

SEQUENCE 2 - LESSON 2: SCAREDY EYES



LEARNING INTENTION

I can program a robot to repeatedly move to random positions

INTRODUCTION

How did we make Picoh move in the last lesson? We made Picoh move a bit like us by using the *pick random* operator to make a random wait between movements. This week we are going to program Picoh to look scared. We are going to program Picoh to look around randomly.

TEACHER INPUT 1

Share the code with children and ask them to predict what they think will happen each time the green flag is clicked. Discuss how the code can be changed to make Picoh move through the full range from 0 to 10.



Ask children to predict what the code will do.

ACTIVITIES

1. Children copy the code. Challenge them to alter the random ranges to make Picoh more relaxed or more nervous.
2. Write a program to make other parts of Picoh move randomly.



EXTENSION

Experiment with the use of *pick random*. How many different ways can you use *pick random* to make Picoh's eyes move?

PLENARY

Look at the code for the three random solutions. What do you think each will do? What is being changed randomly in each piece of code? **A** the time is random, **B** the distance moved is random and **C** the number of times the eyes move is random.

```
when A key pressed
repeat 5
  set EyeTurn both to 10
  wait pick random 0 to 1 secs
  set EyeTurn both to 0
  wait pick random 0 to 1 secs
set EyeTurn both to 5
```

```
when B key pressed
repeat 5
  set EyeTurn both to pick random 0 to 10
  wait 0.4 secs
  set EyeTurn both to pick random 0 to 10
  wait 0.4 secs
set EyeTurn both to 5
```

```
when C key pressed
repeat pick random 0 to 10
  set EyeTurn both to 10
  wait 0.4 secs
  set EyeTurn both to 0
  wait 0.4 secs
set EyeTurn both to 5
```