

## 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.*

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**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

2

**My Code:** \_\_\_\_\_ (Name)

**Shape:**  
**Color:**  
**Size:**  
**Position:**  
**Rotate:**

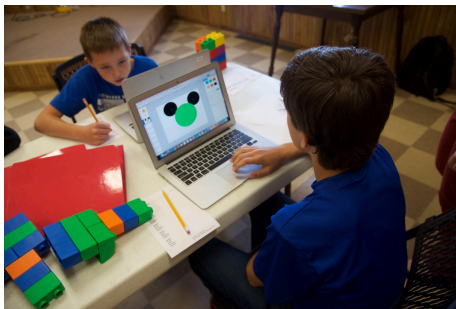
**Shape:**  
**Color:**  
**Size:**  
**Position:**  
**Rotate:**

**Shape:**  
**Color:**  
**Size:**  
**Position:**  
**Rotate:**

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

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

4



3) Exchange code sheets with a partner.

*No peeking at each other’s screens!*

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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.