

TYNKER



Повторение пройденного материала



Tynker Programming 100 - 1.4 Collect the tablet

Walk

on start

- Walk
- Walk
- Walk
- Walk



Повторение пройденного материала



Tynker Programming 100 - 1.5 Avoid obstacles 10 XP SAVE POINTS

Walk
Jump

on start
Walk
Walk
Jump
Walk

JS



Повторение пройденного материала



Tynker Programming 100 - 1.6 Detect the pattern 20 XP SAVE POINTS

The screenshot shows a game interface with a dark space background and a planet surface. A character in a white spacesuit is on the left. In the center, there are programming blocks: an orange 'repeat 3' block containing two purple 'Walk' and 'Jump' blocks, and an orange 'on start' block containing a purple 'repeat 3' block with two purple 'Jump' and 'Walk' blocks. The right side shows a sunset over a planet with a blue alien and a first aid kit. A play button is at the bottom right.



Анимация



Интерактивное руководство



Tynker


Programming 100 - 1.7

Tutorial Intro

🗨️

⚡ 30 XP

SAVE POINTS



In addition to coding puzzles, Tynker also uses a variety of interactive tutorials and guided lessons to help you learn and create all kinds of cool things. Let's get started!

Click anywhere to continue



Интерактивное руководство



TYNKER Programming 100 - 1.8 Move Gus (Web) SAVE </> Code Stage 40 XP SAVE POINTS

TUTORIAL

What Makes Gus Run?

Gus has already been programmed to look like he's running! He is animated by the "on start" code on the right.

Try this code by pressing the Play button. Gus should run in place.

Press the red Stop button when you're done.

Try Your Code

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Gus

```
on start
  set rotation style left-right
  forever
    wait 0.05 secs
    next costume
```

