

GRADE 5 PRACTICAL TASKS

TASK 1: USING OPERATORS AND SELECTION WITH VARIABLES

The Goal: Make a sprite calculate the total number of fruits and tell you if your snack is "Large" or "Small. "

1. **Create 2 Variables**

Go to the orange **Variables** circle and click "Make a Variable."

Create one called Apples.

Create one called Total.

2. **Ask the Question**

Use these blocks to get the input:

When Green Flag Clicked

Ask [How many apples do you have?] and wait

Set [Apples] to (answer)

3. **3: Do Math (Operators)**

We will imagine you always have **5 bananas**. Let's calculate the total:

Set [Total] to ((Apples) + (5)) *(Use the green + operator block here)*

4. **4: Make a Decision (Selection)**

Now, use the If-Then-Else block to check the size of the snack:

IF (Total) > (10) **THEN:**

Say [Wow! That is a giant snack!] for 2 seconds.

ELSE:

Say [That is a perfect healthy snack!] for 2 seconds.

TASK 2: SELECTION AND REPETITION WITH VARIABLES

Goal: Let the computer choose a secret number, and the user must guess it.

1. Create 2 variables: **Secret Number** and **Guess Number**.

2. Set the **Secret Number** variable to a random number (for example, from 1 to 10) using the **Operators** block.

3. Ask the user to guess the secret number using the **Sensing** block.

4. Store the user's answer from the **Answer** block into the **Guess Number** variable.

5. Use a **Repeat Until** loop (from the **Control** block) with the condition: **Secret Number = Guess Number**.

6. Inside the loop, make the sprite say, "**Try Again**", then ask the user to enter their guess again. Store the new answer in the **Guess Number** variable and check the condition again.

7. Once the guess is correct (when the condition becomes true), the sprite should say "**That is correct!**" and the program ends.

Note: This should happen outside the **Repeat Until** loop.