

Starter/Plenary game:

Correct or Incorrect - Changing looks. An interactive coding activity

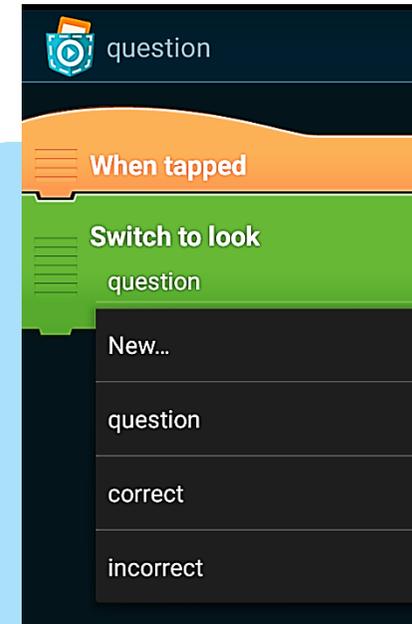
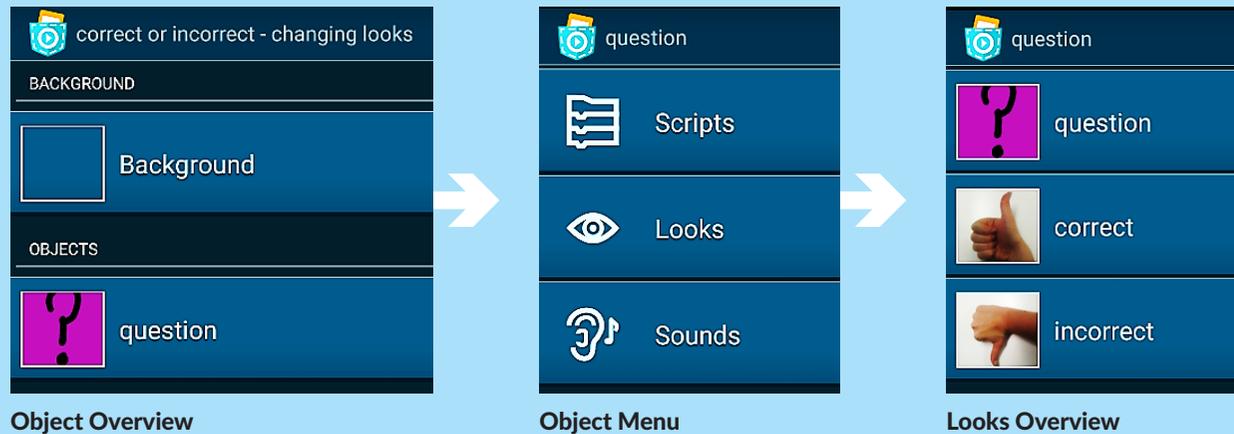
This activity is about how to change the 'look' of an 'object'. Downloadable by tapping explore on the main menu and searching ID number: **11993**

Teaching staff can quickly assess a student's subject knowledge, whilst using the change looks method of answering the questions, they will also assess their understanding of this function.



1. When a question is asked, the pupil must change the 'look' in order to answer correctly. Tapping onto the 'question' object in the **Object Overview**, then, in the **Object Menu** tapping on looks will take you to the **Looks Overview**.

Here you will see all three 'looks' that you can select to answer.



2. Go back to the **Object Menu** and tap on scripts. Initially, the 'switch to look' brick will show 'question'.

Tap onto that 'value' and a drop down menu will appear of all your 'looks' giving you the options to change the 'look' of your answer.

Choose your answer – then press play to show the rest of the class.

Possible extension:

Why not add to the looks; using your own hand, or another way to show your answers.

Our Sponsors:



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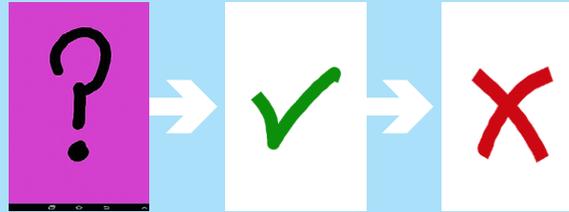


Starter/Plenary game:

Correct or Incorrect – Changing looks. An interactive coding activity

This activity is about how to send messages between 'objects' through **Broadcasting**. Downloadable by tapping *explore* on the main menu and searching ID number: **11992**

Teaching staff can quickly assess a student's subject knowledge, whilst using the *broadcast* method of answering the questions, they will also assess their understanding of this function.



1. When a question is asked, the students must change the 'Broadcast message' in order to answer correctly. Tapping onto the 'correct' or 'incorrect' object in the **Object Overview**, then, in the **Object Menu** tapping on scripts will take you to the **Object's Scripts**.

Here you will see how the object will react when receiving the correct message through *broadcasting*.



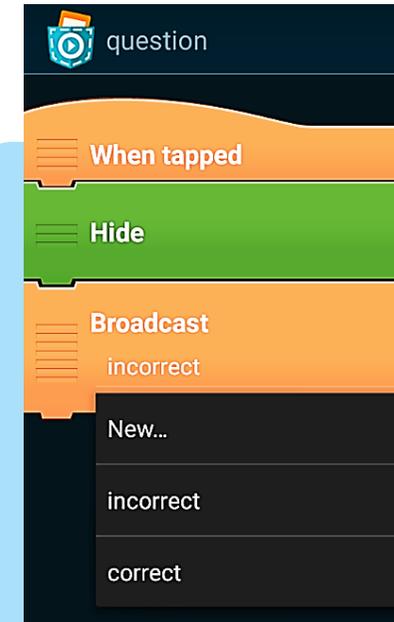
Object Overview



Object Menu



Object's Script



2. Go back to the **Object**: 'Question', tap through to the **Object Menu** and then scripts. Initially, the 'Broadcast' brick will show either of the values.

Tap onto that 'value' and a drop down menu will appear of all your broadcast messages giving you the option to change the transmitted message thereby, showing your chosen answer.

Choose your answer – then press play to show the rest of the class.

Possible extension:

Why not change the look of your object or include sound effects?

