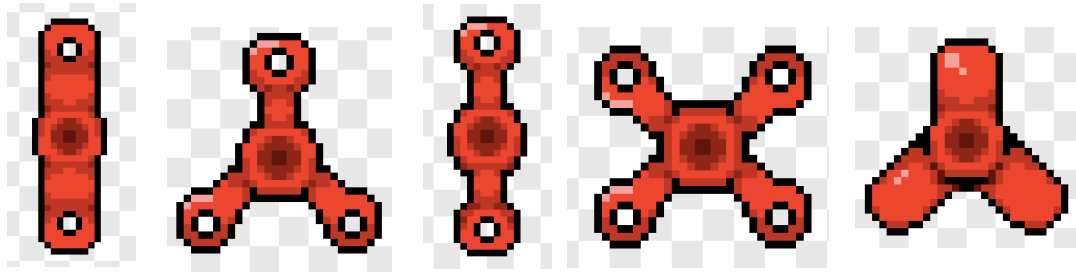


Name:
Date:

Make your own digital fidget spinner!

1. STEP1: Choose a design or **make your own spinner!**



2. STEP 2: **Draw** your spinner and add this code for your spinner Sprite.

```
when green flag clicked
  set spin to 0
  go to x:0 y:0
  point in direction 90
  forever
    if key right arrow pressed? then
      change spin by 1
    if key left arrow pressed? then
      change spin by -1
    turn spin degrees
    set spin to spin * 0.99
```

```
when green flag clicked
  set color effect to pick random 1 to 100
```

CHALLENGE: Why do we multiply spin with 0.99?

Stretch Yourself

At the beginning of the code I set **spin** to _____. I do this because **spin** is a _____ that determines how _____ the spinner turns and initially the spinner has to be still.

I use the _____ blocks to choose between the right and left arrow in my keyboard. When the right arrow is pressed, spin _____ by 1 and the spinner turns _____. When the left arrow is pressed, spin _____ by 1 and the spinner turns _____.

Each time I press the green flag the colour of the spinner changes. The colour effect is determined by a _____ number between 1 and 100.

WORDS MISSING: random, zero, decreases, variable, if, increases, right, left, fast

Challenge Yourself

What would happen if we didn't use the "set spin to (spin * 0.99)" block?

Answer: