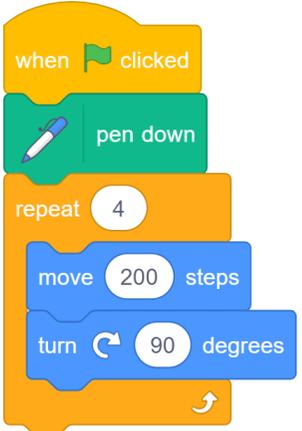
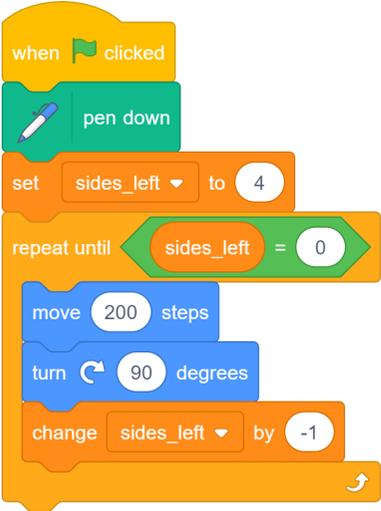


Raspberry Pi

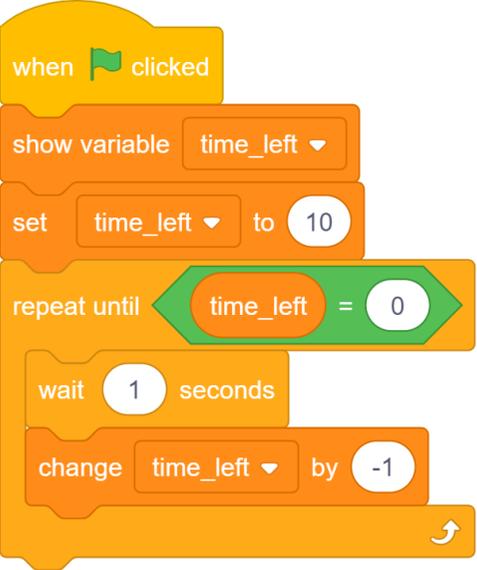
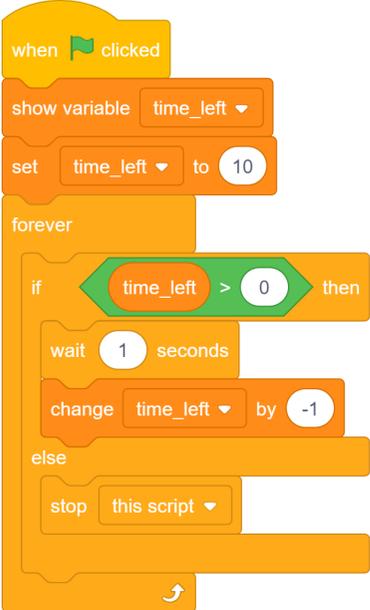
Evaluate the loop

Scenario 1: A programmer wants to **draw one single square** in Scratch. Select the loop that you would use and explain your reasons.

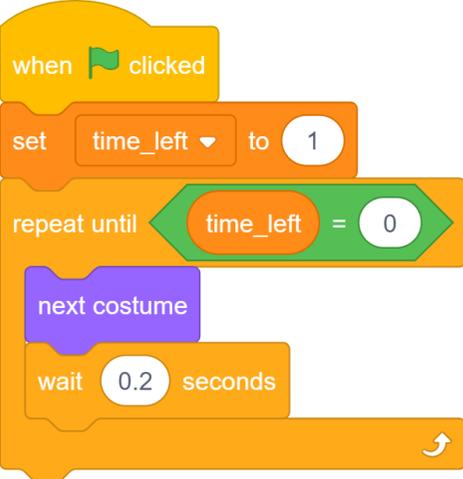
Highlight chosen option	Option 1	Option 2	Option 3
Loop options			

Explain why you did or didn't choose each loop.			
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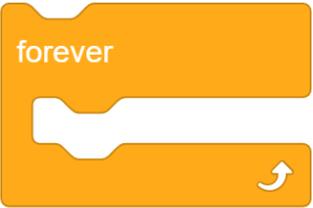
Scenario 2: a programmer wants to **display a ten second countdown** in Scratch. Select the loop that you would use and explain your reasons.

Highlight chosen option	Option 1	Option 2	Option 3
Loop options	 <p>when clicked</p> <p>show variable time_left</p> <p>set time_left to 10</p> <p>repeat until time_left = 0</p> <p>wait 1 seconds</p> <p>change time_left by -1</p>	 <p>when clicked</p> <p>show variable time_left</p> <p>set time_left to 10</p> <p>repeat 10</p> <p>wait 1 seconds</p> <p>change time_left by -1</p>	 <p>when clicked</p> <p>show variable time_left</p> <p>set time_left to 10</p> <p>forever</p> <p>if time_left > 0 then</p> <p>wait 1 seconds</p> <p>change time_left by -1</p> <p>else</p> <p>stop this script</p>
Explain why you did or didn't choose each loop.			

Scenario 3: A programmer wants to **make a sprite dance until the game is stopped by the user** in Scratch. Select the loop that you would use and explain your reasons.

Highlight chosen option	Option 1	Option 2	Option 3
Loop options			
Explain why you did or didn't choose each loop.			

Explorer task: Reflect on your understanding of loops by creating a scenario to demonstrate when each type of loop might be used. You can use the examples in the previous tasks as a guide if needed.

Loop	Scenario
 The image shows a Scratch 'forever' loop block. It is an orange block with a notch on the top-left and a bump on the bottom-right. The word 'forever' is written in white on the left side. A white arrow icon is on the right side, pointing upwards and to the right.	
 The image shows a Scratch 'repeat' loop block. It is an orange block with a notch on the top-left and a bump on the bottom-right. The word 'repeat' is written in white on the left side. A white circle icon is on the right side, representing the number of times to repeat. A white arrow icon is on the right side, pointing upwards and to the right.	
 The image shows a Scratch 'repeat until' loop block. It is an orange block with a notch on the top-left and a bump on the bottom-right. The words 'repeat until' are written in white on the left side. A white diamond icon is on the right side, representing the condition. A white arrow icon is on the right side, pointing upwards and to the right.	

Resources are updated regularly — the latest version is available at: ncce.io/tcc.

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