**Assignment #3** **|** Lower Secondary

Stage (6-8)

1st Semester | 2023-2024

|  |  |
| --- | --- |
| **Subject:** ICT | **Chapter:** 3 |
| **Objectives:** Create a Math game. Use the variable blocks and the operator blocks. | |

Create a Scratch program to practice the seven times table.

The program must ask the user 10 random question, if the user answered 8 /10 (score =8) then switch to practice eight times table.

**Start**

1. Select any backdrop, and any sprite.
2. Create three variables: **Num1, Solution**, **Score**.
3. Start when the green flag clicked.
4. Set the three variables **Num1, Solution** and **Score** to 0.
5. Use a loop to repeat the following steps 10 times: -

* Set Num1 to a random number between 1 and 10.
* Use an Ask block to ask: [Num1 \* 7 =]

*The user answer will be saved in the* ***Answer*** *variable.*

* Set the solution to 7\*Num1.

*This will be the computer answer and it will be saved in the variable* ***Solution****.*

* Check if your answer is correct:

If the **Answer** matches the **Solution**:

Say “You got it right”

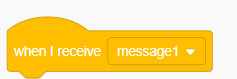
Increase the solution by 2

Else

say “Try again”

* If the score = 8 then

Broadcast new message “Switch to Level 2”

1. When [ I receive Message]: -

* Change the message to “Switch to Level 2”
* Set the three variables **Num1** and **Solution** to 0.
* Use a loop to repeat the following steps 10 times: -
* Set Num1 to a random number between 1 and 10.
* Use an Ask block to ask: [Num1 \* 8 =]
* Set the solution to 8\*Num1.
* Check if your answer is correct:

If the **Answer** matches the **Solution**:

Say “You got it right”

Increase the solution by 2

Else

Say “Try again”

1. Add a new sprite **Button**

* If this button clicked

Stop all

9