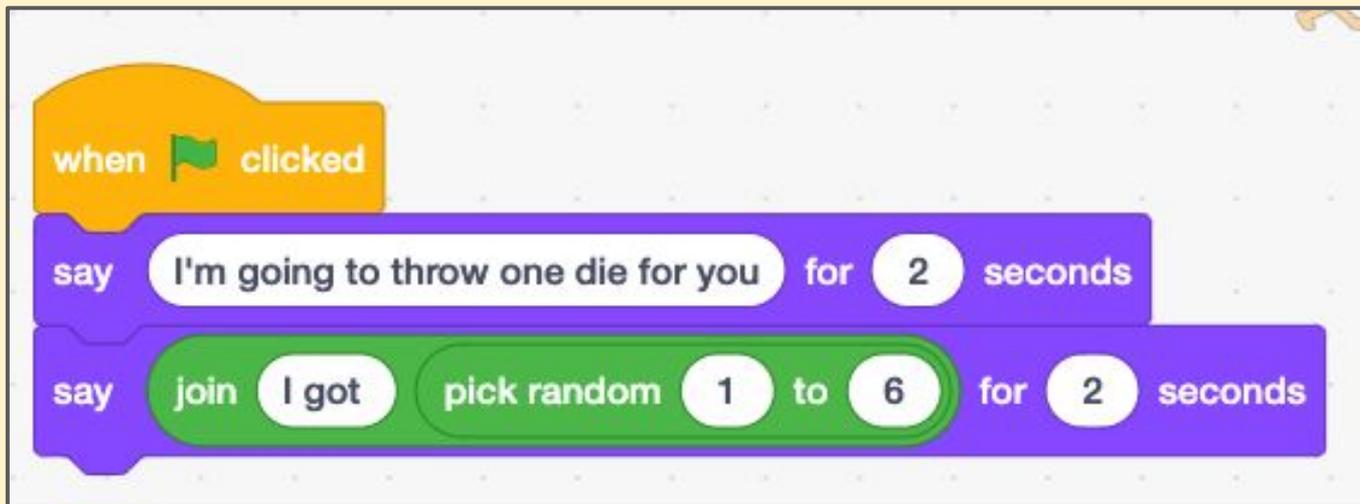


Scratch dice throwers

Open the editor and just use the cat

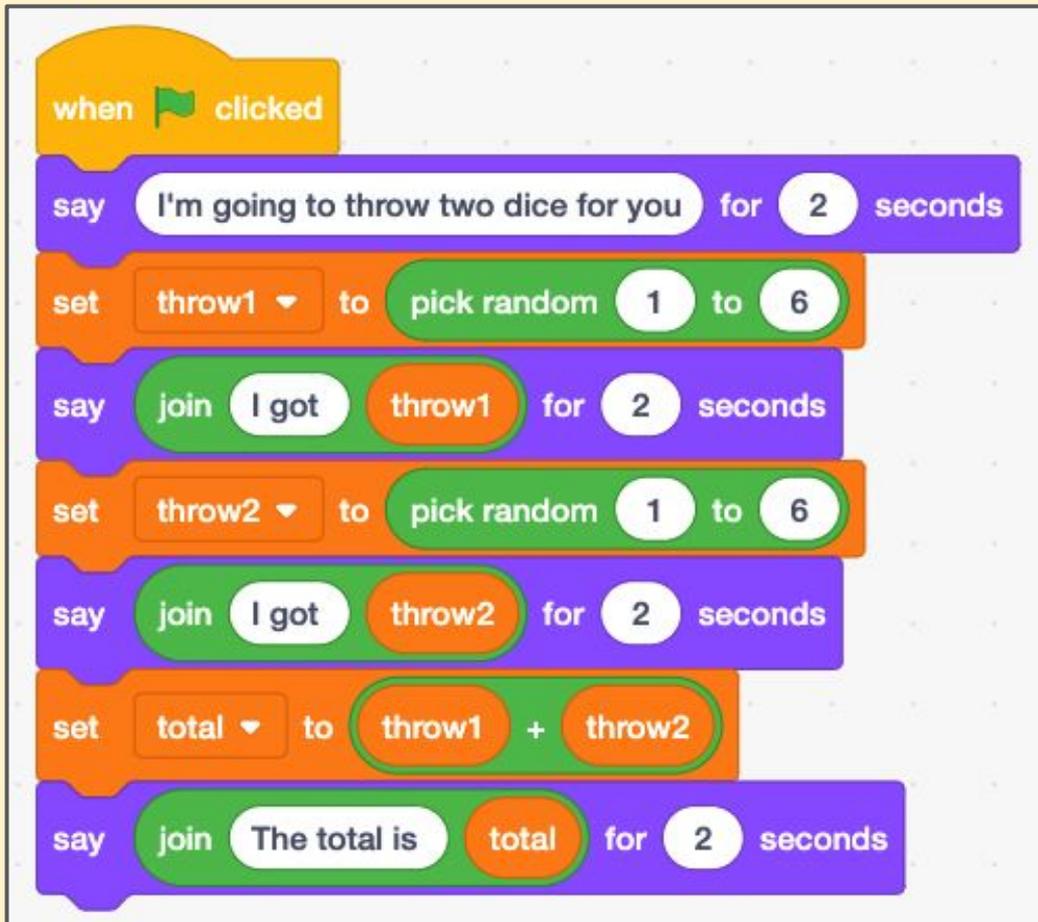
The code for one die is simple



- The green flag comes from the yellow events section
- This uses two purple say blocks
- And there are two green blocks – a join and a pick random

