

Coding Computing

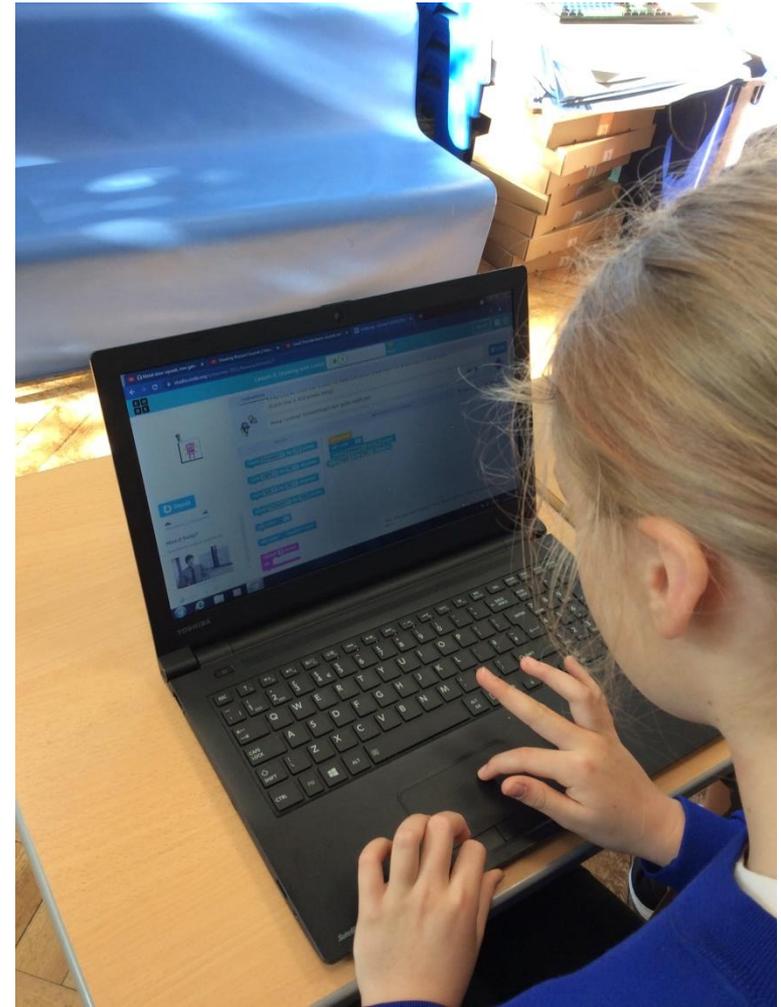
Autumn 2021

Class Lynher

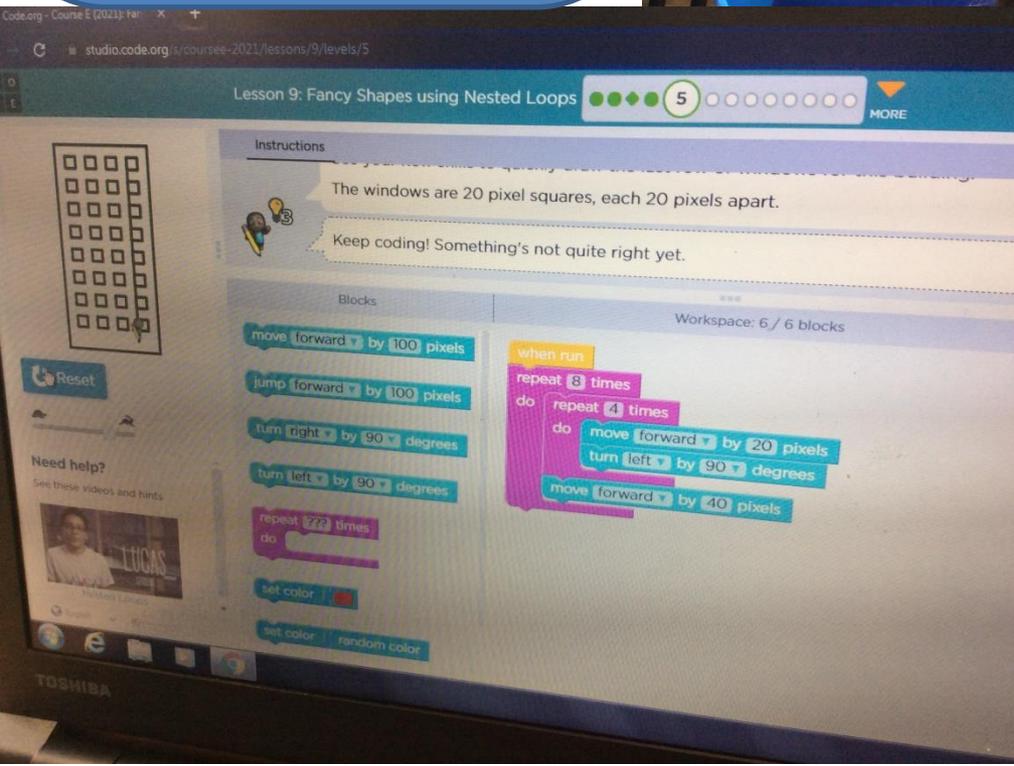
We have been coding using Blockly. For this lesson we learnt how to use a loop block which repeated an instruction.



