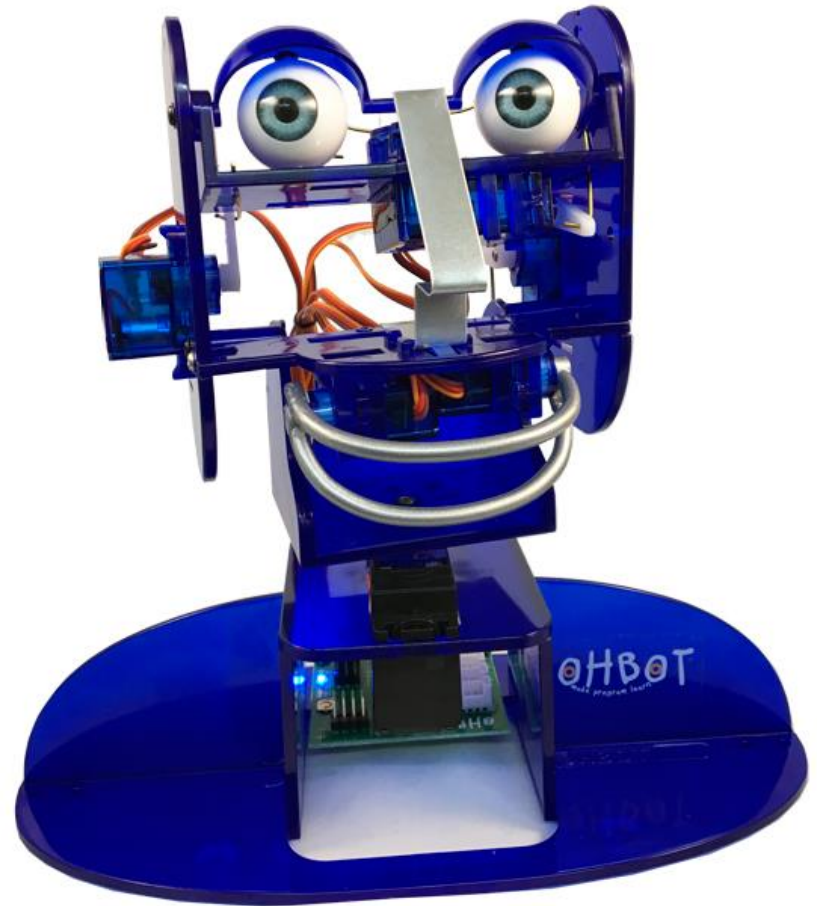



Lesson 2: Scaredy Eyes

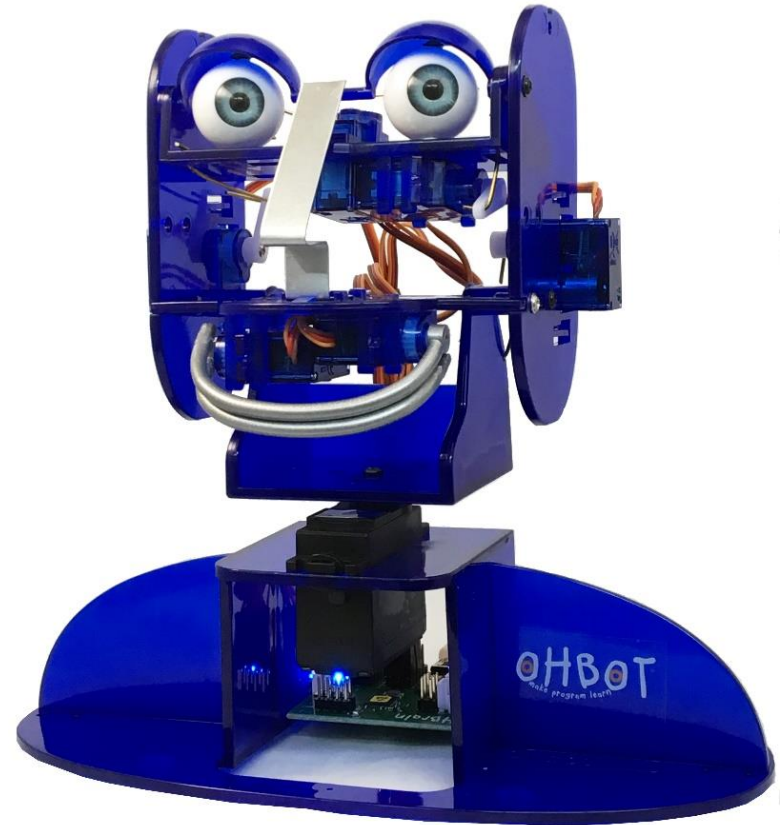
I can program Ohbot to move continuously to random positions



