

KODU Game Lab

a resource from aoklearning



aoklearning are pleased to offer schools an “off the shelf” course on **KODU** which is suitable for use with a CfE Computing Science course, providing experiences that meet outcomes TCH 3-09a and TCH 4-09a and also as a pre-course for Computer Games Development NQGA at SCQF levels 4, 5 and 6.

The course materials are built on the supplied interactive tutorial files and supporting video tutorials to develop basic skills in creating 3D games. Extensions have been added to each of the basic tutorials to consolidate these skills. At points through the course, students are presented with challenges to let them demonstrate that their game building skills are secure.

The package will contain:

- Teacher’s support notes
- A set of 10 exercises with extensions and 12 challenges (42 pages)
- An accompanying pupil set of evaluation materials (16 pages)
- A group work exercise (19 pages)
- An extensively illustrated manual for Kodu Game Lab (106 pages) covering:
 - installation
 - configuring for best performance
 - developing with a gamepad
 - developing with a keyboard and mouse
 - programming
 - limitations of Kodu Game Lab
 - supplied tutorial files
 - appendices...
 - o Game Lab options
 - o Programmable Kodu objects
 - o Kodu object settings
 - o Kodu game settings
 - o Kodu ‘When’ events and filters
 - o Kodu ‘Do’ actions and details

£75+ VAT per site license for your school (+ £5 p&p)

If you prefer, these notes are also included with the CPD course run at [aoklearning](http://aoklearning.com) –

[Introduction to games development using KODU.](#)

To book a place, go to www.aokonline.com

To order your schools copy now please fill out & return this form along with a Purchase Order or Cheque made payable to AOK Learning Ltd or order online at www.aokonline.com

name
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address

aoklearning Ltd, 269 Blythwood Court,
Anderston, Glasgow, G2 7PH
0141 221 1001
info@aokonline.com

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