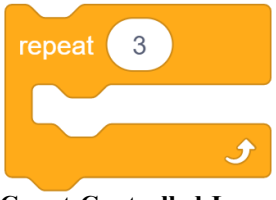
Toy Give Away
VIRGINIA MAKE

Work on your own on a separate device



Count-Controlled-Loop

Make First

Add another toy sprite to the table and program it using a repeat (count controlled) loop. You can adapt one of the ideas from toy give away such as moving up-down, rotating, changing costumes, playing a sound etc.

Make Second

Plan and make your own Egyptian museum to display objects of interest. When each object is clicked it should tell the visitor about itself and then do something using a repeat loop (count-controlled-loop). Write and draw underneath what each artefact will say and do.

Name of the object Information How it will animate	Name of the object Information How it will animate	Name of the object Information How it will animate
Name of the object Information How it will animate	Name of the object Information How it will animate	Name of the object *Jackal* Information *The Jackal guided and protected the dead in the afterlife* How it will animate *Loop 10 times* *hide* *wait* *show* *wait* EXAMPLE

Teacher & Pupil Assessment

Circle one column on each row to show what you think you have achieved

	Not used a count control loop	Copied a count control loop from the toy give away project	Copied and changed a count control loop idea	Used a count control loop in a way not shown
Count controlled Loops	0 Marks	1 mark	2 marks	3 marks

	Not used previous programming concepts for real purpose	Used previous programming concepts for real purpose
Used previous programming concept such as sequence and inputs	0 Marks	1 mark