

I think this code

because

```
when this sprite clicked
set who to I will
say join who fight on the seas and oceans. for 3 seconds
say join who fight with growing confidence and growing strength in the air. for 4 seconds
say join who defend our Island. for 2 seconds
```

Predict what you think the code does and why you think it does that by referring to specific parts of the code.

```
when this sprite clicked
set synonym to children
say join synonym worked very long hours
wait 3 seconds
say with little breaks and no fresh air.
wait 3 seconds
say They often worked in very dangerous conditions
wait 4 seconds
say resulting in injuries or even death.
wait 3 seconds
say join join Very young synonym were expected to work.
```

I think this code

because

Investigate

Can you find the following code features and record where you found them?

- 1) Timed say block
- 2) A variable called name
- 3) A non timed say block
- 4) A join within a join
- 5) The most times the same variable is referred to in the code

The idea and algorithm for the top part of Tables is here

Idea Create an program that says each times table in order referring to the name of the person who needs to learn them using a variable.

Algorithm The variable will be called name

Start

Assign Millie to name variable

Say name variable $1 \times 3 = 3$

Wait

Say name variable $2 \times 3 = 6$

Wait

Idea Create a program that describes Victorian working conditions for children. Use a variable to change how the children are referred to.

Algorithm The variable will be called synonym

Write the first part of the algorithm underneath

Modify

Can you modify the code? What did you change?

What happens when you run the code after the change?

Julius C

1, Can you assign a different word to the noun variable

2, Can you use the variable called noun in another line of code?

Churchill

3, Can you create another variable called war and replace some of the references to fight with the war variable. Don't forget to initialise the variable at the top of the program.

Tables

4, Could you create a variable called time to replace the number of seconds in the wait blocks?

