Language Acquisition Activity Guide
Mission 4: Language Logic, Objective 6

Name:

The activity for this objective is to create madlibs. Students will work with a partner for this activity. Each student will select a language and use the console to type in words. Then each partner will exchange their work using a radio signal, and the partner's madlib story will display on each other's Console.

- Students must work with a partner for this activity.

1. Go to **File ➜ Browse Files...** and open the file called **BRN_partner_madlibs**	☐ File opened
2. Go to **File ➜ Save As** and rename the file **partner_madlibs**	☐ File saved as **partner_madlibs**

3. With your partner, decide on a radio channel.
   • It can be any channel from 1 to 13.
	☐ My radio channel: _____
	      (my_channel)

4. With your partner, decide on a character that is unique to just you and your partner.
   • The character cannot be the same as any other student pairs.
   • The character can be a capital letter, lower case letter, symbol, or number.
   • The character ensures you receive your partner's message and not any other student's message.
	☐ My partner character: _____
	      (my_letter)

5. Follow CodeTrek to:
   • Set your radio channel and partner letter in the code
   • Turn on the radio and set the channel
   • Write code to send the word string to your partner
   • Write code to split the word string into a list
   • Add code to the function that runs the story
   • Add code to end the program
NOTE: *When adding code, be very careful with the indenting, spelling and punctuation!*
	☐ CodeTrek followed

6. Run the code.
   • Select English, Spanish or Mix Up
   • Follow the prompts on the Console to type words for the madlib story
   • Press BTN_A to send your words and story to your partner.
	☐ Run the code
	☐ Type your words
	☐ Send to partner

7. Your partner will send their words and story to you.
   • The partner story will appear on your Console, and your pixels will turn on.
   • You will not see your story and words; your partner will.
	☐ Story displayed on the Console

8. Then instructions will display on the CodeX. You can:
   • Send another story to your partner
   • End the program and select a different partner
	☐ Run the code again
	☐ Same partner / different partner

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9. As an extension, add your own madlib story to the program. Follow these instructions:

    A) Review the 10 words that are typed in. Your new story will need to include those 10 words:
- a) 2 nouns
- b) 1 name
- c) 3 verbs
- d) 4 adjectives

    B) The stories provided are 4 sentences in length. Think of a short story that includes the 10 words above.
    C) Write the story, using just a few words per line.
    D) Circle the 10 words. These will become the variables.
    E) Copy a function from the program that displays a story. Paste it below the last story of the language and change the name to the next number. Example: english_story3() or spanish_story3()
    F) Change the print statements to your story. You can add or delete lines of code as needed.
- a) Use text for the story, and variables for the 10 words.
- b) Each variable should be used at least once.
- c) Use the same variable names for your story.
- d) Pay attention to where you need " " and + and where the spaces go.

    G) Add your function name to the story list in the main program (either eng_stories or spn_stories)
    H) Run your code to check for any errors. Then give it a try!

My story:

10. Write a reflection of this activity. What have you learned about language acquisition from this objective and program?