# Etoy Basics
and
Painting the Car

The first part of this project is presented as narrative and is intended to teach some fundamentals of the Etoy system. Etoys are created in a "World." The unit saved — or "published" — is a "Project." Painted sketches, when kept, become "objects."

The second part of Project 1 asks learners to paint their first object, a car. Through painting the car learners will become familiar with the Etoy paint tools. Painting the car as seen from above is important to the understanding of the next several projects.
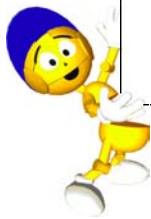
About the Book's Format

At the beginning of each project this column will introduce:

Project Prerequisites: Squeak

- The specific tools or parts of the Etoy system needed to complete the project.

Related Math Concepts

- Any specific math or science concepts the project illustrates.

  These concepts will often correspond to the national guidelines and state frameworks.

Curricular Objectives

- The intended goals and outcomes for the learner.

Open Squeak's Etoy component by clicking on the Squeak shortcut (or alias) that was created on your desktop after you downloaded it from the Internet.

You will see a blank screen containing two flaps — Navigator and Supplies.

This screen is a "World" in which to create, explore and learn! It is within this "World" that you will construct the projects in this book.

Projects created within the World can be assembled using a variety of media types such as paintings and drawings, text, video and photographs (jpegs or bmps). The projects in this book primarily use paintings (or "sketches") created with Squeak's paint tools. The paint tools can be revealed by clicking the "brush" button found in the orange Navigator flap at the bottom of the screen.

The paint tools are used to create *sketches* that, once kept, will be transformed into *objects*. These objects can be *scripted* to behave as you desire.

It is projects that are saved, or "published," in Squeak. Projects can be published to your local hard disk, to a classroom or home server, or to the Internet. The commands for Publishing can be found in the Navigator flap. If you hold down the **Publish It!** button on the Navigator you will see the options for saving projects. When first selecting a publishing option, you will be prompted to give the project a name. Once published the project will be saved on your local disk in the "My Squeak" folder, as a file ending with ".pr" (indicating that the file is a Squeak project).

This project is the first of several that will feature a small car. Open Squeak. Bring up the paint tools by opening the Navigator flap and then click on the brush.
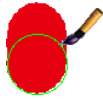
Select a nice color and use the largest paint brush size to paint an oval. This will be the car's body.

Select a smaller brush size and paint the tires.

Select the color white and paint a small windshield. Finally, paint the car's headlights. Use a different color than the one used to paint the car.

When you are happy with the painting, click the **Keep** button. This will transform the painting into an object and hide the paint tools.

Place the cursor over the center of the car and wait a moment for its *handles* (object "controls") to appear. Clicking on any single handle will *reveal* them fully. (Alt-click on Windows, or Command-click on Macs, will also fully reveal any object's handles.)

car

The green arrow positioned in the center of the object indicates the direction in which it will move forward. To change the direction, click on the arrow and drag it in the direction you want the car to move forward.

To name the car, click on the word "sketch" to highlight it and type a new name. Click on return (or enter) to accept the name change. The next step is to save the car as a completed project.

This column on project pages will introduce:

Challenges

- Suggested challenges that are intended to extend thinking and the use of the concepts and objectives for the project.

Notes

- Related notes that are intended for a teacher, parent or mentor.