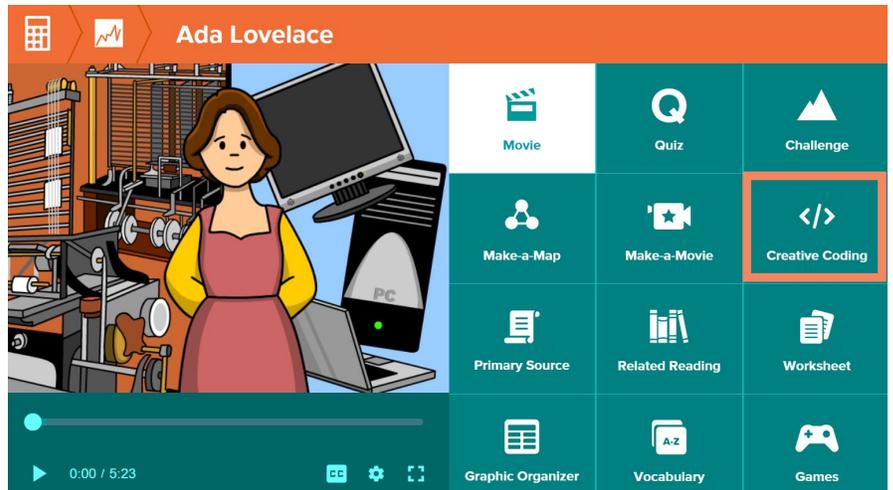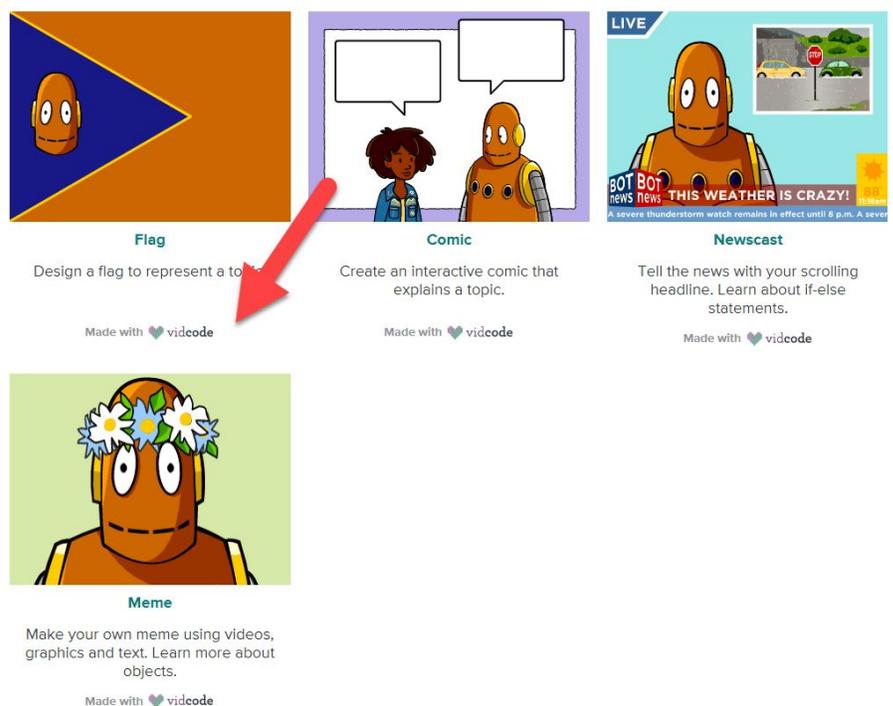# Creative Coding Step Guide: Vidcode

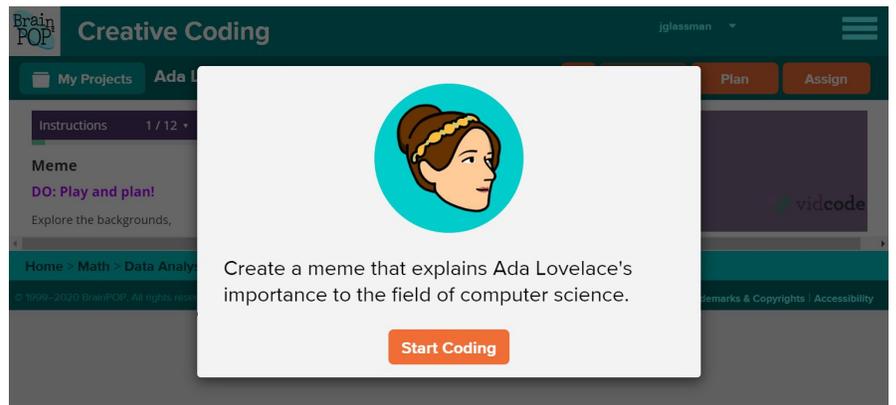|	
1) Log in with your **teacher's BrainPOP** account and visit any topic page. Click the **CREATIVE CODING** button.	
2) Select a Creative Coding Project made with Vidcode: ● Flag ● Comic ● Newscast ● Meme	

