DreamSpace

DreamSpace TV: Episode Seven
Student Activity Sheet

Name: _____

Date: _____

PLAN

1. What input will you use to play the game? _____

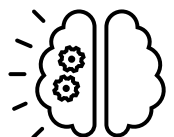2. What will you name your **variable**? _____

Once the above is complete, plan out your conditions.
After "if", enter the variable name and the number you want to assign it to.
After "then" enter the conditions you want to occur

If _____ = _____ then:

If _____ = _____ then:

else:

Create your Future

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DO

- Think about and complete your plan on the previous page.

- Be sure to:

    1. Log onto makecode.microbit.org to then complete your code.

    2. Add conditions so that if someone can't see the micro:bit screen, they still know what the outcomes is.

    3. Test and review as you go.

REVIEW

1. Test your solution for someone who can't see the screen with someone in school or at home. Detail below how this worked.

_____

_____

_____

_____

2. Think of an extra outcome that you can add to the game "rock, paper, scissors". Explain how this could work with your coding program.

_____

_____

_____

_____

Create
your Future