Using a loop block saves lots of time as you can do the same action over and over without having to program it each time.



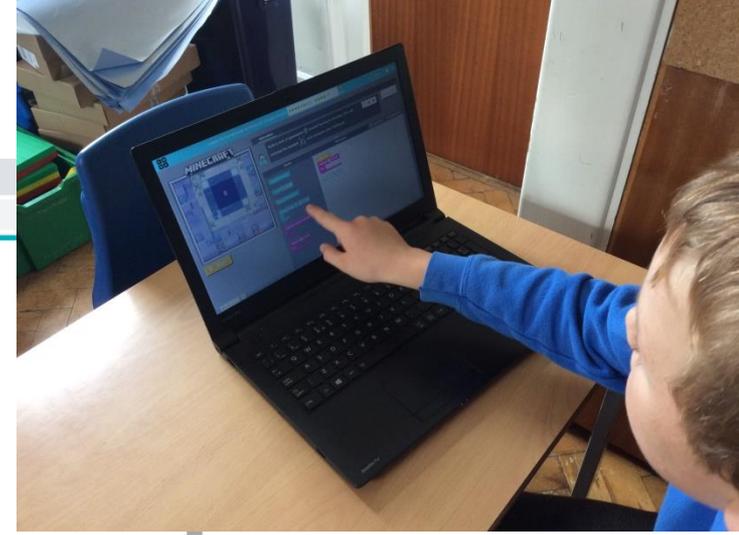
We used what we had learnt about loops last week to make nested loops this week. This meant putting a repeat block within a repeat block.



We could make patterns of triangles by using a loop to make a triangle but putting that loop into another loop to make more than one.

In this lesson we added conditionals to our loops. These are statements that only run under certain conditions.

Video: Minecraft: Voyage Aquatic Introduction



I liked working with the Minecraft characters. It made it more fun. I was pleased as I got the challenge done at the end.



Lesson 14: Conditionals in Minecraft: Voyage Aquatic

Instructions

First icebergs, now lava? Get through this volcanic island and reach the coral reef.