Demonstration

What do you think will happen when the green flag is clicked?

```
when  clicked  
set EyeTurn to pick random 5 to 10
```

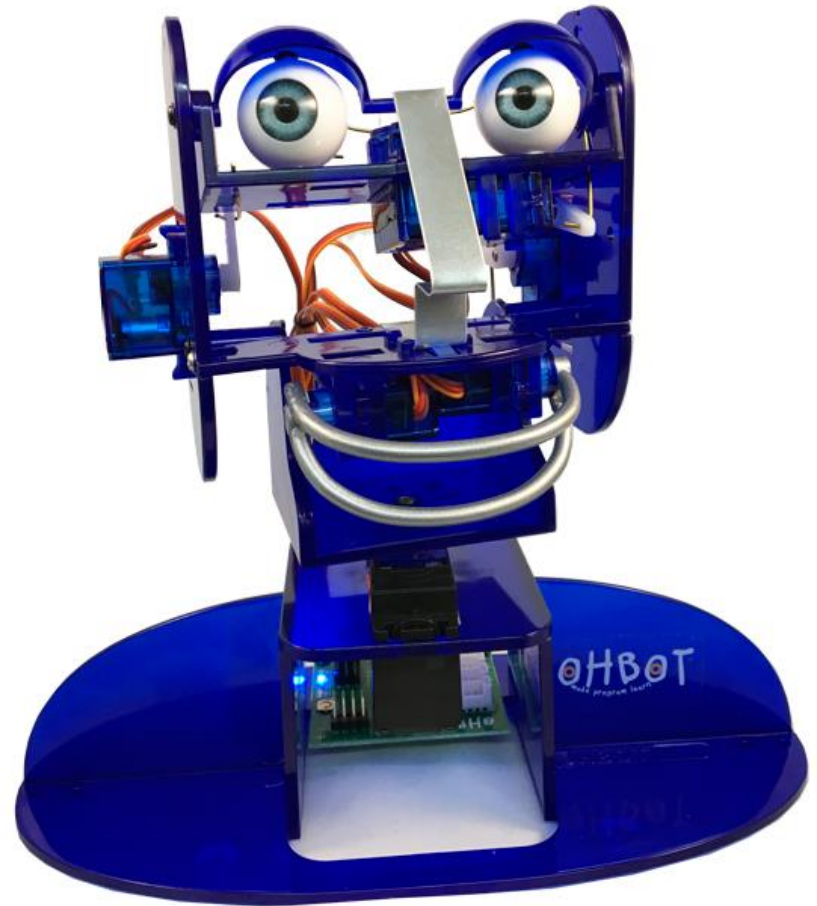


Activity 1

Copy this sequence

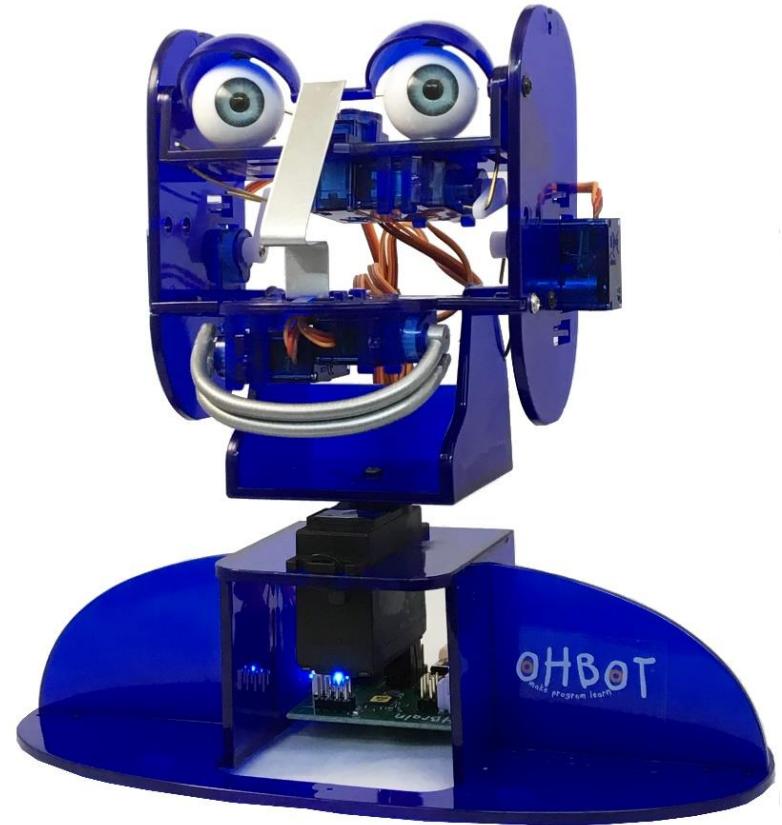
```
when clicked
forever
  set EyeTurn to pick random 0 to 10
  say Oh!
  wait pick random 0 to 1 secs
```

Can you alter it to make Ohbot
either:
more relaxed
or more nervous



Activity 2

