

Name: \_\_\_\_\_

Date: \_\_\_\_\_

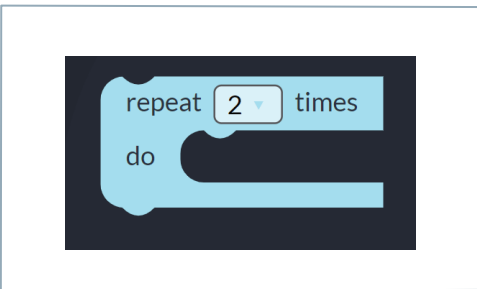


# Introduction to OzoBlockly 03: Loops

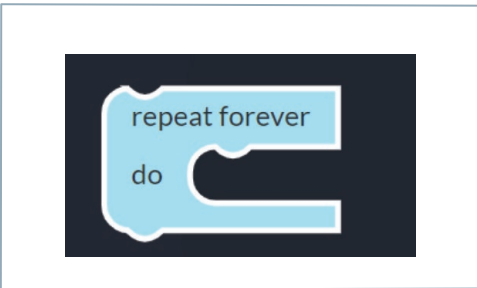
## Activity sheet

① A \_\_\_\_\_ loop \_\_\_\_\_ programs a sequence to \_\_\_\_\_ repeat \_\_\_\_\_

② A count-controlled loop repeats a sequence a set \_\_\_\_\_ number \_\_\_\_\_ of times.



③ A forever loop repeats a sequence \_\_\_\_\_ with no end.



④ Going to school 5 days a week is an example of a \_\_\_\_\_ count-controlled \_\_\_\_\_ loop because you stop going to school after the 5th day. The number of days you go to school in a week can also \_\_\_\_\_ change.

## Introduction to OzoBlockly 03: Loops

### Activity sheet

- 5 Look at the code below. If a loop was added to the program, what would the bot do after it played a surprised sound?

The bot would begin the sequence again by playing a happy sound.



- 6 Look at the code below. If a loop was added to the program, what would the bot do after it spins right?

The bot would begin the sequence again by spinning left.

