

Introduction to Ozobot Blockly 03: Loops

Activity Sheet

1 Define a loop:

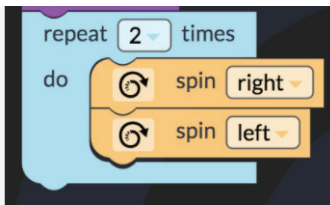
A loop is a programming structure that repeats a sequence of instructions.

2 A count-controlled loop

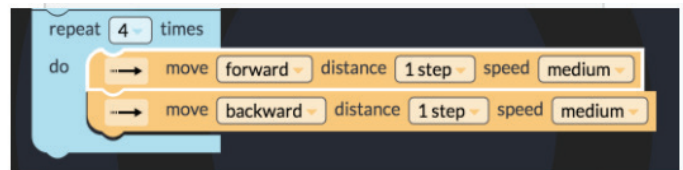
repeats the same steps a specific number of times.

3 Draw or input a screenshot of the three count-control looped sequences in your dance:

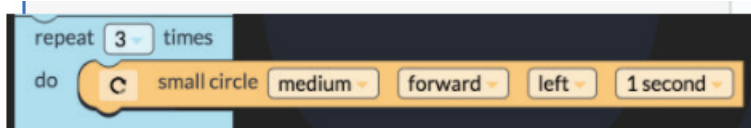
#1



#2



#3



Name: _____

Date: _____



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④ A forever loop

repeats the same steps endlessly, and it has no condition to make it stop.

⑤ How would your bot dance differently if you created the same program without any loops?

My bot would complete each Movement block once. The dance sequence would be much shorter. My bot would spin right, spin left, move forward, move backward, and move in a small circle.

⑥ When might a loop block be useful for programming your bot?

A loop block is useful when you want to program your bot to complete a sequence more than once. I could use a loop block to program my bot to repeat moving a set distance and turning a set direction to make a shape.
