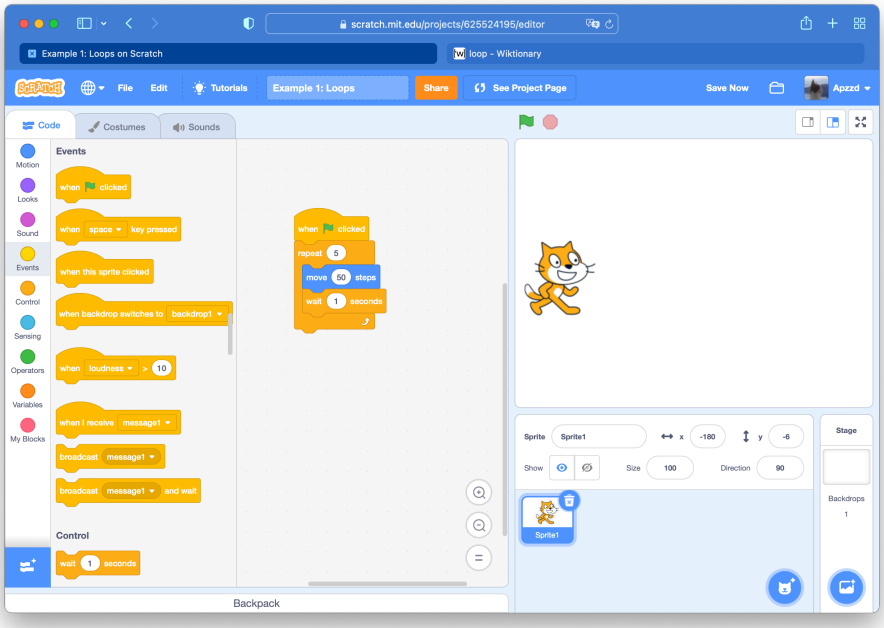
Coding for Good 1: Day 2

Making programs

In this class we will learn about three coding concepts: Loops, events, and conditionals. For each concept, we will learn the definition and then look at an example in Scratch. Then we will make our own loop.

Loops

Loops are things you use in programming to do the same thing over and over again. Let's look at an example of a loop in Scratch.



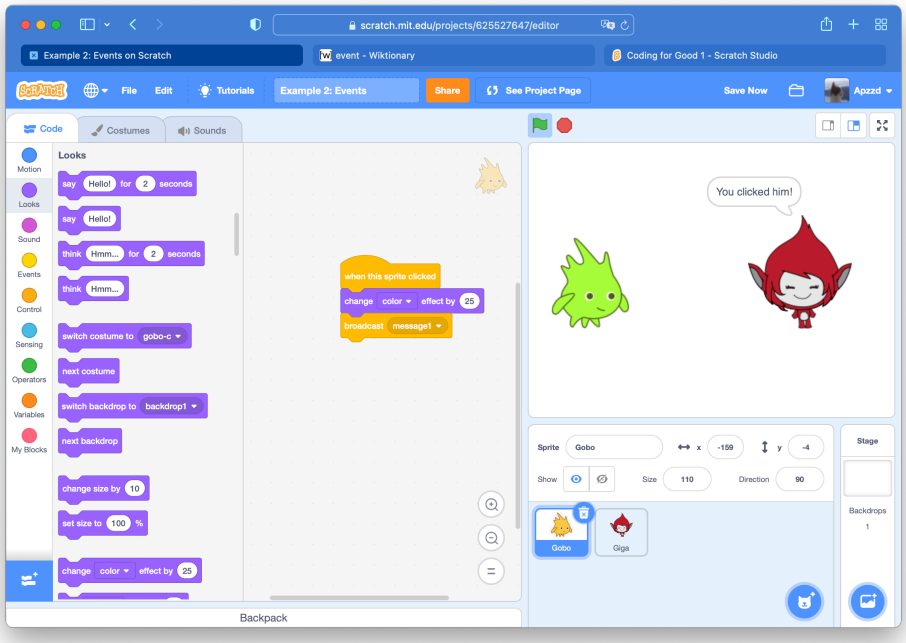
Now let's try to make our own loop. What do you want the cat to do? How many times do you want him to do it? Let's try it in *Play 1: Loops*.

Events

Events are things that occur when a program is running. A programmer usually tells the computer what to do when an event occurs.

There are two things involved in an event. The broadcaster makes it known that something has happened. The listener hears that an event has happened, and does something.

Let's look at an example!