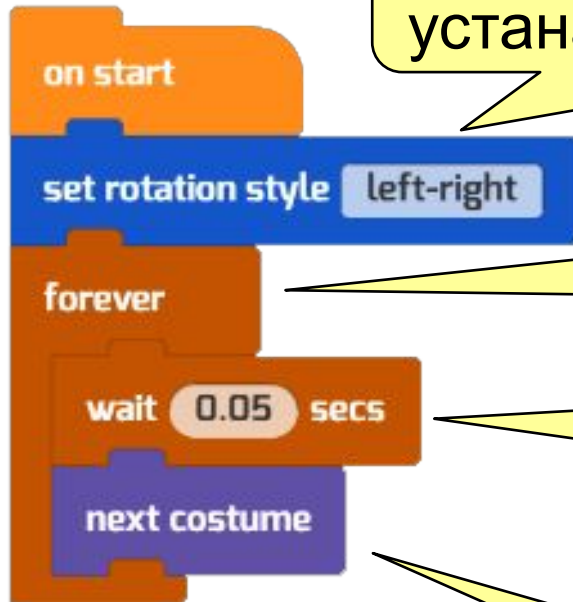
JS

Stage

Gus

Add Actor





Set rotation style left-right:
устанавливает стиль вращения

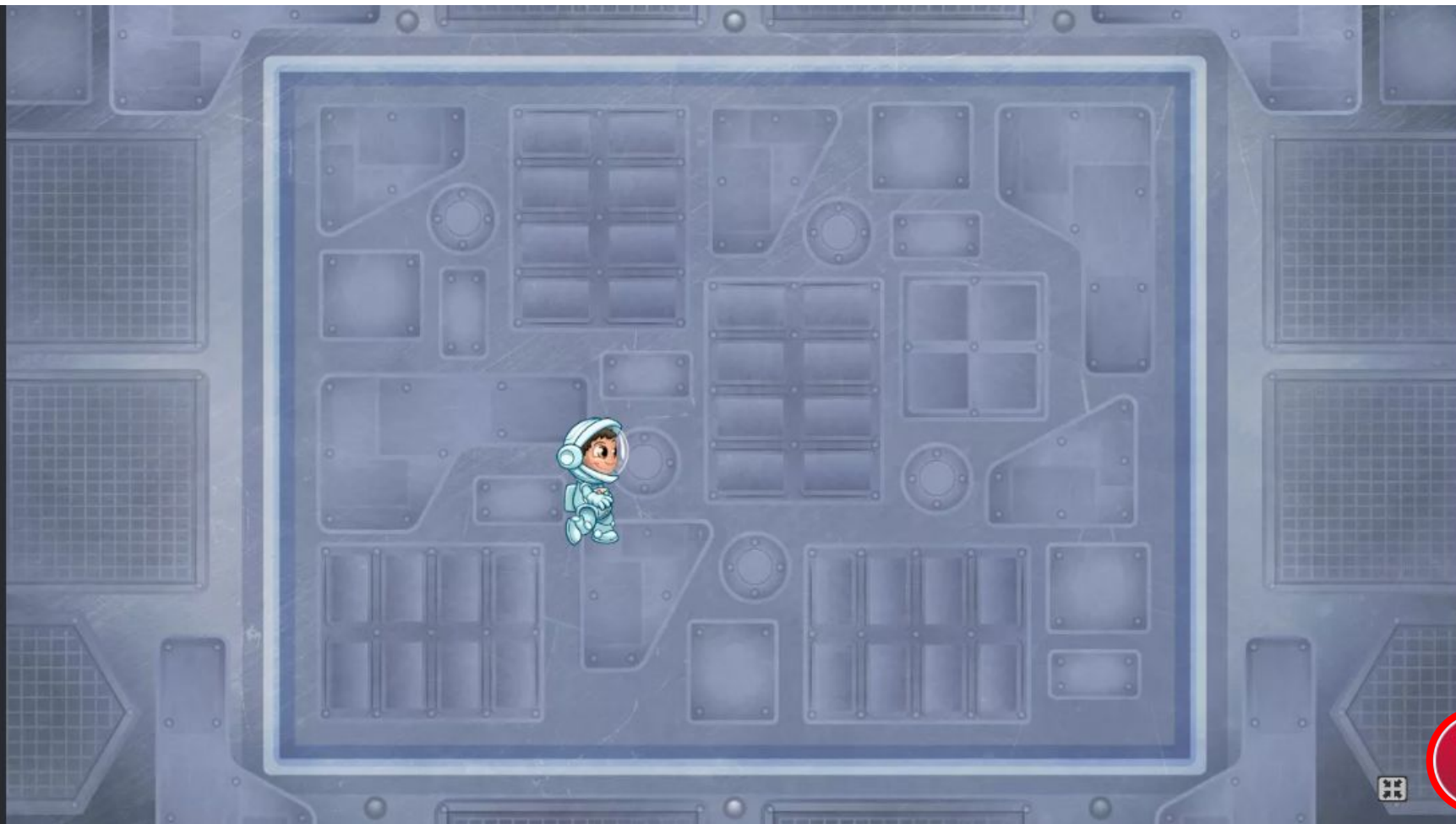
Forever: бесконечно повторяет
всё, что находится внутри цикла

Wait 0.05 secs: подождать
50 миллисекунд

Next costume: следующий
КОСТЮМ



Запуск программы



Управление с клавиатуры




TYNKER Programming 100 - 1.8 Move Gus (Web) SAVE </> Code Stage ? 40 XP SAVE POINTS

TUTORIAL

Make Gus Run Down

Program Gus to move towards the bottom of the screen when you press the down arrow on your keyboard.

