

Topic 3: Do it again

Link to Scratch: <https://scratch.mit.edu/>

Exercise 1

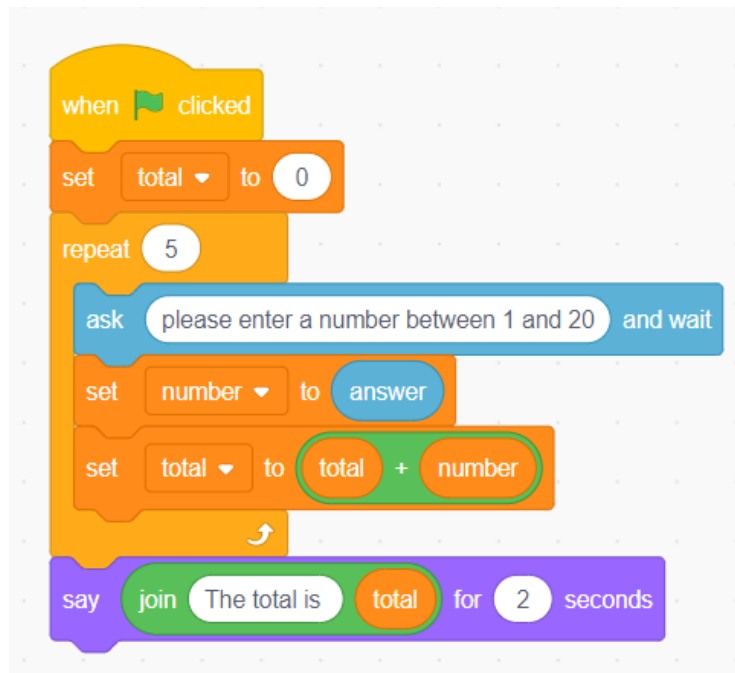
In this program you will ask the user to enter a number 5 times. The program will then add the numbers together and display the total.

Open Scratch and create a new variable called **number**, and another called **total**.

Create the following code:

Click the green flag to run your program.

Save your program in your Computing folder. Call it **fixed loop**.

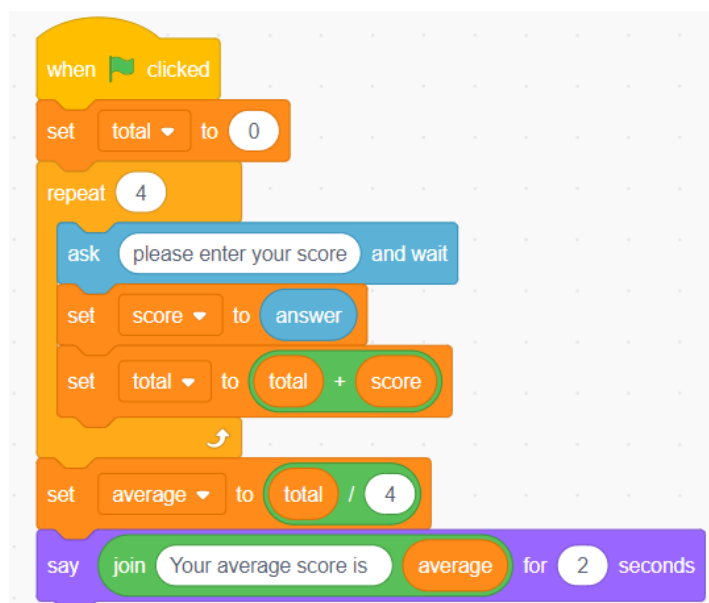


Exercise 2

You are going to create a program that takes in 4 test scores for someone. The program will then work out the average and display it to the user.

Open Scratch and create three variables called **score**, **total** and **average**.

Create the following code:



Click the green flag to run the program.

Save your program in your Computing folder. Call it **test score**.

Practice:

1. Write a program that asks 6 people to enter their ages. The program should then add up all of the ages and output the total age of the group.
Save your program in your Computing folder. Call it **Ages**.
2. Write a program that asks a person how many pieces of fruit they ate for **each day** last week (think about how many times you will need to repeat this). The program should then output the total pieces of fruit that person ate in a week.
Save your program in your Computing folder. Call it **Fruit**.
3. Write a program that helps to work out the total raised for charity by a group of friends. The 5 friends will each need to enter the amount of money they have raised, and the program should then work out the total and display the total amount raised.
Save your program in your Computing folder. Call it **fund raising**.