

Repetition and loops

What is a loop?



Sometimes you'll want the computer to **repeat** an instruction. You can use a **loop** to save having to write the same code over and over again. Loops can also be **nested** inside each other, to form more complex repetitions.

What you'll build



In Level 4- Repetition and loops, you'll use loops to make your code more efficient.



Use a loop to program the movements of garden bugs.



Use nested loops to drive a car around a track.



Use infinite and conditional loops to make a rocket orbit the moon.

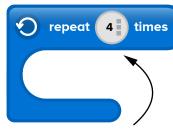


Combine different types of loops to create a pattern in the sky.

Your blocks



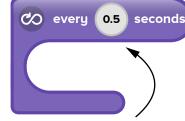
Repeat blocks are placed inside event blocks.



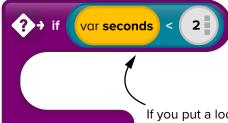
Loops can repeated for a set number of times



Repeated for as long as the program runs **infinite**



Or repeated at regular time intervals



If you put a loop inside this event, it will only run if the seconds variable is less than two



Repetition and loops

Match each word to its meaning

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Loop Something which goes on for ever.

Nesting To perform the same action more than once.

Infinite A set of instructions which is repeated.

Repeat Putting a loop inside another loop.

Free code challenge

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You have used three different types of loops in these lessons:

- A counted loop, which lets you repeat something a set number of times, or at time intervals.
- An infinite loop, which lets you repeat something for as long as the program is running.
- A conditional loop, which lets you tell the loop when to stop.

Use the free code area to design an animation which uses **all three** kinds of loop. You could make some sea creatures move through the water, fly some planes through the air or choose characters and settings of your own. Use the space below to plan your app – then get coding!

Driving home

