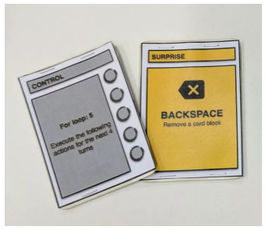
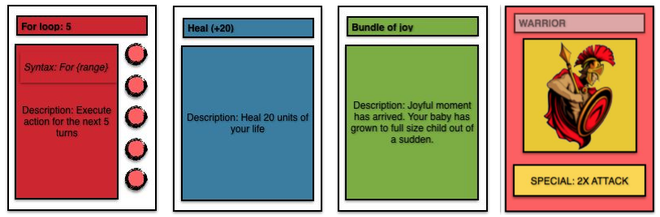
Prototype and Design Iterations

Version 0.01

Version 0.03





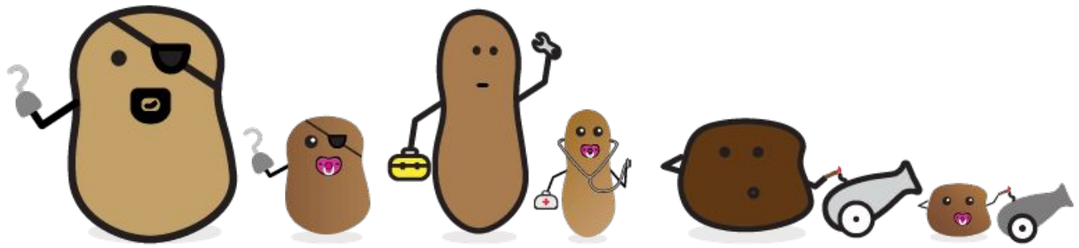
Version 1.10

Version 2.07

Version 5.09 (Final version)

Evovlement of Artwork

Self-drawn



Freelance artists options

Artwork for version 2 - 4

Finalised version

Programming concepts covered

VARIABLES

FUNCTIONS

WHILE LOOPS

NESTED LOOPS

IF-ELSE CONDITIONALS

ALGORITHMS & SEQUENTIAL LOGIC

INTERRUPTS & CONTROL FLOW

COMMON PROGRAMMING BUGS

Benefits of Potato Pirates

Social

Ditch your digital devices and spend quality time with friends and family over a round of Potato Pirates.

Meaningful

Who says games don't make you smarter? Potato Pirates helps you learn coding effortlessly while playing!

Universal

Potato Pirates covers fundamental coding concepts which helps to ease you into most programming languages.

85%

RISE IN INTEREST IN LEARNING CODING AFTER PLAYING POTATO PIRATES

78%

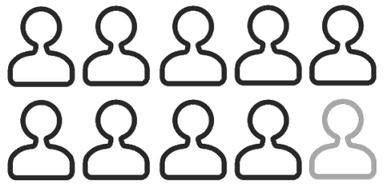
INCREASE IN CONFIDENCE IN LEARNING CODING AFTER PLAYING POTATO PIRATES

AFTER PLAYING POTATO PIRATES FOR JUST 1 HOUR

UNDERSTOOD & APPLIED FOR LOOPS

UNDERSTOOD & APPLIED WHILE LOOPS

UNDERSTOOD & APPLIED IF-ELSE & NESTED LOOPS



9 IN 10 PEOPLE SHOWED AN IMPROVEMENT IN THE UNDERSTANDING OF FUNDAMENTAL PROGRAMMING CONCEPTS AFTER PLAYING FOR ONLY 1 HOUR

Voyages of Potato Pirates















AND MANY MORE...



What people say about the game

MR V SURYA
Computer Science Educator,
Jurong West Secondary School

"It was very intuitive and the logical thinking concepts came through very well. Instead of feeling threatened, the students were so engaged and I felt really sad that I had to put a stop to the activity."

