@cyborcgames.com

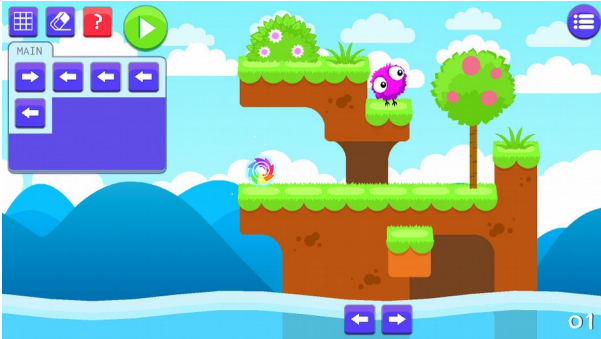
facebook <https://www.facebook.com/codeadventuresgame/>

Basics

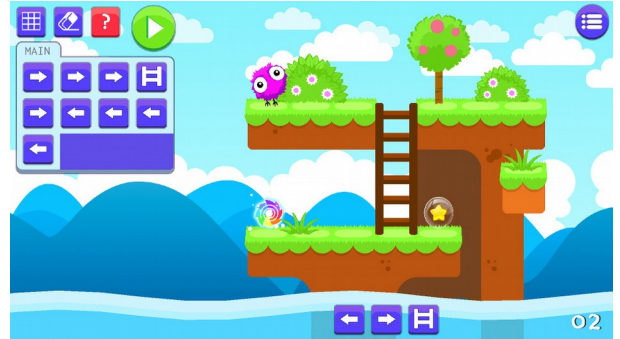
commands used



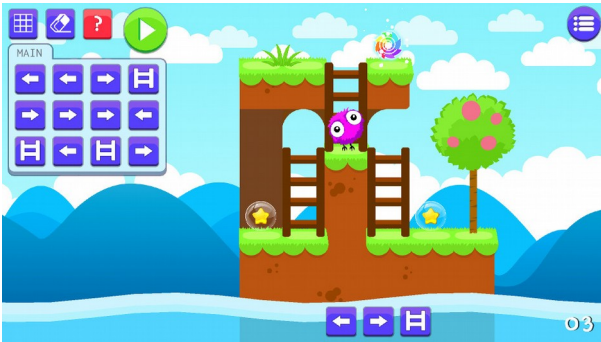
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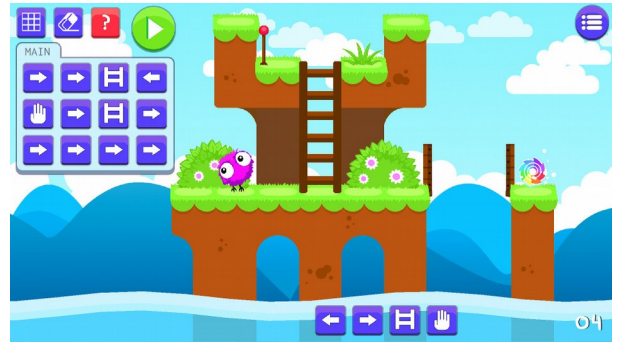
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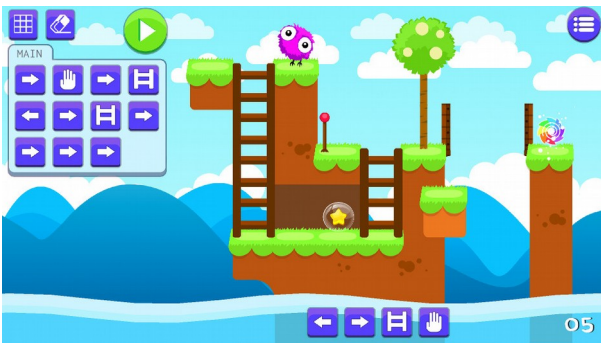
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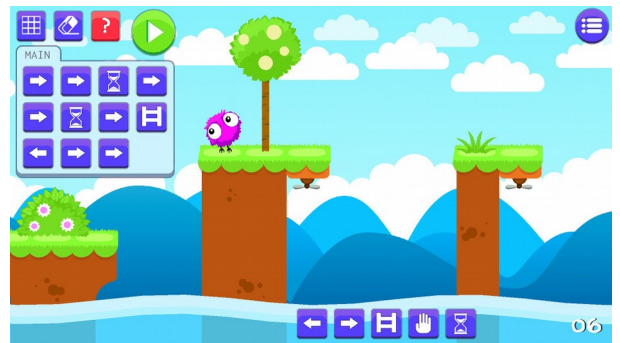
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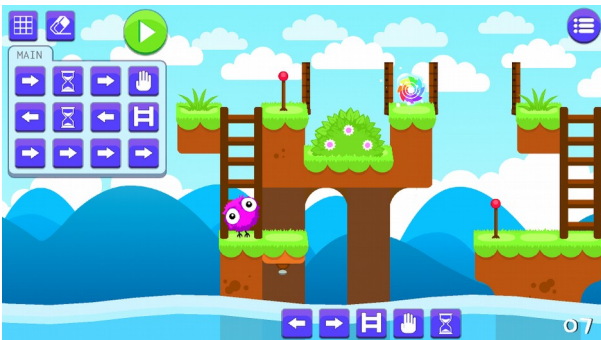
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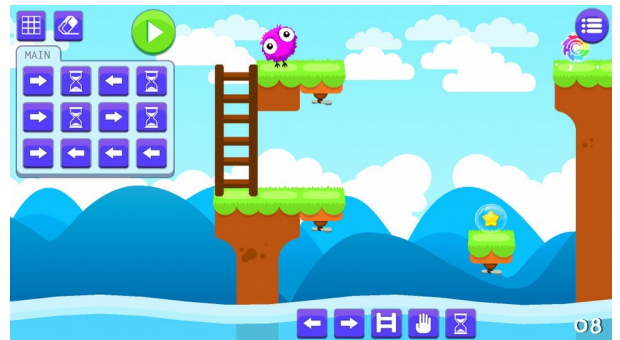
06