Scratch dice throwers

Two dice is a bit more complex



- You need to create **three variables** from the **dark orange** variables section
- And then use the oval blocks in the right places

Scratch dice throwers

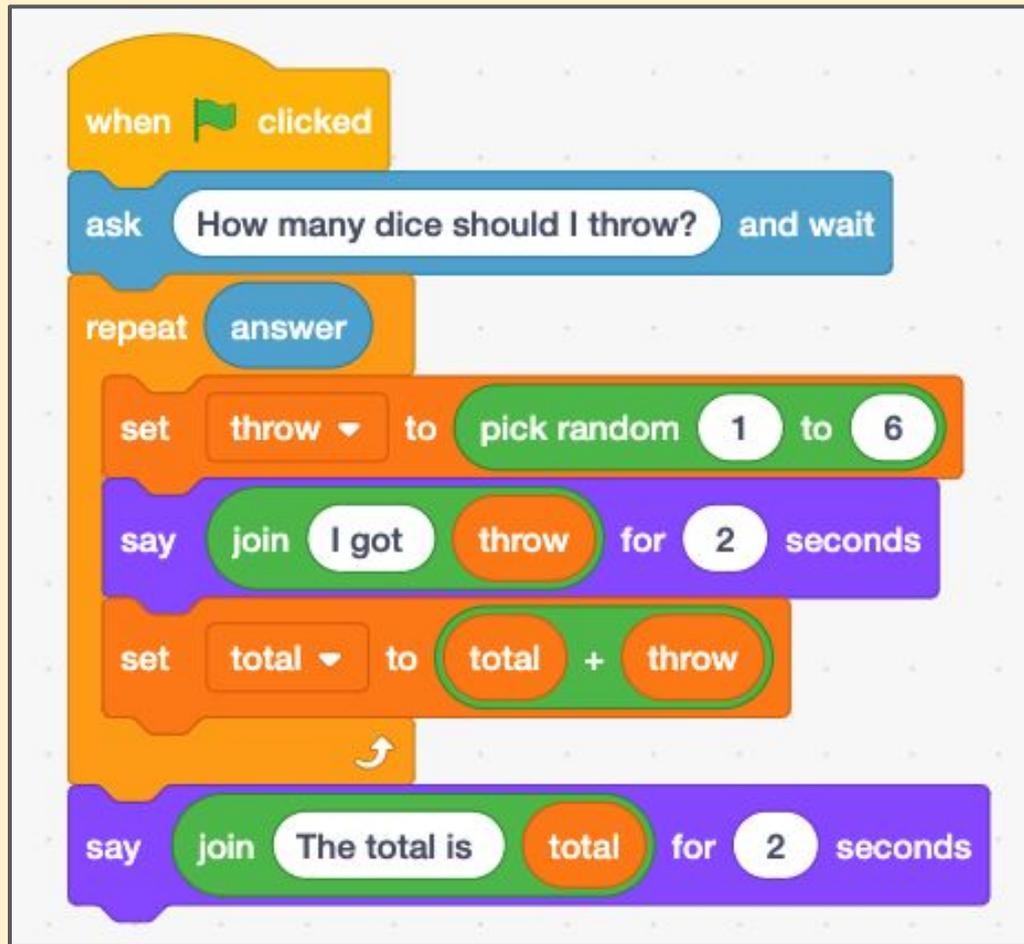
We can use repetition to get the thrower to ask us how many dice to throw

