

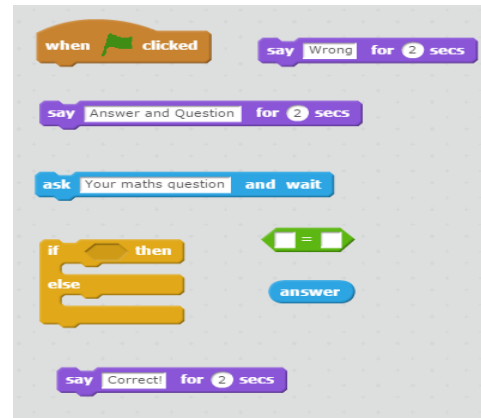
Scratch 'n' Maths Name _____

LO:- To code using scratch to make a maths quiz game with IF, Variables and Input.



3

The blocks you need



5W

How do you put these blocks together?

Experiment in Scratch with putting the blocks together.

Hints- Follow the algorithm you have drawn.

1

Variables—Things that your computer program needs to keep track of.

IF— This is how computer program selects what to do next for example IF raining put up umbrella.

Input—Ask the user to answer a question.

Task

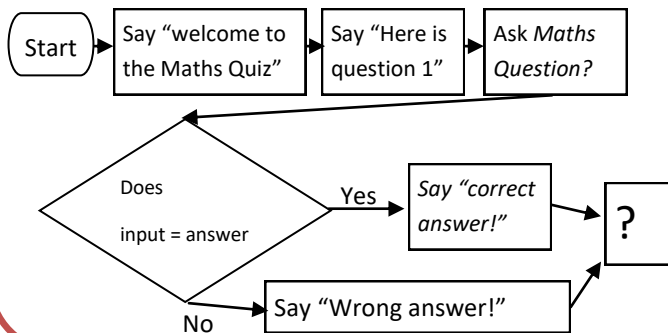
You are going to use Scratch to program a maths quiz game with at least 5 questions

Complete you algorithm in this box.

if answer = answer then say Correct for 2 seconds! Else say Wrong for 2 secs

2

Can you complete the algorithm for your program?



Remember the input goes in the answer box.



What is 5X5=? (25)

4

Extension Task Create a data variable called score and set score to 0 at the start of the game and then change score by 1 for every correct answer.