07



08

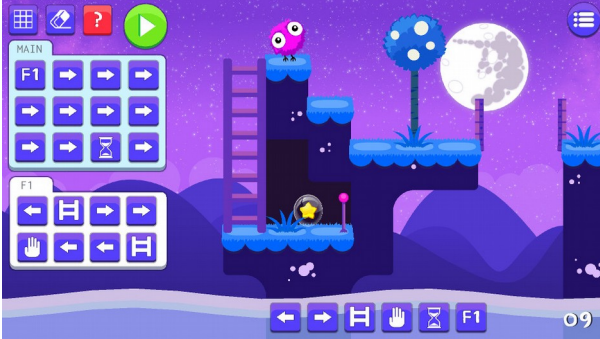


Functions

commands used



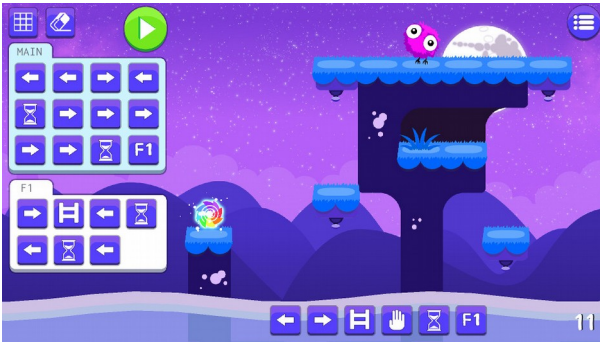
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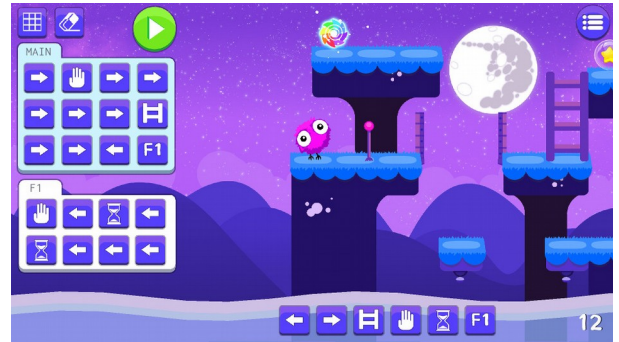
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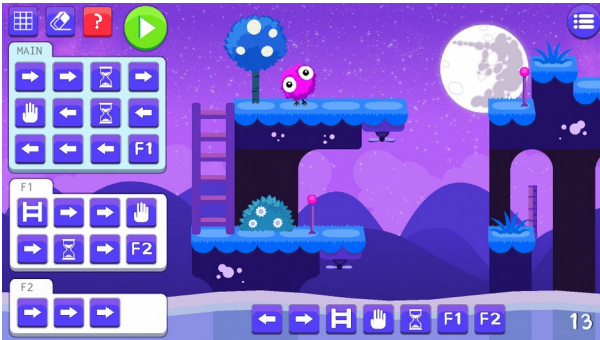
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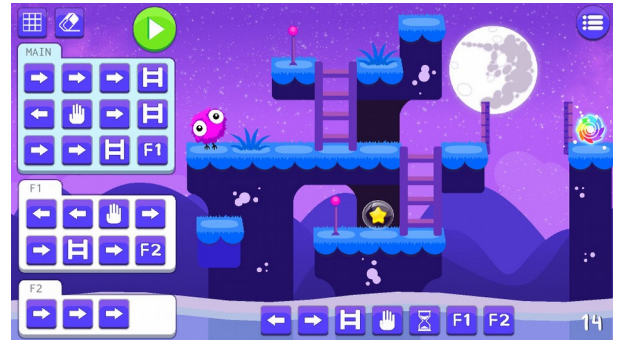
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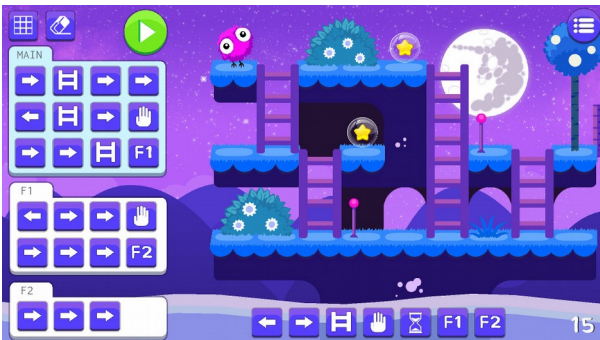
13