This uses an **ask block** from the **light blue section**

Then it uses a **repeat loop**

Scratch dice throwers

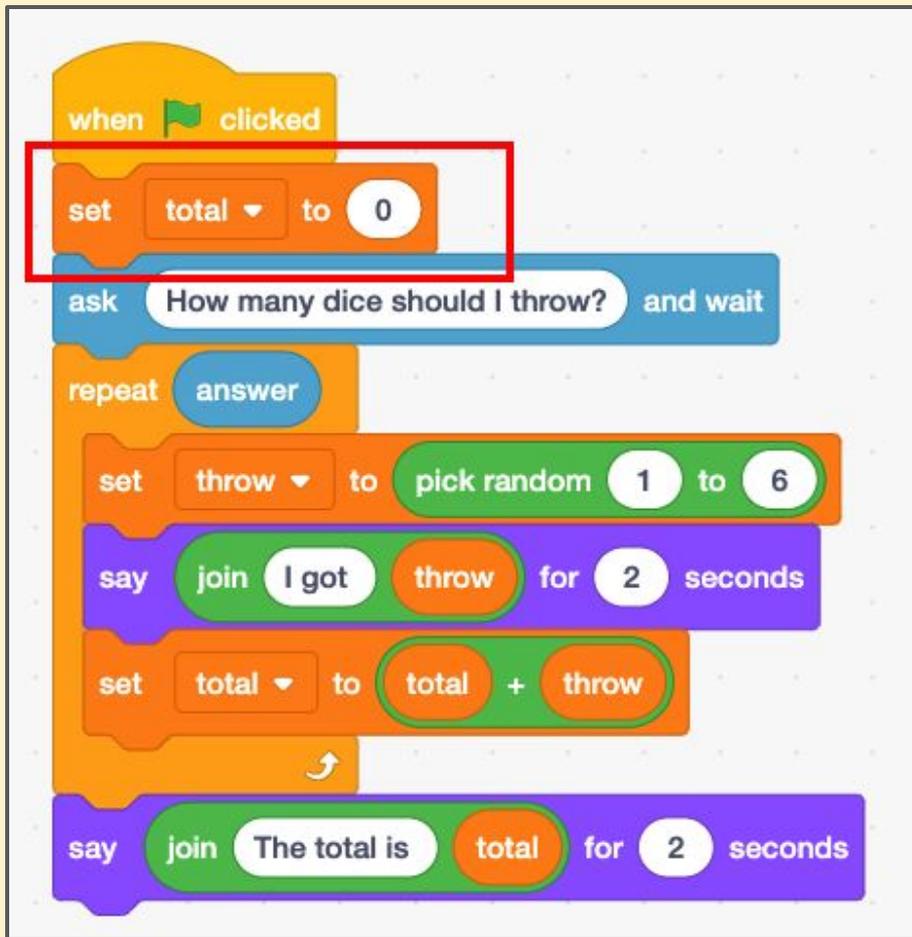
Run the program a few times. Can you see the problem?



- I created a new variable called throw to keep things simple

Scratch dice throwers

You need to set total to 0 at the top of the program



Scratch is really odd in the way it deals with variables

Every other programming tool will reset any variable to 0 each time you run the program

Scratch doesn't do that

Scratch dice throwers

Extension challenge:

Can you ask the thrower two things:

1. How many dice to throw (you already know how to do this)
2. How many sides each die should have

Hint: This will need another variable