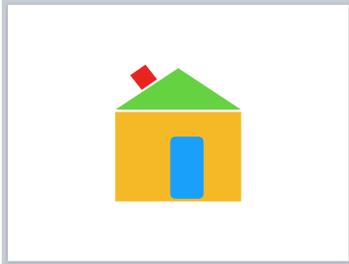


Keynote Playground Activity Coding with Keynote

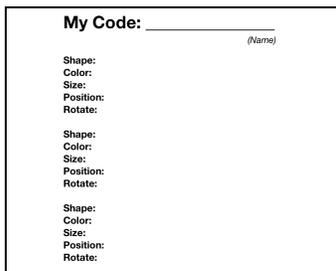
1



1) Use basic shapes to construct an image on a blank Keynote slide.

Note: The more “complicated” the shape, the more “code” will be involved.

2



2) Complete a “code sheet” with each shape’s details from the Inspector.

Blank “Code Sheets” for students: <http://bit.ly/codesheets>

3

My Code:

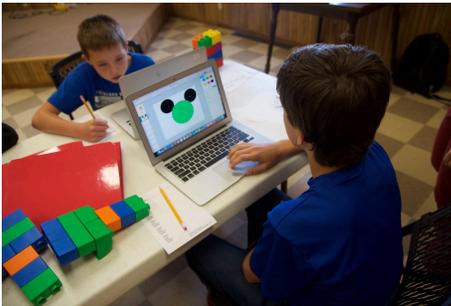
Shape: Rectangle
Color: Yellow
Size: 377 x 267
Position: 206, 362
Rotate: 0

Shape: Triangle
Color: green
Size: 377 x 124
Position: 206,230
Rotate: 0

Shape: square
Color: red
Size: 81x 76
Position: 244, 214
Rotate: 351.6

Shape: rounded rectangle
Color: blue
Size: 100x 186
Position: 344, 435
Rotate: 0

4



3) Exchange code sheets with a partner.

No peeking at each other’s screens!

5



4) Using the code alone, attempt to rebuild and replicate your partner’s image on a new blank slide.

Enter details into the Inspector exactly for each shape added.

5) View each other’s original slides and share feedback with your partner.

Debug your errors.



Optional Lessons:

- Add a theme to the challenge, such as flag designs, pumpkin carving, or monster creation.
- Address the importance of specific communication as discrepancies arise.