Sam Snail App
Investigate Change Add Create
Start Scratch and load
samsnail

Count Controlled Loops

Play the app a few times. Start it with the green flag. 🚩
Look at the code inside Sam

Investigate 👁
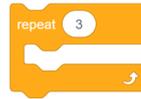1, What does Sam say at the end of the program?

Change ✏
2, Can you make Sam say Yum Yum at the end of the program? ☐ Tick if you changed it

Add ➕
3, Add another say block to say something else after Yum Yum. ☐ Tick if you added it

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Investigate 👁
4, How many repeat loops are there?

`repeat 3`

Investigate 👁
5, How many times will the move 1 step block be run the first time it is used? ☐

Change ✏
6, Can you change the bottom repeat loop so Sam doesn't quite reach the bowl?

Did you change the number of repeats to be

A higher number ☐

A lower number ☐

Add ➕
7, Add the spin code to the bottom of the program. ☐ Tick if you added it

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Investigate 👁
8, Which blocks changes the direction Sam points?

Change ✏
9, Change the direction Sam turns in so it moves towards the bell ☐ Tick if you changed it
HINT Type a number between 90 and 180

Name

Work on
your own

Count Controlled Loops

Create First
Add more code so that Sam visits Beachball, bell and bowl

Tick if you created it

Create Second
Add more code so that each item Sam visits does something when Sam touches them

Tick if you created it

Create Third
Add a new sprite for Sam to visit. What will it do when Sam touches it?

Tick if you created it

DESIGN & CREATE
Plan an app where your character travels to other objects. What will they do when your character touches them?

Idea Level *My app will…*

Design Level Draw your game simply, What characters will you use? What will they do? What count controlled loops will you use to draw lines?

Name

Sam Snail App

Marksheet Investigate Change Add

Count Controlled Loops

Play the app a few times. Start it with the green flag. 🚩
Look at the code inside Sam

Investigate 👁
1, What does Sam say at the end of the program?   Yum

Change ✏️
2, Can you make Sam say Yum Yum at the end of the program?   `say Yum Yum for 2 seconds`
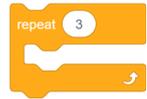
Add ➕
3, Add another say block to say something else after Yum Yum.

`say Yum Yum for 2 seconds`
`say Something else for 2 seconds`

Investigate 👁
4, How many repeat loops are there?   4   `repeat 3`

Investigate 👁
5, How many times will the move 1 step block be run the first time it is used?   75

Change ✏️
6, Can you change the bottom repeat loop so Sam doesn't quite reach the bowl?

Did you change the number of repeats to be

A higher number ☐

A lower number X

Add ➕
7, Add the spin code to the bottom of the program.

`say Yum Yum for 2 seconds`
`say Something else for 2 seconds`
`repeat 360`
`turn ↻ 360 degrees`

Investigate 👁
8, Which blocks changes the direction Sam points?   Point in direction

Change ✏️
9, Change the direction Sam turns in so it moves towards the bell
HINT Type a number between 90 and 180

`point in direction 135`   110 to 145

Name