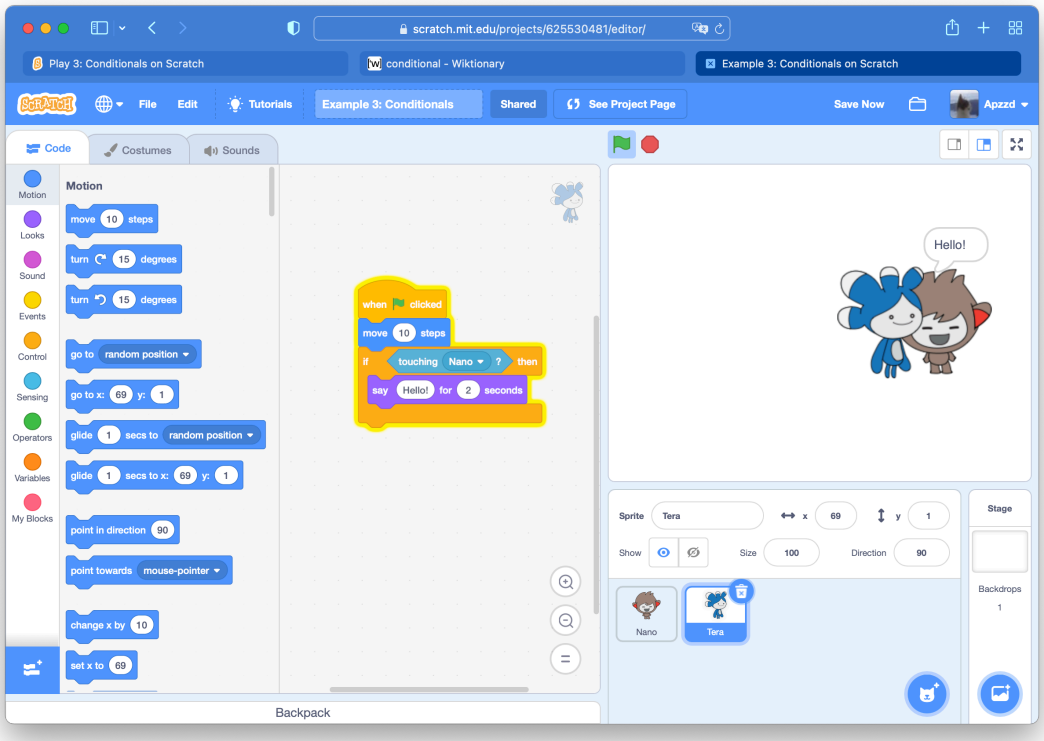


Now let’s make our own project using events.

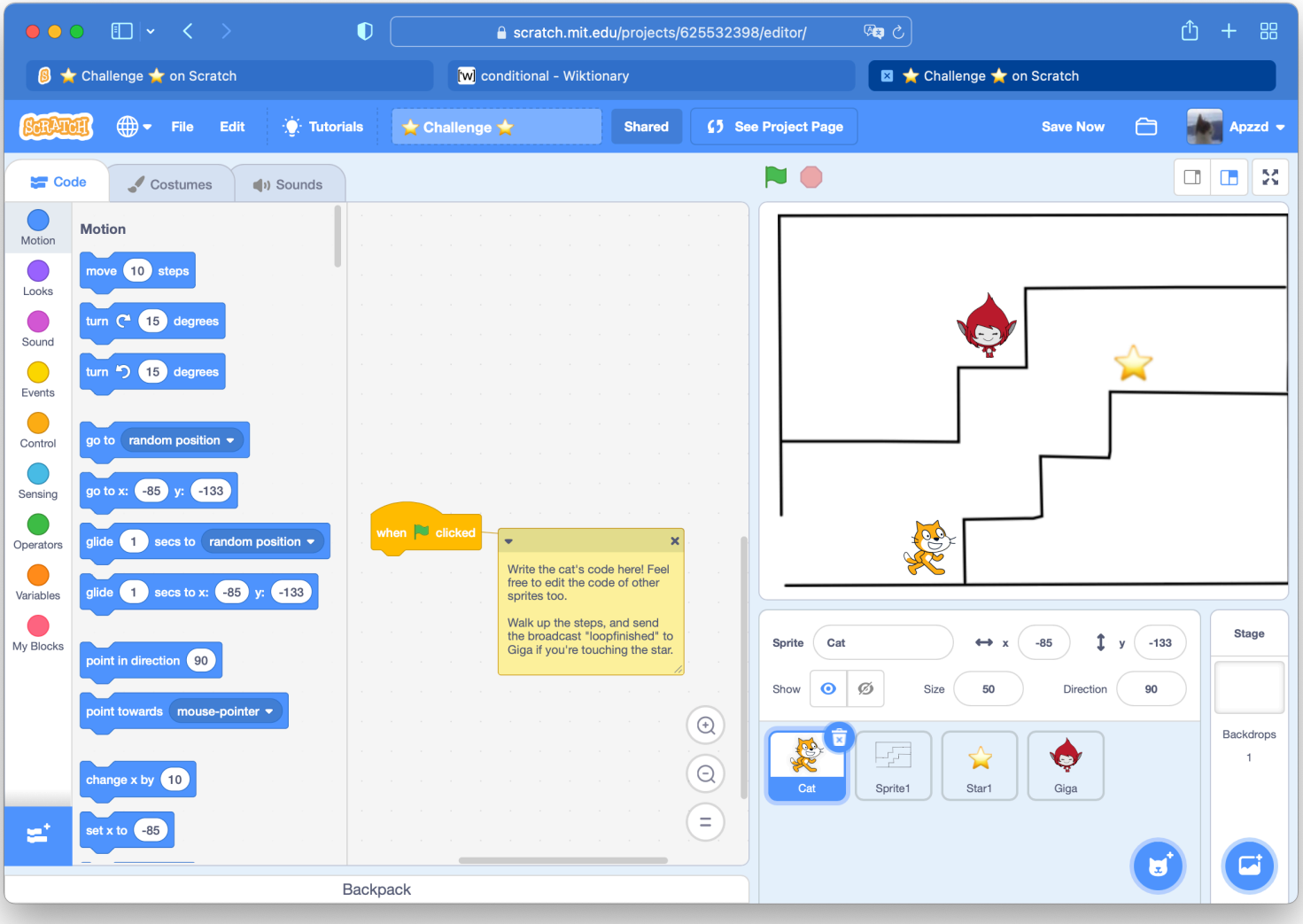
Conditionals

Conditionals are things you use in programming to do something if something else is true. For example, IF my cup is empty, THEN I will refill it.

Let’s look at an example in Scratch.



Now let’s make our own program!

⭐ Challenge: Putting it all together ⭐

Now that we know what loops, events, and conditionals are, let's help the cat get through the maze!