INSYIRAH ISHAM
Secondary 2 (Grade 8) Student,
Jurong West Secondary School

"I had so much fun and it was really beneficial for people with no basic knowledge of coding to learn it in a fun and simple way. It is really fun to play with a group of friends, the more the merrier!"

MR PETER SEOW
Research Scientist,
National Institute of Education

"The activity allowed them to come up with strategies which they could share with each other and a lot of thinking while having lots of fun. The kids still want more, that just shows how engaging the activity was"

Saturday Delson Sazaran
February 18 at 12:44pm · Edmonton, AB, Canada ·

Alix used the term "nest" correctly in a programming sense for the first time without realizing it. The "learn to code" aspect of Potato Pirates is apparently working.

Catherine Karena
@cakarena

@Skill_Ed , @ohpotatopirates So we've come across a way to get familiar with basic programming concepts, that's turning out to be a LOT OF FUN. Potato Pirates :) It's 6+ years, but seems a fit for all ages.

22/2/18, 10:45

Simon Barrowcliff
@SimonBarrowcli1

@ohpotatopirates - Excellent game that gets even better with each play. Lots of family fun.

5/3/18, 03:25

burbs
@burbs

@ohpotatopirates Got my cards in the mail this week and my kids immediately jumped into the game. The excitement was evident as they played against each other with loud noises and laughs. Thanks for this!

25/2/18, 07:36

@ohpotatopirates Hilarity and hugely engaged students today. This is 5th grade.

5:14 pm - 21 Feb 2018

1 Retweet 2 Like

Chapter 3: Sink or Sail

For loop

A for loop is a control statement that repeats an action a given number of times. We will use it to create the spinning effect.

For loop statement in Potato Pirates

Repeat statement in Scratch

A quick example

Below is an example of a set up using for loop card in Potato Pirates.