1. Drag this block to the coding area in the center of the screen:



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Gus

```

on start
  set rotation style left-right
  forever
    wait 0.05 secs
    next costume
  when down arrow pressed
  
```


JS



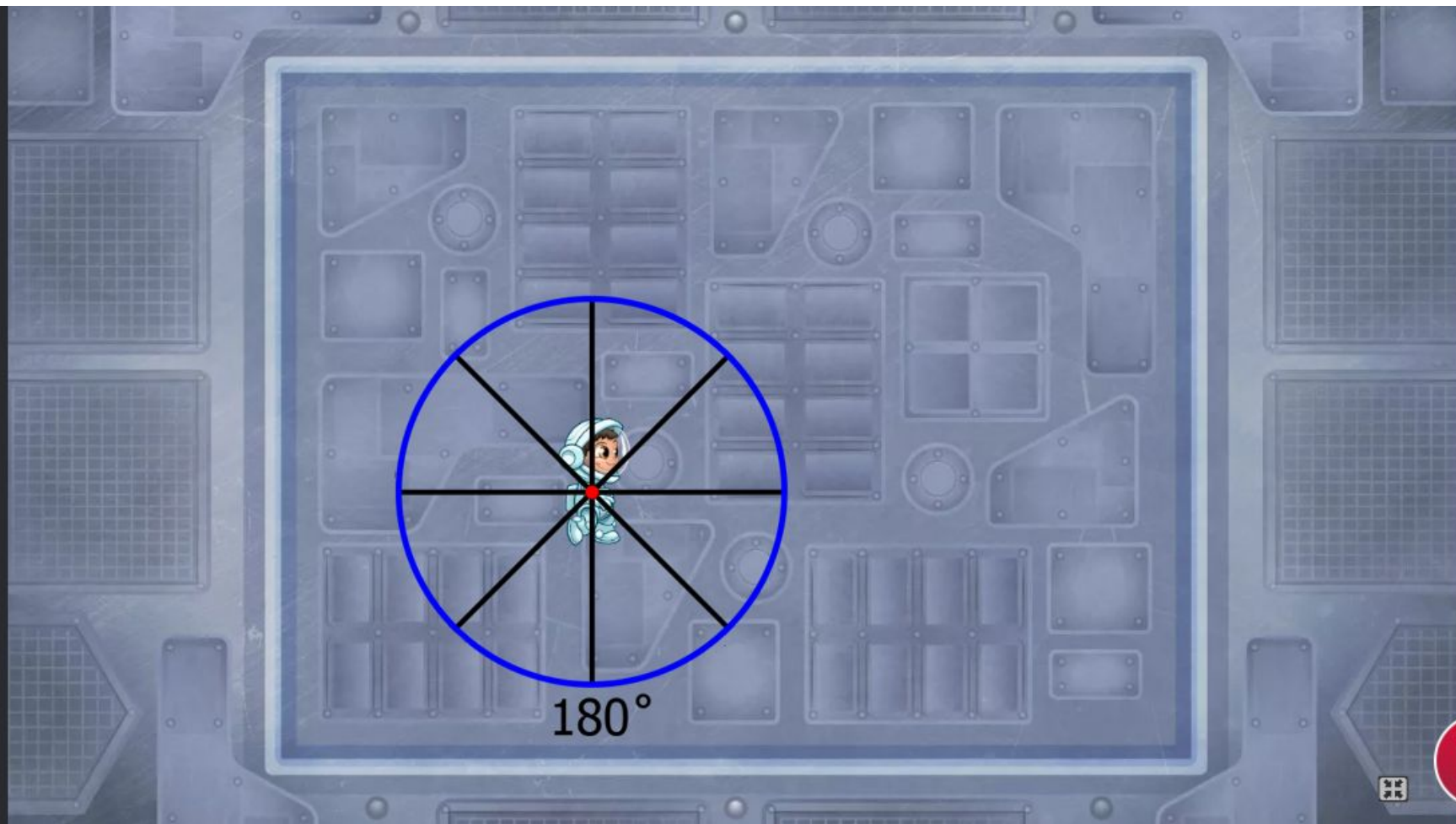
+ Add Actor

Stage

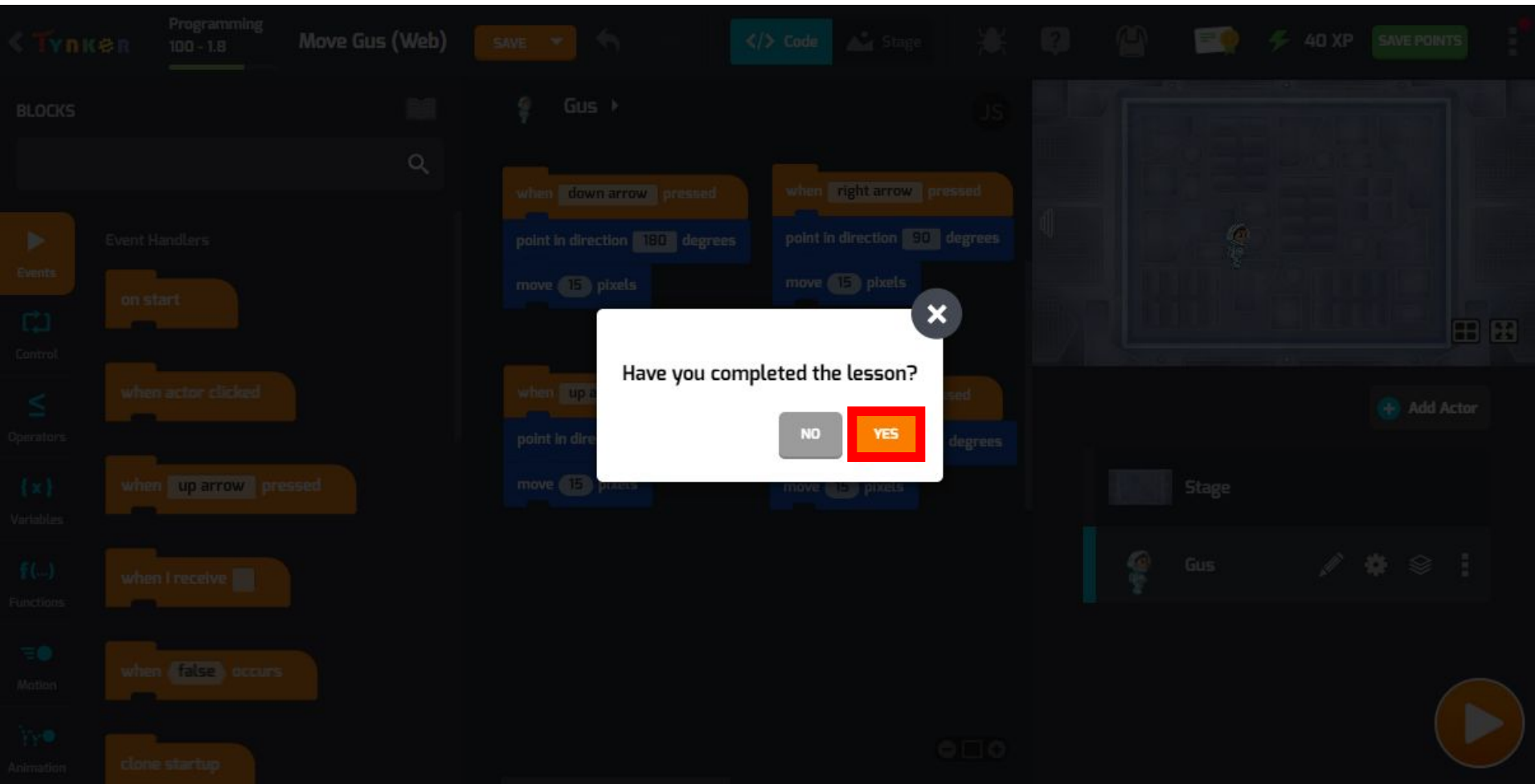
Gus




Угол поворота



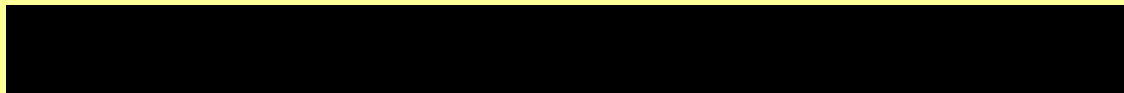
Управление с клавиатуры



The screenshot shows the Tynker programming environment. The top bar includes the Tynker logo, the project name "Move Gus (Web)", a "SAVE" button, a "Code" button, and a "Stage" button. The left sidebar shows various block categories: Events, Control, Operators, Variables, Functions, Motion, and Animation. The main workspace contains several script blocks for the character "Gus":

