Cache Code Math Computer Lab Activity: Geometry (Jump Using My Blocks and Variables)

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Jump Using My Blocks and Variables

Creating your own blocks (My Blocks) in Scratch
Click the green flag to start

TRY IT

GET READY

Choose a backdrop

Blue Sky

Select your sprite

Monkey

ADD THIS CODE

The sprite will go 50 steps up.

Type a minus sign to go back down.

TRY IT

Click the green flag to start
My Blocks can be used to define a specific set of code which can be used throughout your program. My Blocks are similar to a procedure in programming.

Choose My Blocks
Select Make a Block

Get Ready

Name this block jump and then click OK

Add This Code

1. Define jump
2. When clicked
   - Repeat 10
   - Jump

Move the code from under the ‘when clicked’ to under the “define jump” My Block.

Drag and attach the call for “jump” inside a repeat block under the ‘when clicked’ block.

Try It

Click the green flag to start
Click the green flag to start

1

Change the variable "times" to any value under 100 and test.

This code will make the monkey jump 10 times.

Try it

GET READY

Choose Variables

Click the Make a Variable

Variables

New variable name:

Name this variable times, accept the default “For all sprites”, and click OK.

ADD THIS CODE

Drag the 'times' variable from Variables section in Scratch

This code will make the monkey jump 10 times.

TRY IT

Click the green flag to start