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Loops

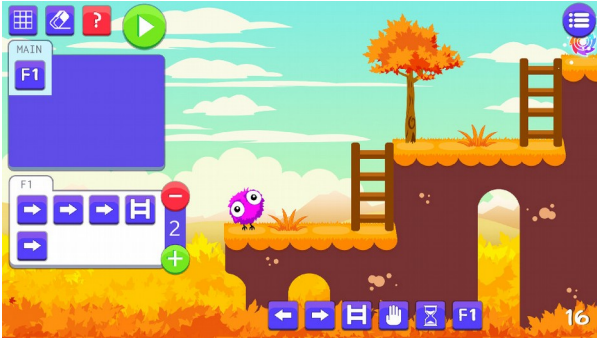
commands used



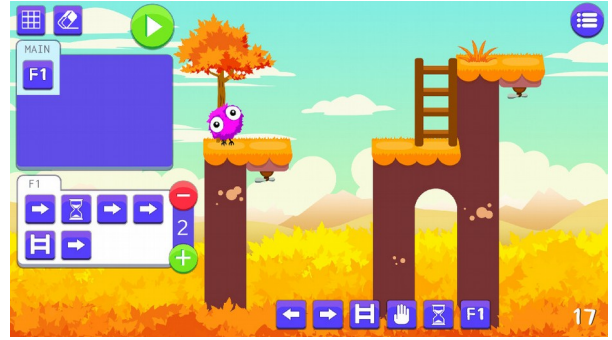
additional commands



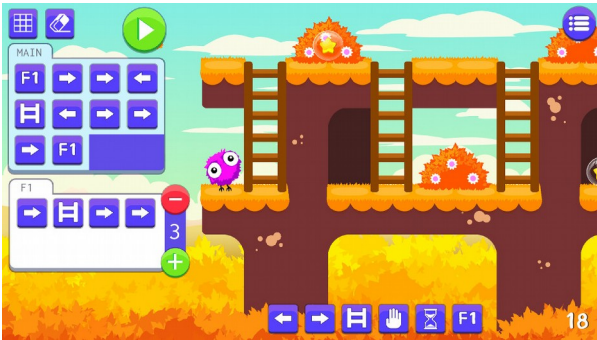
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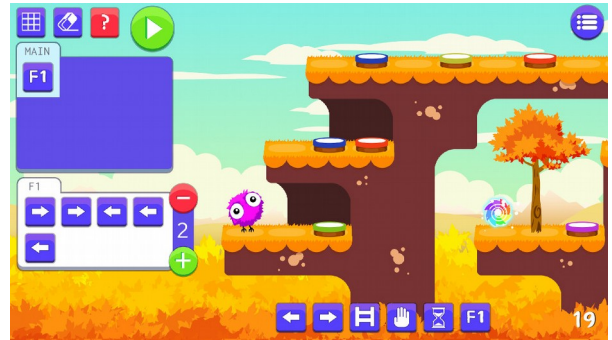
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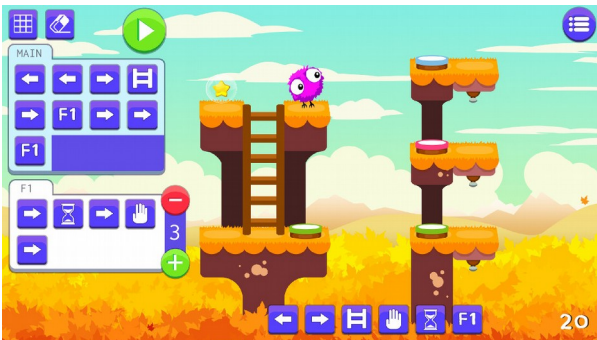
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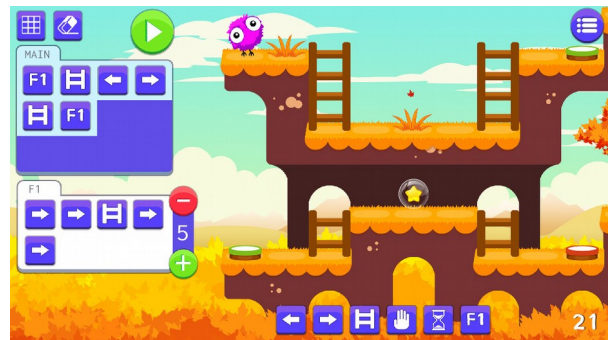
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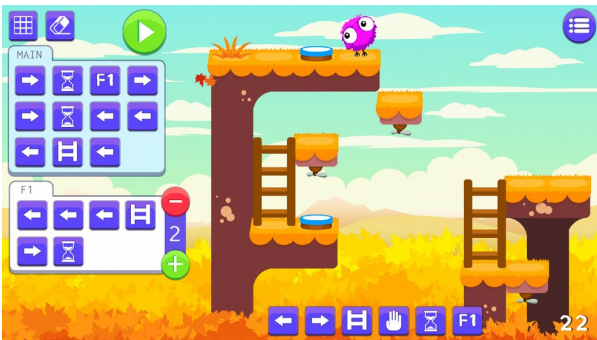
20



