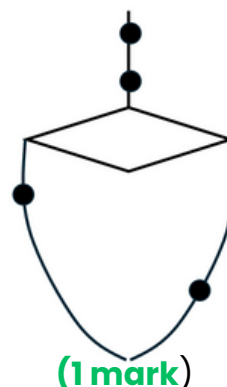


Pico Selection Predict ANSWERS

Match the outlines below to the correct sections of code

1. Repeat the same question until the right answer is input. **G (1 mark)**
2. Check to see if the answer is the same as 30 or **not** the same. **F (1 mark)**
3. Check to see If the answer is the same as 150 **else** it is not. **H (1 mark)**
4. Run the sections of code in order. **E (1 mark)**

5, Draw the flow of control for code section H. Remember to put a dot on the line to show code blocks and a diamond to show decisions.



6, Conditions in Scratch often start with if and are always this shape.



List the conditions in each code section. The first one has been done for you.

F1, if answer = 30
 F2, **if the answer is not 30 (1 mark)**
or if not answer =30 (1 mark)

G1, **answer = Pico (1 mark)**

H1, **If answer = 150 (1 mark)**

Pico Selection **Run & Investigate** ANSWERS

1, In code section p1, what happens if your answer is the same as (=) 30?

Say your answer is correct for 4 seconds (1 mark)

2, In code section p1, what happens if the answer is **not** the same as 30?

Say the correct answer was 30 for 4 seconds (1 mark)

3, In code section p1, is there any answer that will start **both** say blocks?

No (1 mark) The code can only go down one path or the other

4, In code section p3, repeat until is a loop. Is it a **definite loop** where we know how many times it will repeat or an **indefinite loop** where we don't know how many times it will repeat?

Indefinite loop (1 mark)

5, What is the condition in section p3?

Answer = Pico (1 mark)

6, Which blocks decide the order of the questions in the Pico sprite?

Pink P1, P2, P3 blocks in E (1 mark)

Pico Selection **Modify ANSWERS**

1, Change the question and correct answer in p2. What did you change it to?

Change 50x3=? to another question (1 mark)

Change 150 to the new correct answer (1 mark)

2, Change the order of the questions so p3 is first followed by p2 and then p1. What did you change?

Change blocks as shown on the right (1 mark)



3, Add code to the question in p1 so that if someone types the word thirty, they are also correct. What did you add?

(1 mark) for either of these

```
if answer = thirty then  
  say Your answer is correct for 4 seconds
```

```
if answer = thirty or answer = 30 then  
  say Your answer is correct for 4 seconds
```

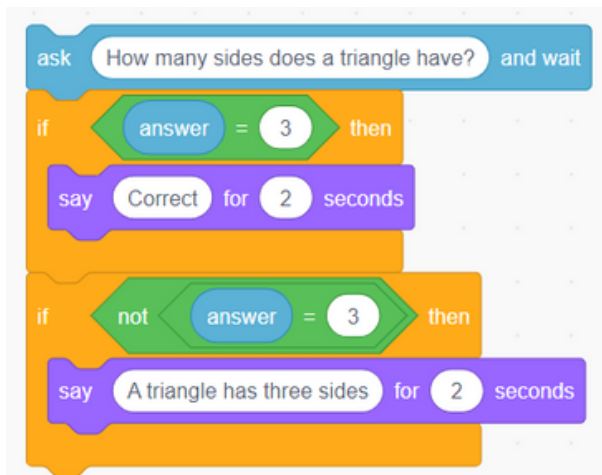
4, Add code to p2 so that Pico changes colour 100 times when the question is answered correctly. What did you add and where did you add it?

```
repeat 100  
  change color effect by 25
```

Add these blocks directly above or directly below the say correct for 2 seconds block (1 mark)

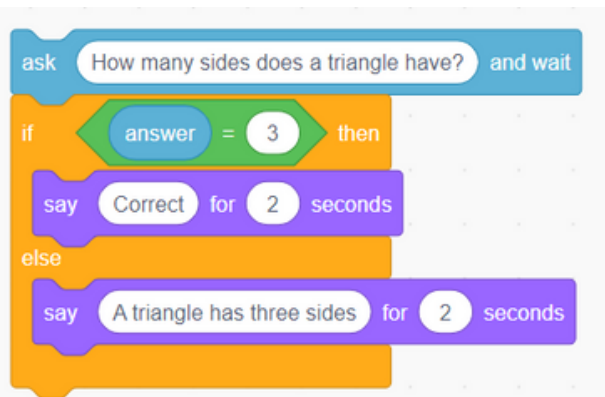
Pico Selection **Create ANSWERS**

1, Add two maths questions to the end of the Tera code. Make sure one uses two if blocks and the other one uses an if else block.



```
ask How many sides does a triangle have? and wait
if answer = 3 then
  say Correct for 2 seconds
if not answer = 3 then
  say A triangle has three sides for 2 seconds
```

An example two if block maths question 1 (mark)



```
ask How many sides does a triangle have? and wait
if answer = 3 then
  say Correct for 2 seconds
else
  say A triangle has three sides for 2 seconds
```

An example if else block maths question 1 (mark)