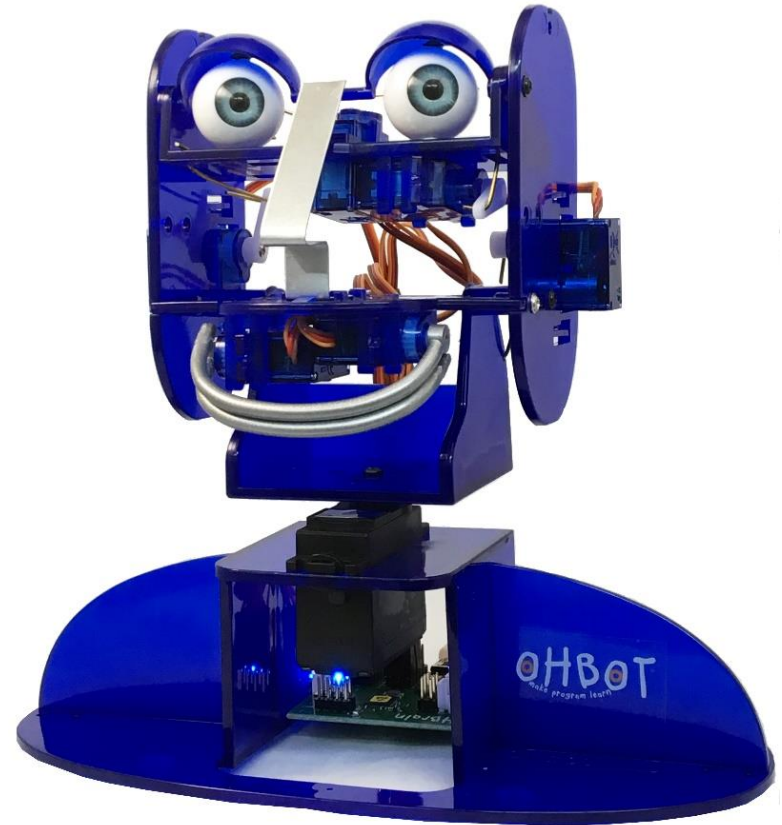
Can you write a program to make other parts of Ohbot move randomly?



Extension

Experiment with the random block

How many different ways can you use random to make Ohbot's eyes move?



Extension

What do you think each of these code sequences will do?

```

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

```

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

```

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

