

Teachers guide - Scratch

# Introduction to Loops

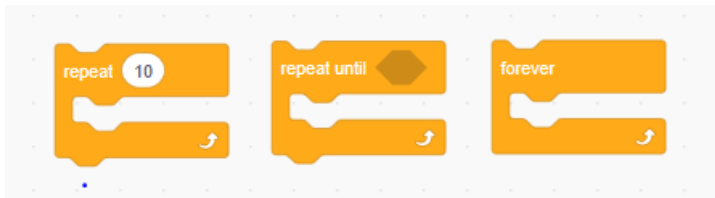
Code Playground



# Introduction to Loops

Scratch project

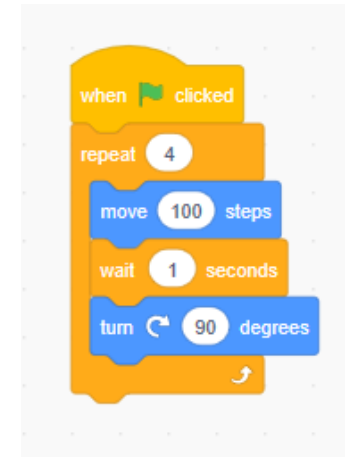
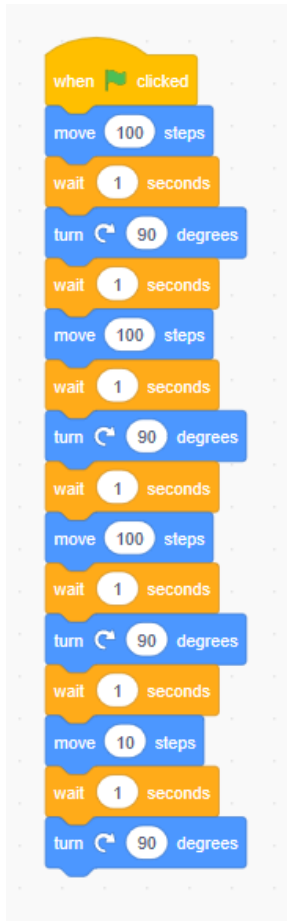
Any event block could be used here. What's important is the loop block that we use. They can be found in the 'Control' section of your coding blocks. There are three main ones: 'forever', 'repeat until' and 'repeat x' where the code will repeat a fixed number of times. This is the code that should be used for making the sprite move in a square shape.



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## Scratch project

Below we've added the code with and without the loop block – both examples perform the same action, but the loop block helps to keep the code simple and unrepetitive



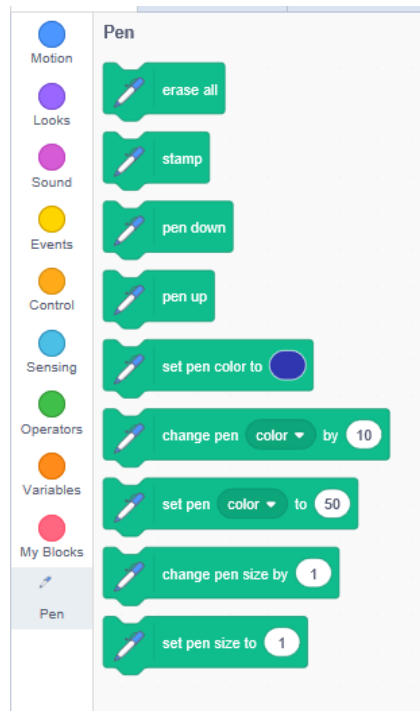
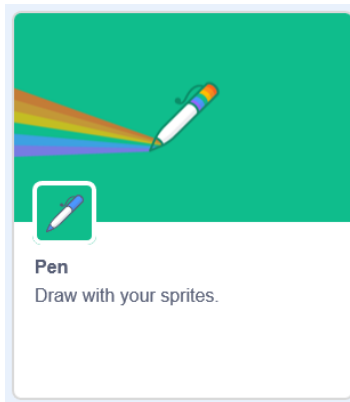
The 'turn x degrees' block is automatically set to 15 degrees, so it will be important to cover the relationship between a right-angle and 90 degrees to ensure that this is entered correctly.

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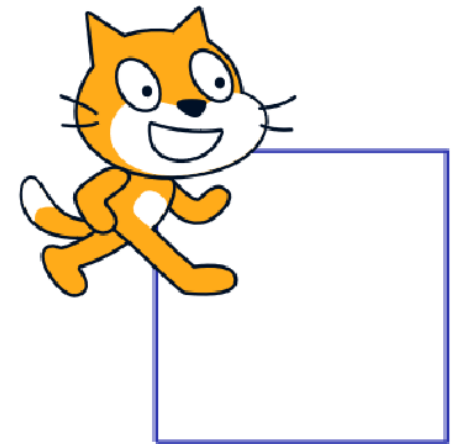
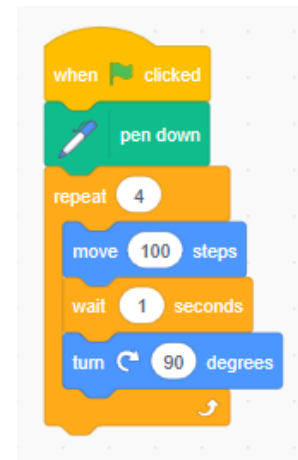
## Scratch project

You may want to ask your class to have their sprite **draw** a square, rather than just move in the shape. This can be achieved by adding one more block to your code

To add the pen blocks, you will need to click on 'add extension' in the bottom left-hand corner of your screen and choose the 'pen' option. You'll see a whole new section of green blocks appear for you to use.



You only need one extra block to make your sprite draw the square.

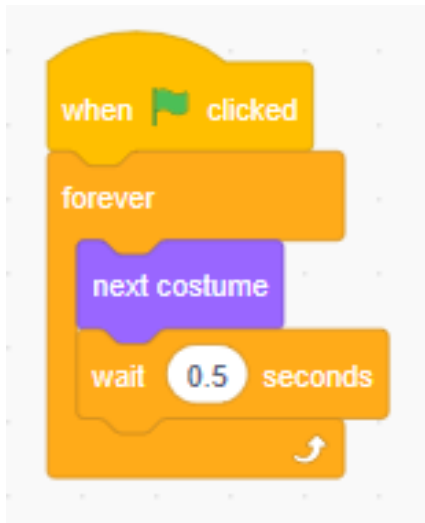


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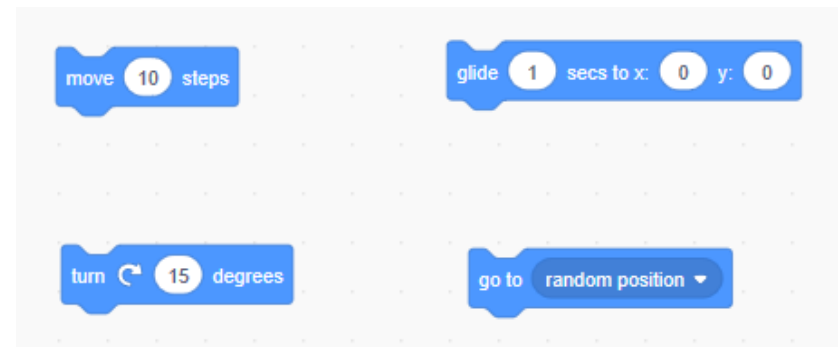
## Scratch project

There are a couple of different ways to code your sprite to dance.

You can either code one of the specific dancing sprites by looping a costume change:



Or, you can code a regular sprite with a looped, short sequence of random movements. You could use some of these blocks:



# Notes

## Code Playground