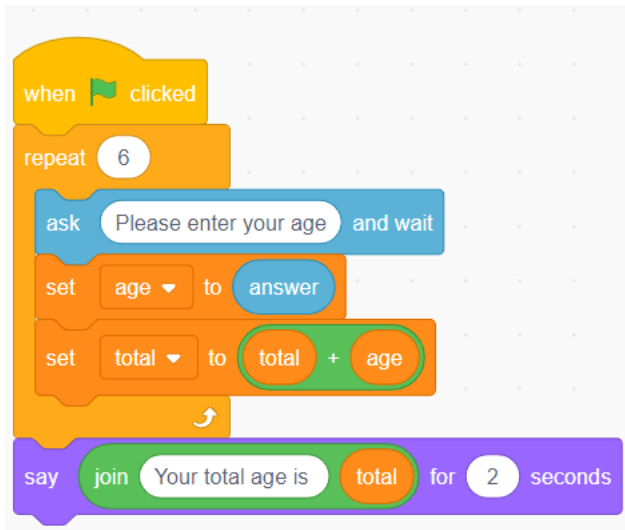


## Teacher solutions to Lesson 3 – Do it Again

### Practice Tasks:

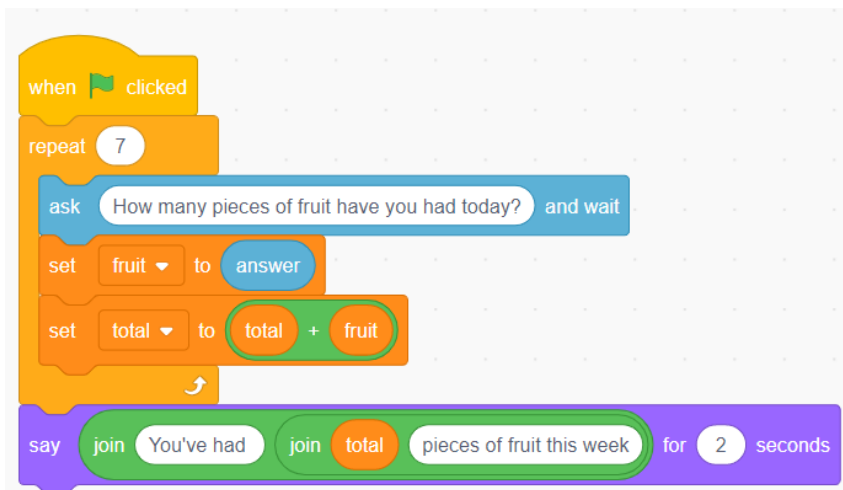
1. Write a program that asks 6 people to enter their ages. The program should then add up all of the ages and output the total age of the group. Save your program in your Computing folder. Call it **Ages**.



```
when green flag clicked
repeat (6)
  ask "Please enter your age" and wait
  set age to answer
  set total to total + age
say "Your total age is " + total for (2) seconds
```

The image shows a Scratch script for a program named 'Ages'. It starts with a 'when green flag clicked' event block. This is followed by a 'repeat' loop block set to 6 iterations. Inside the loop, there are three blocks: an 'ask' block with the text 'Please enter your age' and 'and wait', a 'set' block for 'age' to 'answer', and another 'set' block for 'total' to 'total + age'. The 'total' variable is initially set to 0. After the loop, there is a 'say' block that says 'Your total age is ' followed by the 'total' variable, for 2 seconds.

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**.



```
when green flag clicked
repeat (7)
  ask "How many pieces of fruit have you had today?" and wait
  set fruit to answer
  set total to total + fruit
say "You've had " + total + " pieces of fruit this week" for (2) seconds
```

The image shows a Scratch script for a program named 'Fruit'. It starts with a 'when green flag clicked' event block. This is followed by a 'repeat' loop block set to 7 iterations. Inside the loop, there are three blocks: an 'ask' block with the text 'How many pieces of fruit have you had today?' and 'and wait', a 'set' block for 'fruit' to 'answer', and another 'set' block for 'total' to 'total + fruit'. The 'total' variable is initially set to 0. After the loop, there is a 'say' block that says 'You've had ' followed by the 'total' variable, ' pieces of fruit this week' for 2 seconds.

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**.

