Blockly Challenge 8

What is Blockly?

Blockly is a block-based visual programming tool. It is written in JavaScript, which is a popular programming language. We will be using Blockly to complete a series of maze challenges – this will introduce you to some programming fundamentals such as loops and conditionals!

The Eighth Maze

Do this challenge after completing maze 1-7. This challenge uses While Loops and If Statements/Conditionals – an explanation of these can be found in the programming concepts box.

This maze is quite challenging!

Step 1 – As before, navigate https://blockly.games to and select "maze" – you can skip straight to challenge 8. If you're doing this straight after the second challenge, you'll probably have automatically been moved on to the third maze.

Step 2 – Complete the maze by choosing blocks and putting them into the correct sequence (creating an algorithm).

Step 3 – Click "Run Program" to test your program and if you're wrong, try again!

You could use a blank piece of paper or the back of this sheet to write down your workings out if you need to.

Blockly Challenge 8

Why Are we Doing This?

Blockly is a great introduction into the fundamentals of programming, and uses problem solving skills. The challenges are fun and can be quite challenging – this encourages computational thinking, and you'll start using loops and conditionals.

What You'll Need

Access to the internet and this handout. There is a video tutorial covering While Loops and If Statements and also another video covering how to use the website.

Programming Concepts

This maze uses a while loop, and an if statement.

An if statement is a conditional statement – this controls which parts of code run and when. If the statement is true, the code will execute e.g. if it is raining outside, I will wear a coat. In this maze, if there is a left turning, turn left.

Blockly Challenge 8

Solution

This is a challenging maze that uses 9 blocks! If you're confused, watch the video walkthrough for an extended explanation.

```
move forward

turn left v

repeat until v

do lif path ahead v

do move forward

if path to the left v

do turn left v

do turn right v

do turn right v
```