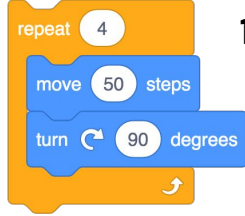




# Year 4 Computing - Summer Term 2: Repetition In Games



1. **Count-controlled loops** can be used to create **repetition** with an endpoint.



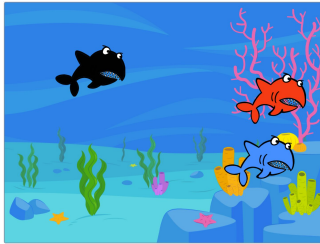
2. In an **infinite loop**, **commands** are repeated over and over again.



3. Two or more **loops** can run at the same time.

How can repetition be used to create games in Scratch?

4. **Backgrounds**, **sprites** and other game features can improve the **appearance** of our creations.



5. **Planning** and **evaluating** can help us to improve our projects.

Game design example:

Sprite name	Sprite 1: Bat 1
How will the sprite move?	Randomly
Will there be any sounds?	Clat sound when clicked
Type of repetition used (✓)	<input checked="" type="checkbox"/> Infinite (forever) <input type="checkbox"/> Count-controlled
Write the algorithm for the sprite	Repeatingly <ul style="list-style-type: none"><li>Make it invisible</li><li>Move somewhere random on the screen and wait for 1 second</li><li>Make it visible and wait for 1 second</li></ul>
Which backdrops will you use?	Spooky forest
How will the game end?	When all the bats have been caught



6. If your **algorithm** does not work in the way you planned, it is important to **debug** it.

appearance	algorithms	backgrounds	commands	count-controlled	creations
debug	evaluating	infinite	loops	planning	repetition