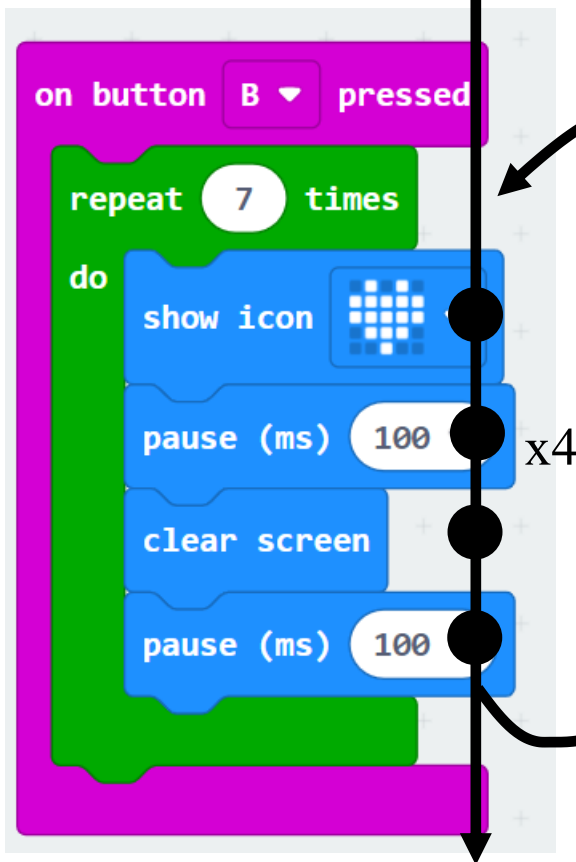


1, PREDICT

Look at the code below

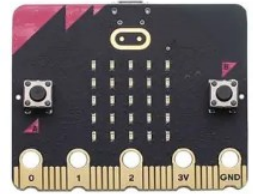
Working with your partner

Predict what you think it will do



Count-controlled loops

PRIMM



I predict that when the code is run it will

(Do not write out code in your prediction)

2, RUN

Now load and run the code on your Micro:bit. Did you predict what would happen?

3, INVESTIGATE (You can run and read the code to help you answer the questions)

Look at the code started by button B

A, What button starts showing a flashing heart?

B, How many times will the heart be shown on the screen?

C, How many times will **pause (ms) 100** be run once the button is pressed.

Now look at the code started by button A

D, How many times is the code inside the green repeat block run?

E, What happens once the repeat loop is finished?

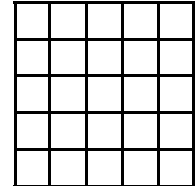
NOW MARK YOUR WORK ON THIS PAGE

4, MODIFY (Make small changes to the code and write down what they are)

A, Can you make the arrows change faster? What did you change?

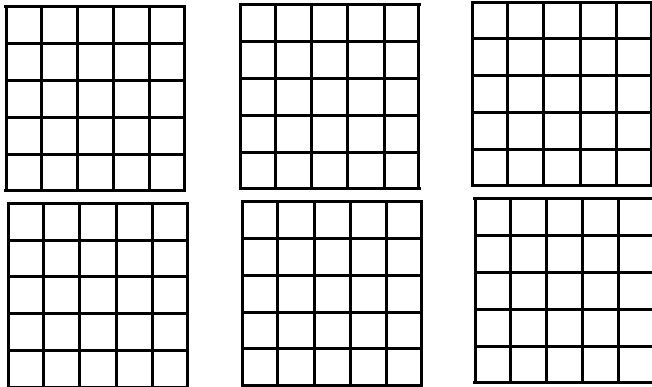
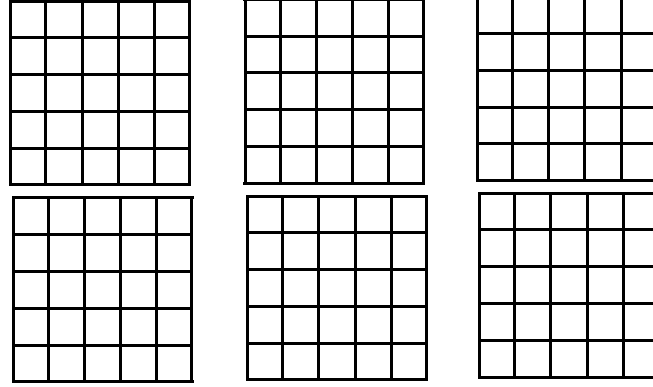
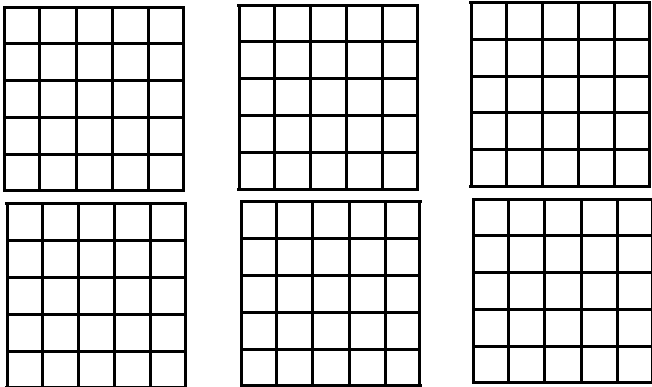
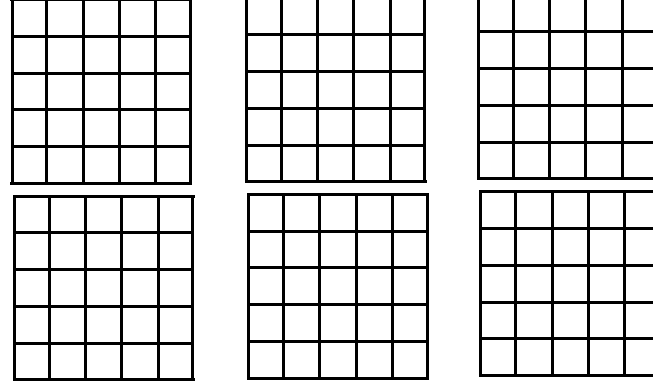
B, Can you make the hearts flash 20 times when button B is pressed?

C, Can you change the hearts to another icon? What did you change it to?



5. PLAN AND MAKE

Plan and code your own flashing animations. Remember it could change more than twice. How many ways can you find to start a new animation? *HINT A+B, Shake*

<p>I will use _____ to start my animation</p> <p>I will repeat ___ times</p> 	<p>I will use _____ to start my animation</p> <p>I will repeat ___ times</p> 
<p>I will use _____ to start my animation</p> <p>I will repeat ___ times</p> 	<p>I will use _____ to start my animation</p> <p>I will repeat ___ times</p> 

For assessment by the teacher

Not used a repeat loop	Adapted an idea already shown	Created a new idea that uses a repeat loop not shown
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