- when down arrow pressed: point in direction 180 degrees, move 15 pixels
- when right arrow pressed: point in direction 90 degrees, move 15 pixels
- when up arrow pressed: point in direction 0 degrees, move 15 pixels
- when up arrow pressed: point in direction 180 degrees, move 15 pixels

A white dialog box is centered on the screen with the text "Have you completed the lesson?". It has two buttons: "NO" and "YES". The "YES" button is highlighted with a red border. A close button (X) is in the top right corner of the dialog.



Проект «Звуки инопланетян»



Programming 100 - 1.9 Alien Sounds (W) SAVE

</> Code Stage 50 XP SAVE POINTS

TUTORIAL

Program the Stage to change to a new background when you click it.

1. Drag this block to the coding area. This event will run code whenever you click its Actor. This time, the Actor is the entire Stage!

when actor clicked

7. Add this command under the "when" block.

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Costumes Sounds Advanced

+ Add Background

- sky background
- grid
- space
- Alien Landscape

Stage

alien creature

earth

+ Add Actor



Воспроизведение музыки



TYNKER Programming 100 - 1.9 Allen Sounds (W) SAVE </> Code Stage 50 XP SAVE POINTS

TUTORIAL

Test the Background

Play your project to test it. It should play music when it starts running, and the background should change when you click it.

Try Your Code

Stage

- when actor clicked
 - next background
- on start
 - forever
 - play sound Sci Fi Theme until done

JS

Stage

alien creature

earth

50 XP SAVE POINTS

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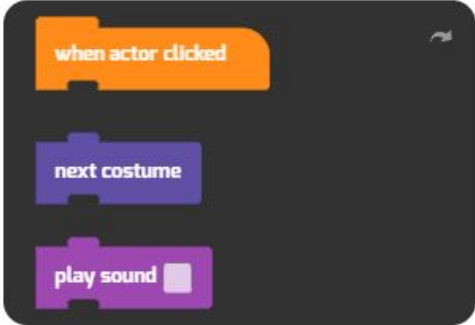
Костюмы инопланетянина



TYNKER Programming 100 - 1.9 Allen Sounds (W) SAVE </> Code Stage 50 XP SAVE POINTS

