

Lesson 2: Scaredy Eyes

I can program PicoH to move continuously to random positions



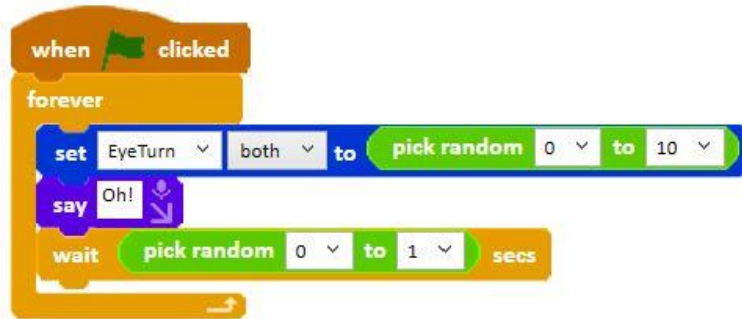
Demonstration

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



Activity 1

Copy this sequence



Can you alter it to make PicoH either:

- more relaxed?
- or more nervous?



Activity 2

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



Extension

Experiment with the random block

How many different ways can you use random to make PicoH's pupils move?



Extension

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

```

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
  
```