What it means

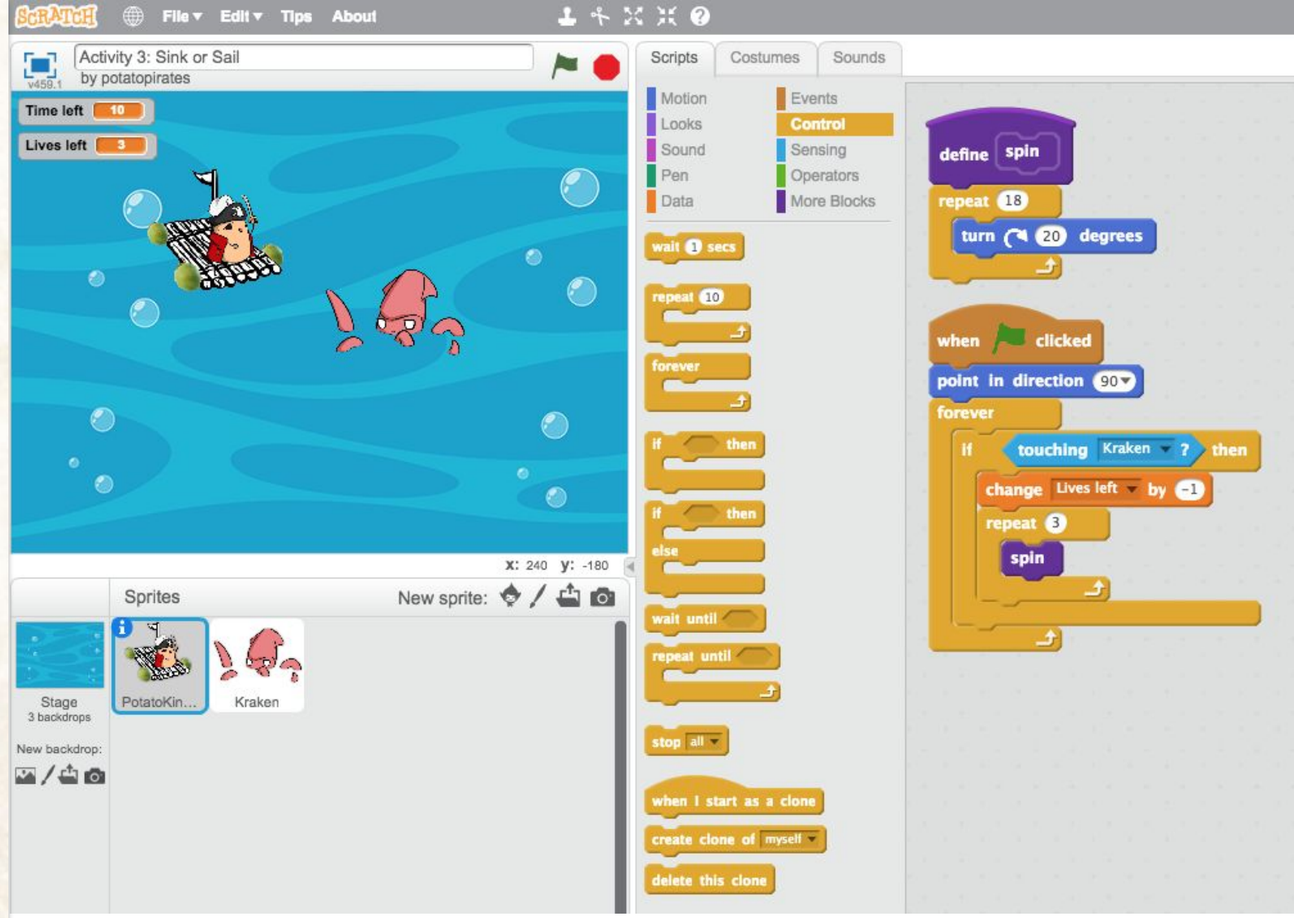
Fry the enemy

↓

Fry the enemy

↓

Fry the enemy



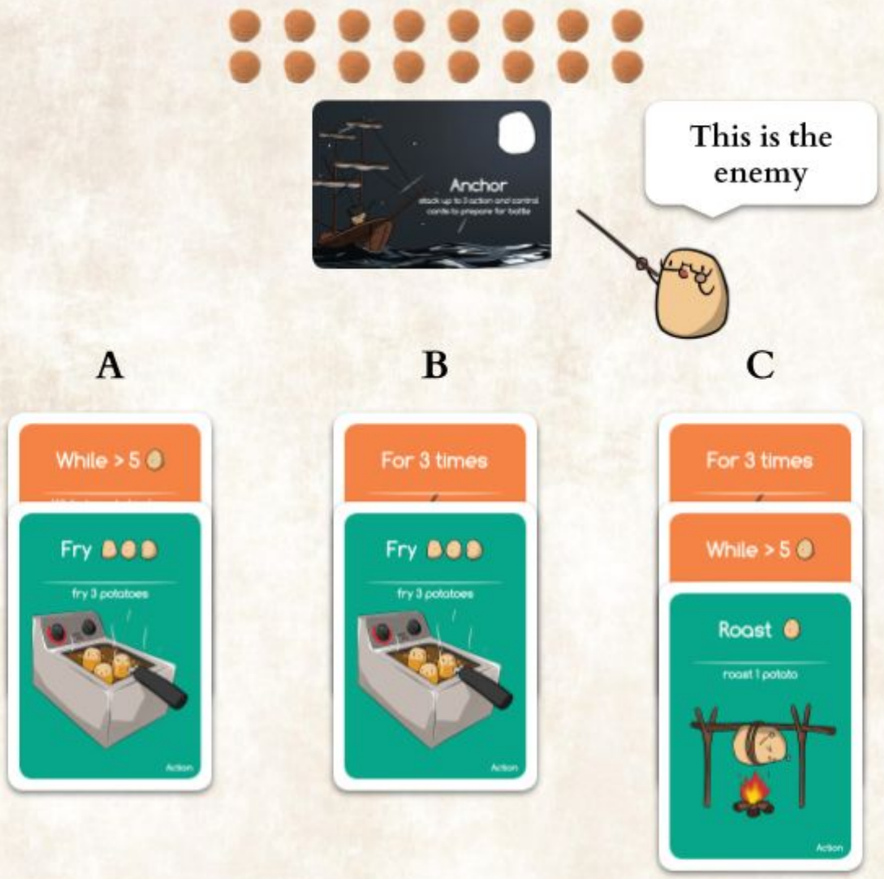
Potato Pirates x Scratch

3-hr Learning Resource Guide

Age 6-8

While Loop (Exercise)

Convert Potato Pirates to Python



3) Which card stack can deal the highest damage to the enemy? Code all 3 card stacks in Python.


```
# PYTHON CODE #

#Ship A
crew = 16
while (crew > 5):
     crew = crew - 3
print(crew)

#Ship B
crew = 16
for i in range(0,3,1):
     crew = crew - 3
print(crew)

#Ship C
crew = 16
for i in range(0,3,1):
     while (crew > 5):
          crew = crew - 1
print(crew)
```