TUTORIAL

2. Program the Actor to play a sound and change costumes when you click it.

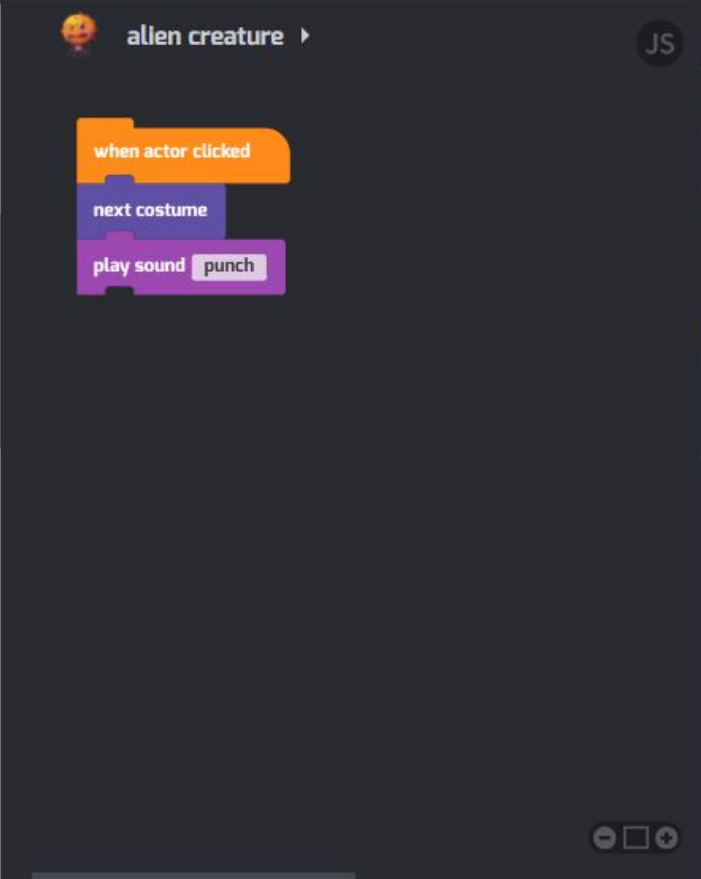


3. Click on the white area of the "play sound" block to choose a sound. You can choose any sound you like.

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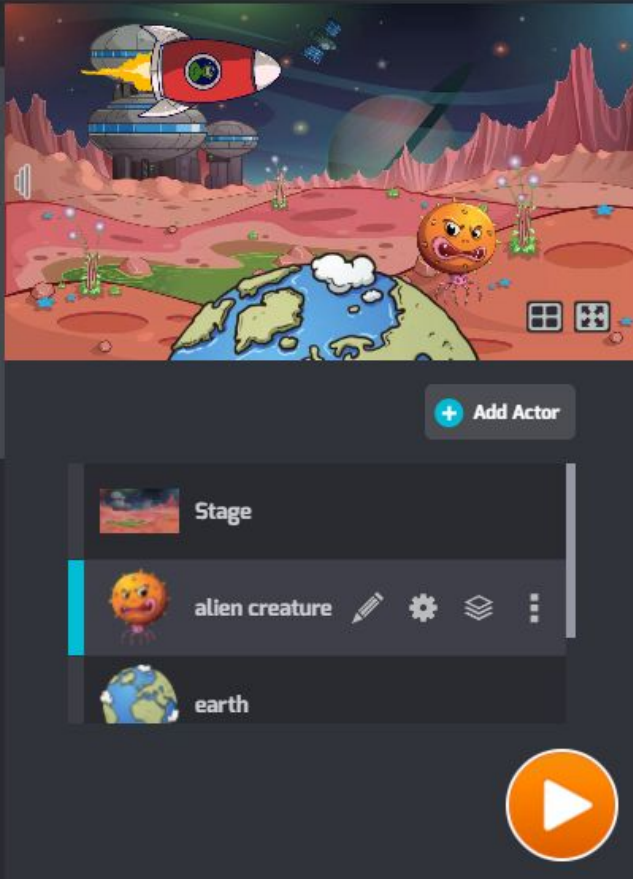
alien creature



