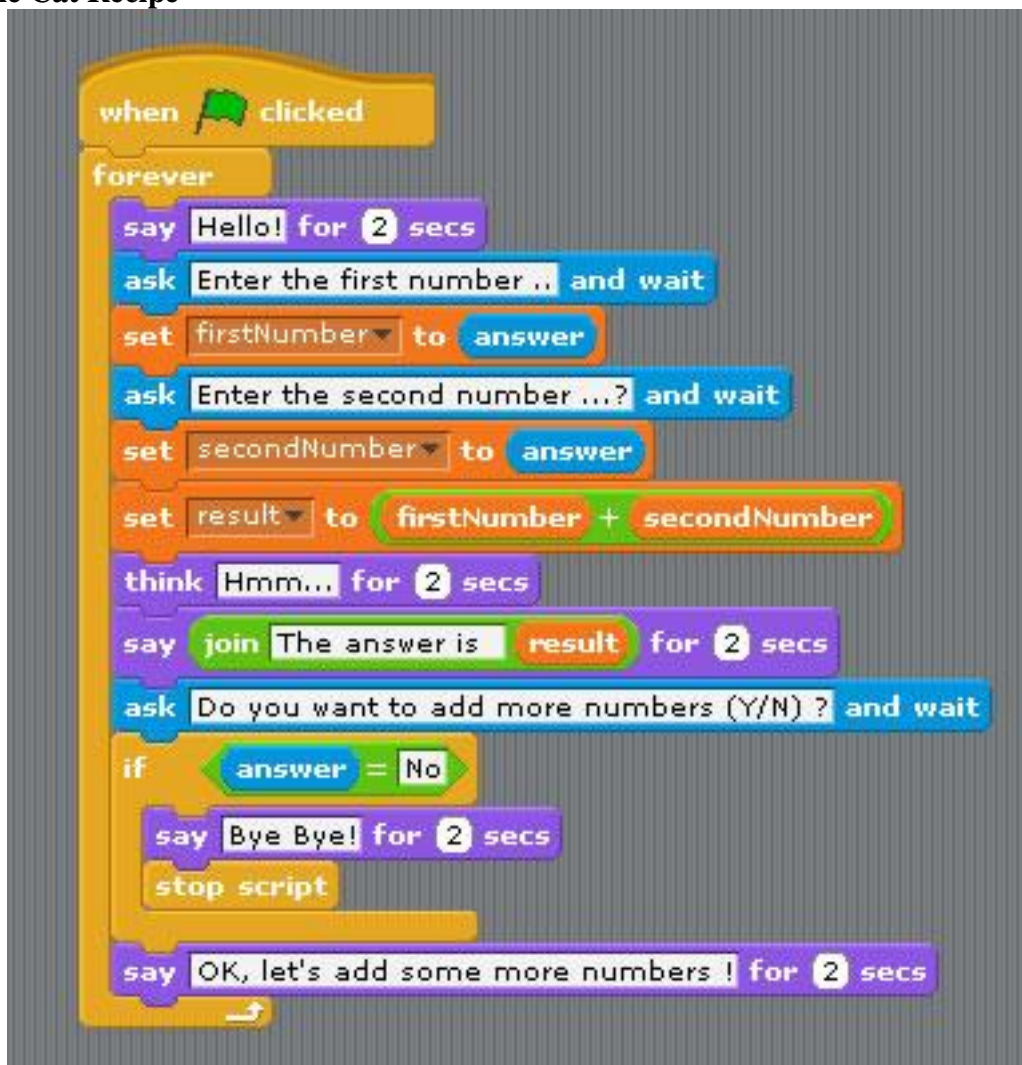


Lesson 3: Add

Implementing: Say
Ask
Variables
Repeat
Wait

1 The recipes

The Cat Recipe



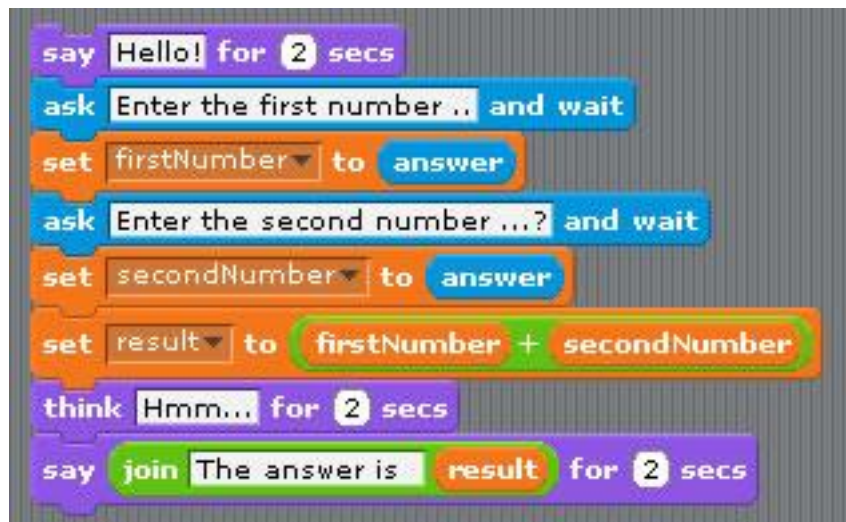
2 The Steps

“Let’s add 2 numbers ”

“First we must get the user to input numbers. This is called the input section”

“Then we must do the calculation”

“Then we must display our answer”



```
say Hello! for 2 secs
ask Enter the first number .. and wait
set firstNumber to answer
ask Enter the second number ...? and wait
set secondNumber to answer
set result to firstNumber + secondNumber
think Hmm... for 2 secs
say join The answer is result for 2 secs
```

The image shows a sequence of Scratch code blocks. It starts with a purple 'say' block containing the text 'Hello!' and a duration of '2 secs'. This is followed by a blue 'ask' block with the prompt 'Enter the first number ..' and 'and wait'. An orange 'set' block then assigns the 'answer' to a variable named 'firstNumber'. Another blue 'ask' block prompts 'Enter the second number ...?' with 'and wait'. This is followed by another orange 'set' block assigning 'answer' to a variable named 'secondNumber'. A green 'set' block then calculates the sum of 'firstNumber' and 'secondNumber' and assigns it to a variable named 'result'. A purple 'think' block with the text 'Hmm...' and a duration of '2 secs' follows. The final block is a purple 'say' block that uses the 'join' block to concatenate the text 'The answer is' with the value of the 'result' variable, with a duration of '2 secs'.

“Go again? Let’s add in a repeat”