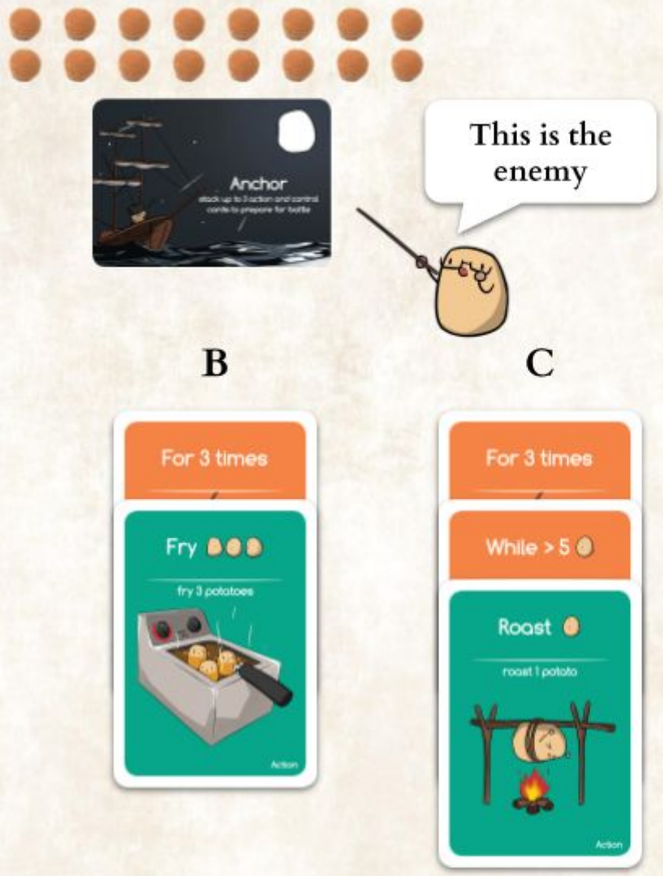
Potato Pirates x Python

12-hr Curriculum for Educators

Age 9+

While Loop (Exercise)

Convert Potato Pirates to Java



3) Which card deck can deal the highest damage to the enemy? Convert all 3 decks into Java code.


```java
/* Java CODE */

// Ship A
int crew = 16;
while (crew > 5) {
     crew = crew - 3;
}
System.out.println(crew);

// Ship B
int crew = 16;
for (int i=0;i<3;i++){
     crew = crew - 3;
}
System.out.println(crew);

// Ship C
int crew = 16;
for (int i=0;i<3;i++){
     while (crew>5){
          crew = crew - 1;
     }
}
System.out.println(crew);
```

Potato Pirates x Java

3-hr Learning Resource Guide

Age 9+