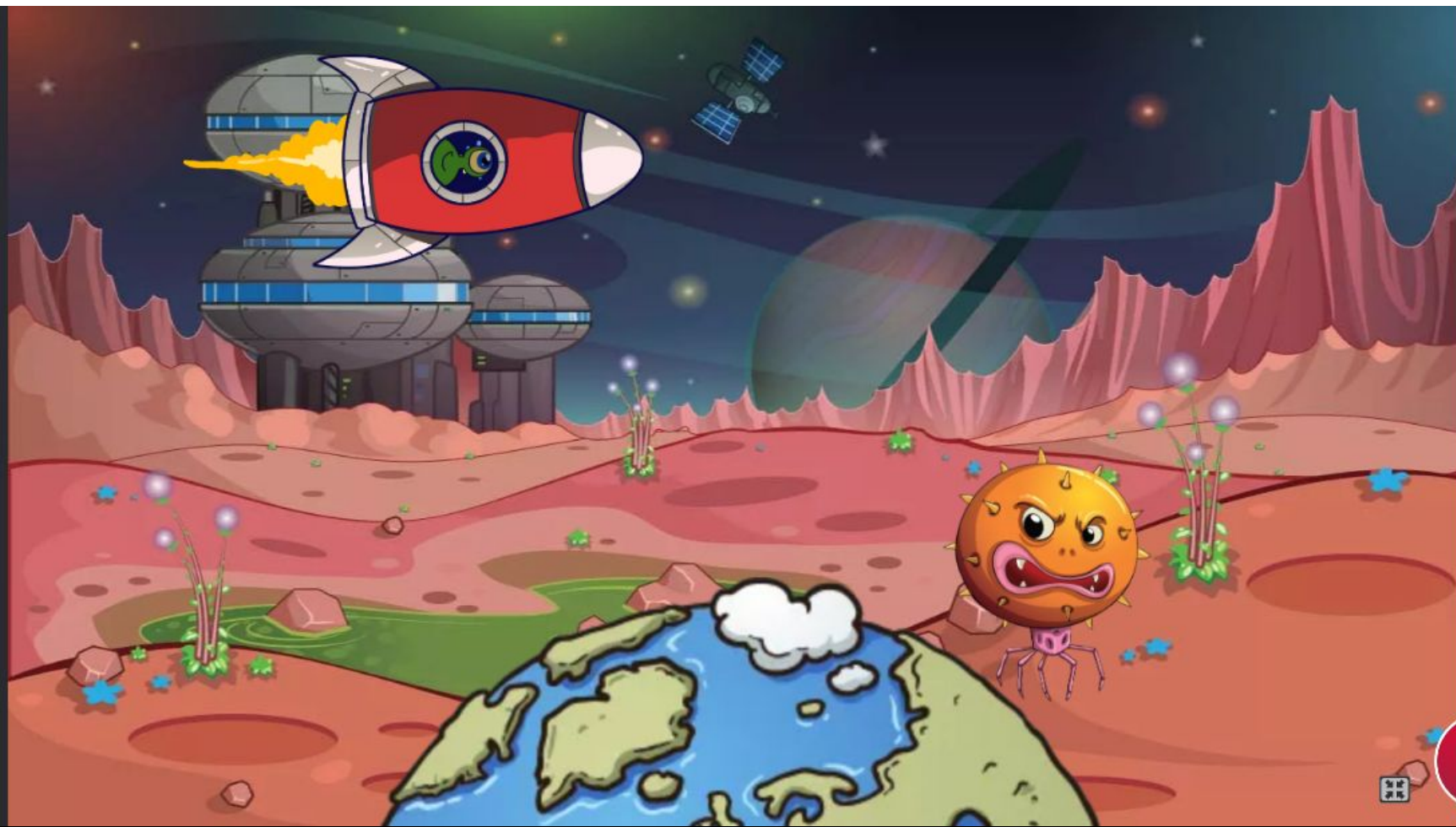
Stage

alien creature

earth




Анимация космического корабля



Самостоятельное задание



Programming 100 - 1.9

Allen Sounds (M) save

Code Stage

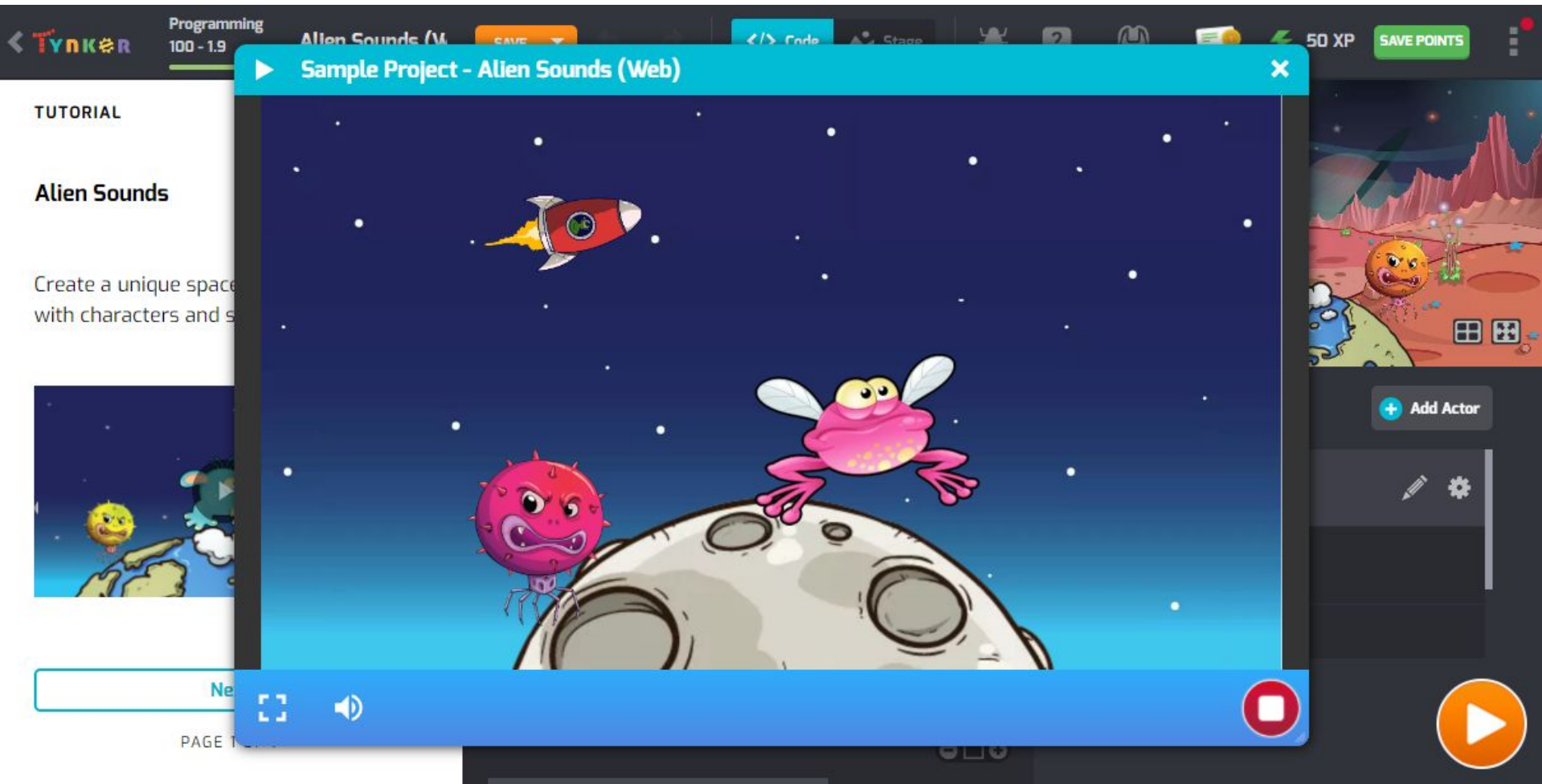
50 XP SAVE POINTS

Sample Project - Alien Sounds (Web)

TUTORIAL

Alien Sounds

Create a unique space with characters and s



Создание сцены



TYNKER Programming 101 - 2.11 Create a Scene - SAVE </> Code Stage JS

TUTORIAL

Add Background Music

1. Drag these blocks to the coding area and connect them.

2. Click on the white space in the "nlav

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Stage

on start

play sound Adventure Theme

Stage

Add Actor

Stage

Play button



Создание персонажа



TYNKER Programming 101 - 2.11 Create a Scene - SAVE </> Code Stage

TUTORIAL

Bonus: Add More Actors

Well done! You made an original scene with a character and music.

Press the button to try your code.

Try Your Code

See if you can add more characters with different sound effects!

Previous I'm Done

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actor

when actor clicked

play sound Boing

JS

Stage

actor

Add Actor

The screenshot shows the Tynker programming environment. On the left, a tutorial panel displays a 'Bonus: Add More Actors' section with a congratulatory message and a 'Try Your Code' button. The main workspace shows a scene with a character and a 'when actor clicked' block containing a 'play sound Boing' block. The right side of the interface shows the 'Stage' area with a 'Stage' actor and an 'actor' actor, along with an 'Add Actor' button. The top navigation bar includes 'TYNKER', 'Programming 101 - 2.11', 'Create a Scene -', 'SAVE', '</> Code', 'Stage', and a user profile with '141 XP'.