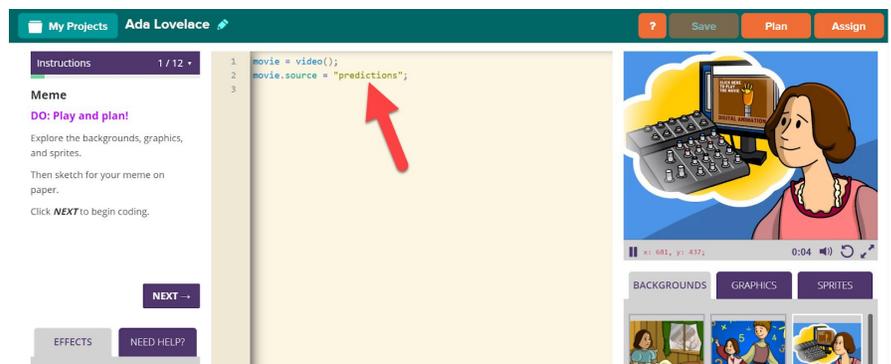|	
3) Read the Prompt. Then Start Coding!	
3) Read the instructions in the left panel. Explore the tabs on the lower right side of the screen by clicking to see what they do! The selected asset (e.g., video, photo, graphic) appears in the player.	
4) The **LINE OF CODE** for the selected asset appears in the code editor. Click **NEXT** in the instruction panel on the left to continue.	
5) For each new asset you add, an associated line of code appears in the code editor.	
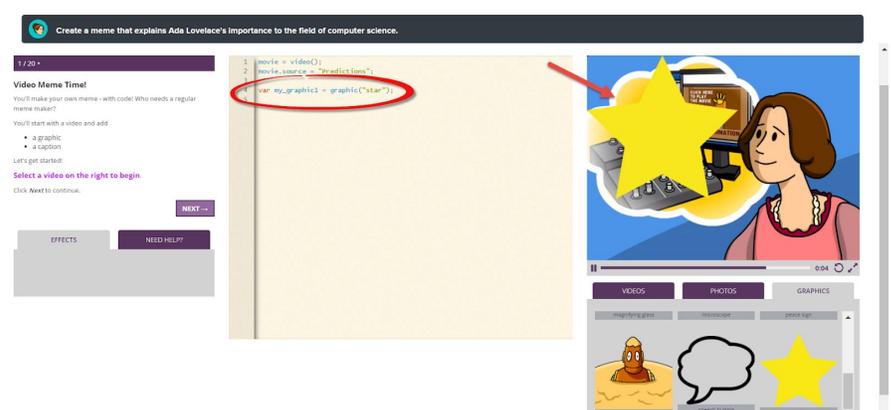
6) The information in the left panel guides you through the project, step by step, and introduces key vocabulary.	
7) The **ACTION** prompts instruct you to type lines of code to see how it affects the project. The **TRY** prompts encourage you to play around with the code to see what happens.	
8) **THINK** prompts are questions that challenge you to apply what you've learned. Questions are followed up with explanations.	
9) To add text or a drawing to your project, or to change its look, select a block from the **EFFECTS** tab in the lower left panel, and click it or drag it to the code editor. Then see the change in the player on the right panel.	

10) Need Help? Click the tab on the lower left panel. Then click the topic with which you need help.	**EFFECTS** **NEED HELP?** **Table of Contents** • Hints • Movie • Audio • Filters • Modifying Filters • Text • Drawing Shapes • Stop Motion • Graphics • Drawing • Mouse Interaction
12) Teachers can **ASSIGN** projects for students to complete.	**?** **SAVE** **PLAN** **ASSIGN** **Title** 81 Ada Lovelace Coding ✕ **Instructions** Optional Select a class ▼ **Due Date (Optional)** M/d/yy 📅 **Schedule for later** M/d/yy 📅 **+ New class** **CANCEL** **ASSIGN** 📋 **ASSIGNMENT BUILDER**
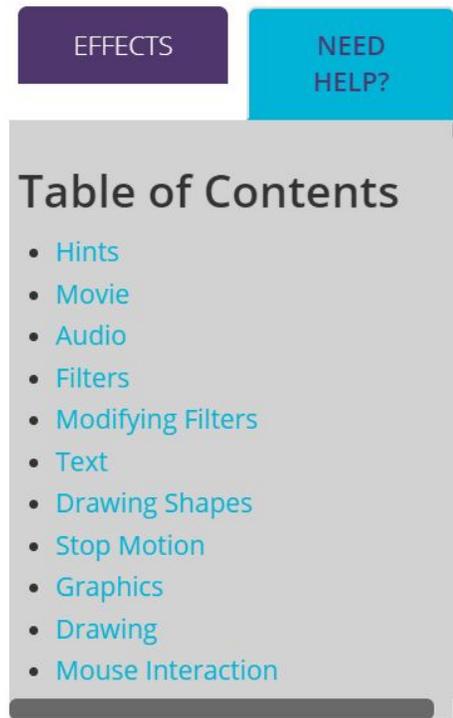
13) Teachers can have students **PLAN** their projects using printable storyboards. Find different planning pages for each coding project.	? SAVE PLAN ASSIGN
	
	Plan Meme Name:_____
	                   Date: _____
	                   Class: _____
	
	You can add your text here
	
	Add your video background here
	
	Add your graphic here too
	
	You can add text here too

14) Students click to **SAVE** a project to work on later. Or click **SUBMIT TO TEACHER** to send a project to the teacher for review.	? SAVE SUBMIT TO TEACHER

15) Teachers view submitted projects and leave feedback for students.

| ADMIN DASHBOARD | MY CLASSES | ASSIGNMENTS | QUIZ MIXER | ENTER CODE | ProdTeacher |

MY CLASSES

Cells Stop Motion Animation Coding Project

John Smith
1 Class Numero Uno • May. 24, 2017 • 4:30pm

▼ View code

```
1
2    movie.play();
3    //creates my graphic
4    var inset = graphic("meme-1.png");
5    var cat = graphic("meme-1.png");
6    inset.x=200;
7    inset.y=100;
8    cat.y=100;
9    inset.scale=2;
10   inset.opacity=.5;
11   var inset = graphic("stars.png");
12   var headline = text("grumpy cat has evil plots");
13   headline.font = "Comic Sans MS";
14   headline.y=200;
15   headline.color = "blue";
```

Comments

➤ SUBMIT TO STUDENT