Blocks

Workspace: 5 / 7 blocks

Start Over

Show Code

move forward

turn right 90°

repeat until goal

if path to the right

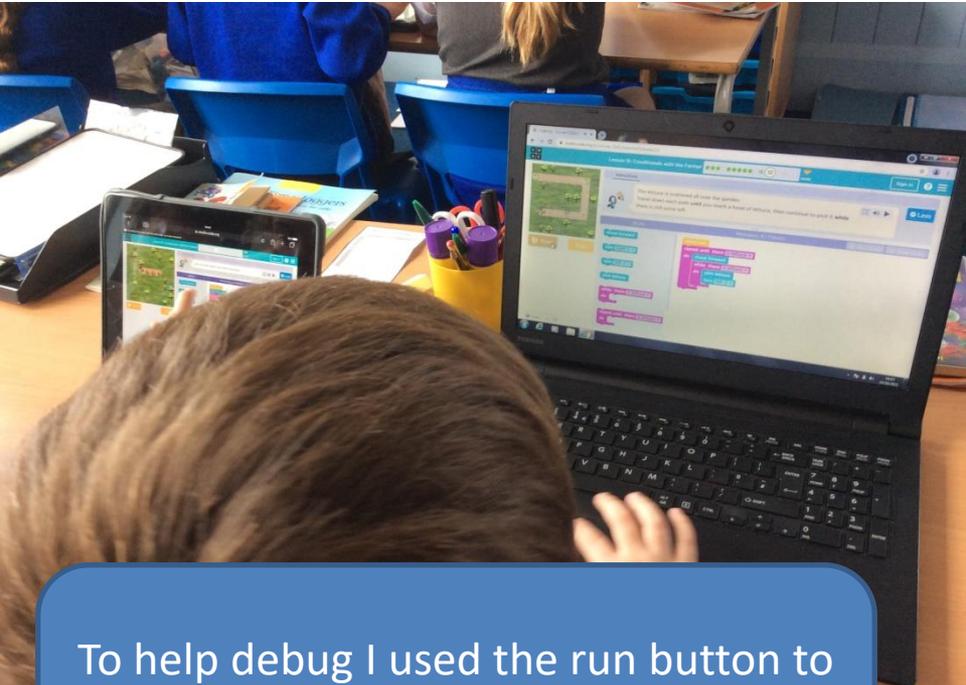
when run

repeat until goal

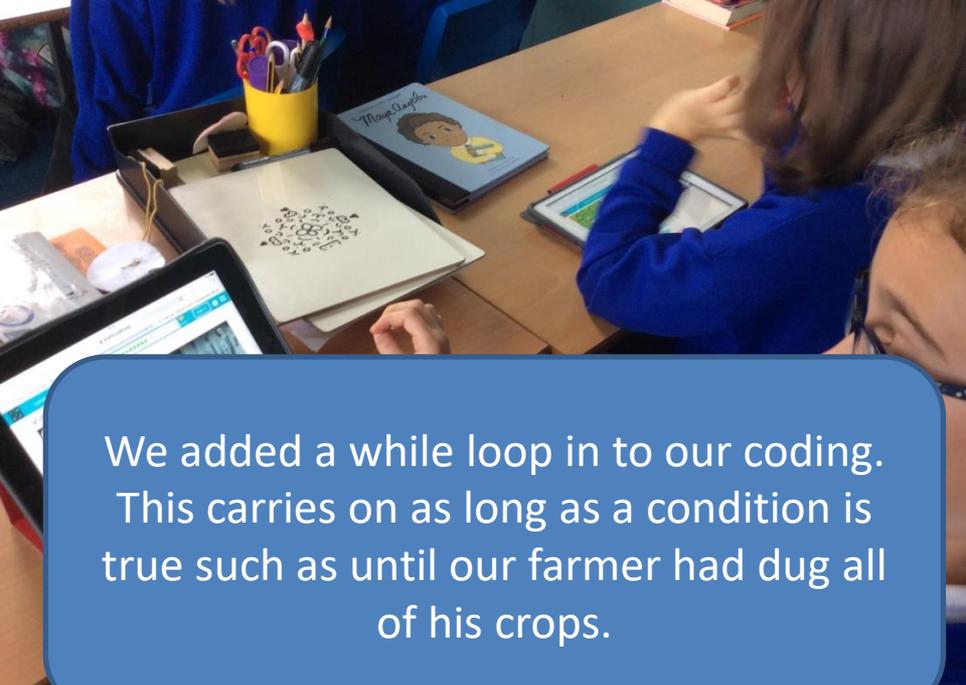
move forward

if path to the right

turn right 90°



To help debug I used the run button to see what my character did and then tried to fix it.



We added a while loop in to our coding. This carries on as long as a condition is true such as until our farmer had dug all of his crops.

