Activity: Moves like Jim

# Introduction

Open the [Moves like Jim](https://ncce.io/moveJim) Scratch program (ncce.io/moveJim) and complete the tasks below.

You are to work through the tasks independently, but use your problem-solving skills to help you if you are struggling:

* Carefully read over the instructions again. Stop and think through the problem.
* Read the support tips and look at your work from previous lessons/tasks
* Ask your classmate to prompt you (not to do it for you)

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| **Tasks** | **Your solution (take a screenshot of the block of code you have created or modified)**▿ |
| **Task 1:**  Complete the subroutine ‘move1’ so that you tell Jim what dance move to do if the user presses the correct key in time.  ***Support***: Look at the available costumes to pick a dance move. |  |
| **Task 2**:  The ‘move2’ subroutine needs to be completed. Most (but not all) of the blocks to make this subroutine have been provided for you.   * ‘Move2’ requires both the q and w keys to be pressed for a successful move * You must decide upon what the successful move is * You must switch to costume ‘Jim-c’ if the user fails to press q and w in time * The costume should be switched to ‘Jim-b’ at the end of the subroutine   ***Support:*** Look at the structure of the ‘move1’ subroutine to help you. |  |
| **Task 3**:  The subroutine gives a five second countdown before saying “dance” and the game starts.  Modify this subroutine to include count-controlled iteration.    ***Support:*** ‘Counting cat’ or ‘Ten green bottles’ from lesson five. |  |
| **Task 4:**  The ‘move3’ subroutine needs to be built by you. It must meet the following criteria:   * Keys 1 or 9 must be pressed for a successful dance move to be executed * This time, a successful dance move will be Jim switching between costumes ‘Jim-d’ and ‘Jim-e’ five times, waiting 0.3 seconds before swapping costumes * You must switch to costume ‘Jim-c’ if the user fails to press 1 or 9 in time * The costume should be switched to ‘Jim-b’ at the end of the subroutine  Explorer tasks |  |
| **Task 5:**  Use the score variable to add 1 to the score if the user has successfully completed each subroutine.  Take a screenshot of where you have increased the score for the ‘move3’ subroutine. |  |
| **Task 6:**  Complete the ‘feedback’ subroutine. It must meet the following criteria:   * If the score is greater than two, a well done message should be displayed for two seconds * If the score isn’t greater than two, the following message should be displayed for two seconds: “Better luck next time” * You can pick a costume to change, depending on the message   You should make sure that the subroutine is called after all the ‘move’ subroutines. |  |
| **Task 7:**  Use the space below to design your own dance-move subroutine algorithm. |  |

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