21



22



Lists

commands used



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Conditionals

commands used

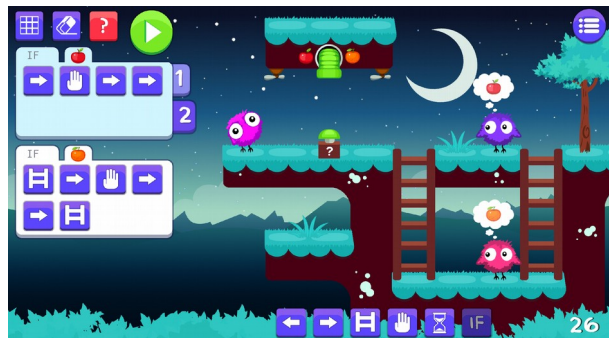


additional *Use tab 2 to adjust conditions*

26 - Tab 1



26 - Tab 2



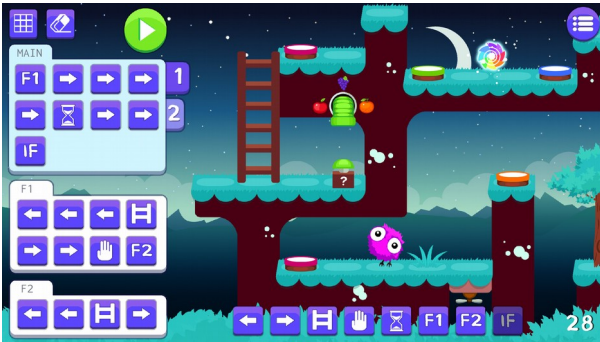
27 - Tab 1



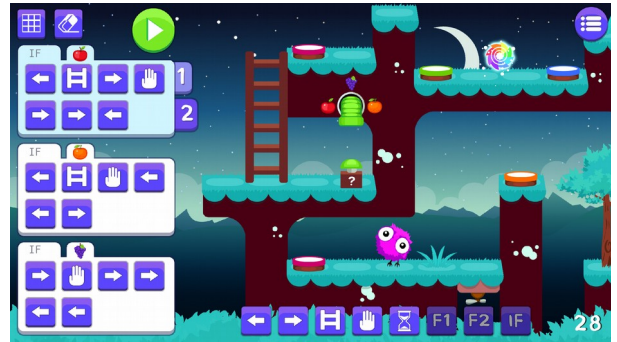
27 - Tab 2



28 - Tab 1



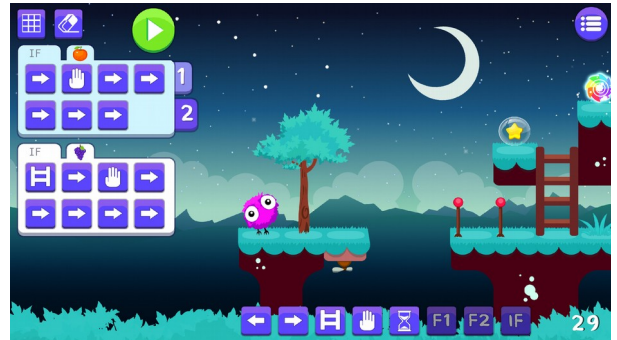
28 - Tab 2



29 - Tab 1



29 - Tab 2



30 - Tab 1



30 - Tab 2

