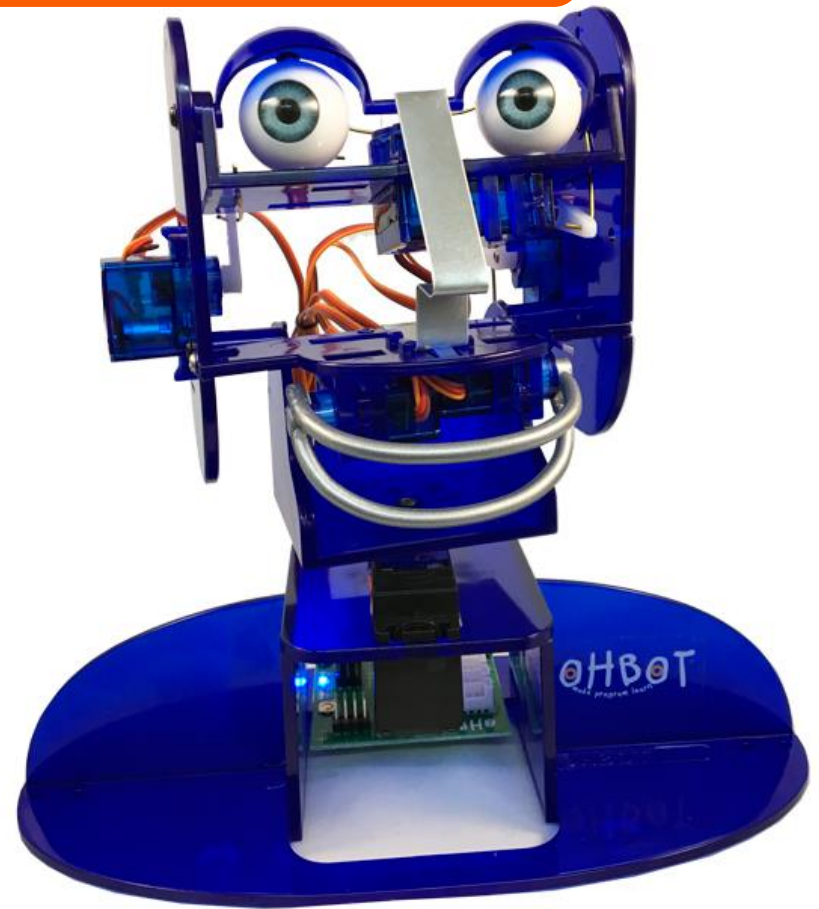


Lesson 3: I'm sleepy

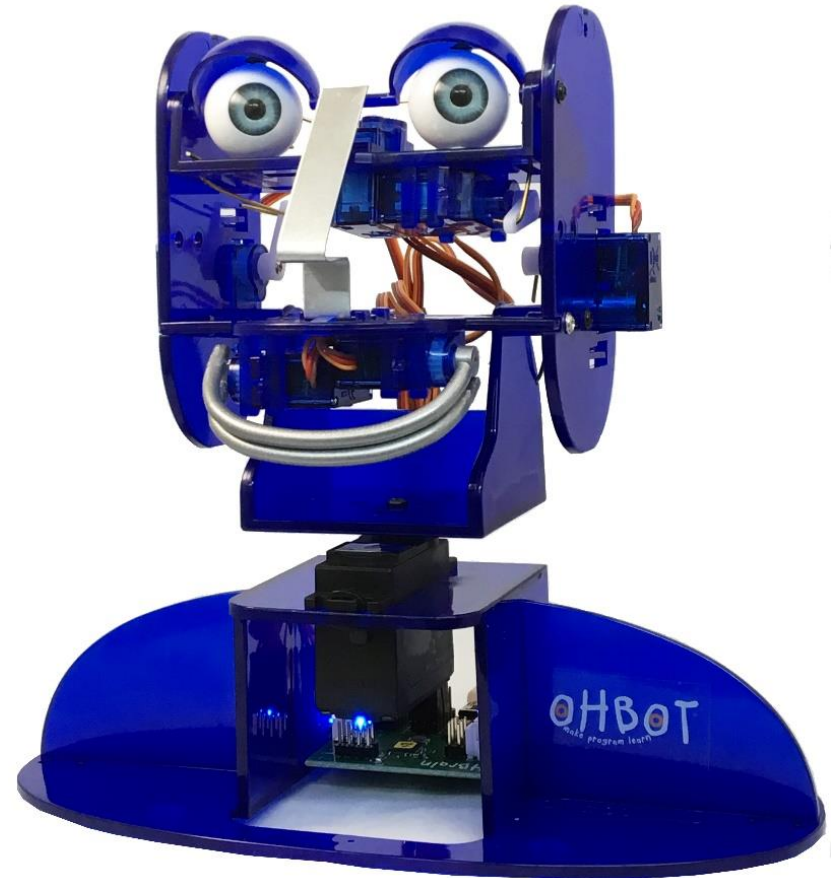
I can write a program that uses a variable to make Ohbot appear sleepy



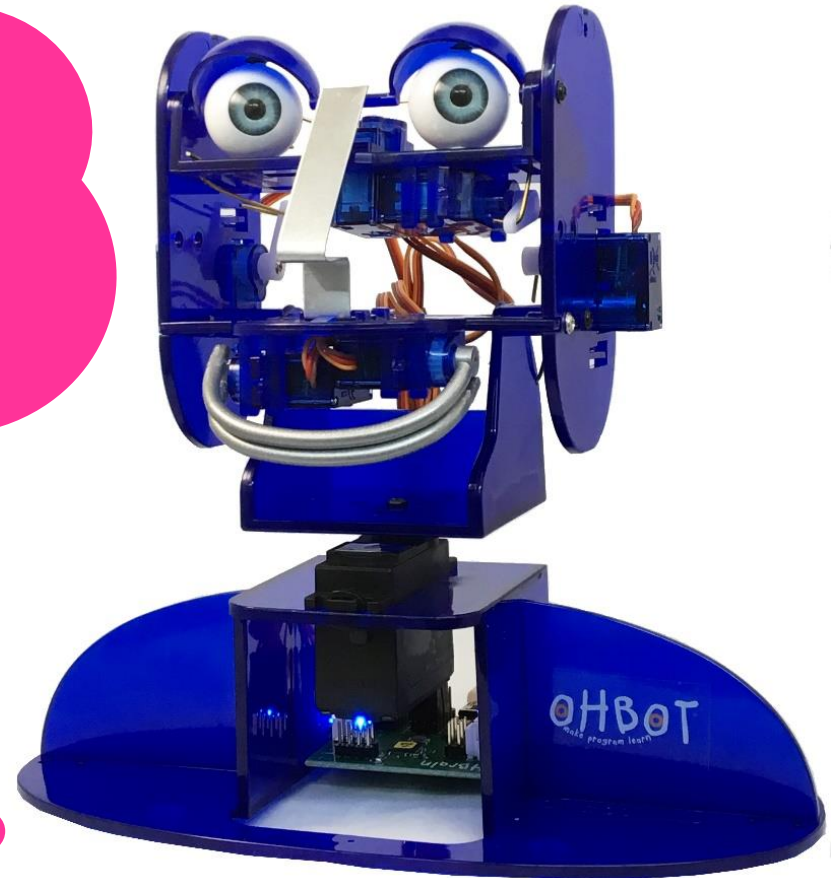
Activity 1

Can you write a program counts up in ones from 0 to 10

File save as; "Variable Sleepy 1"



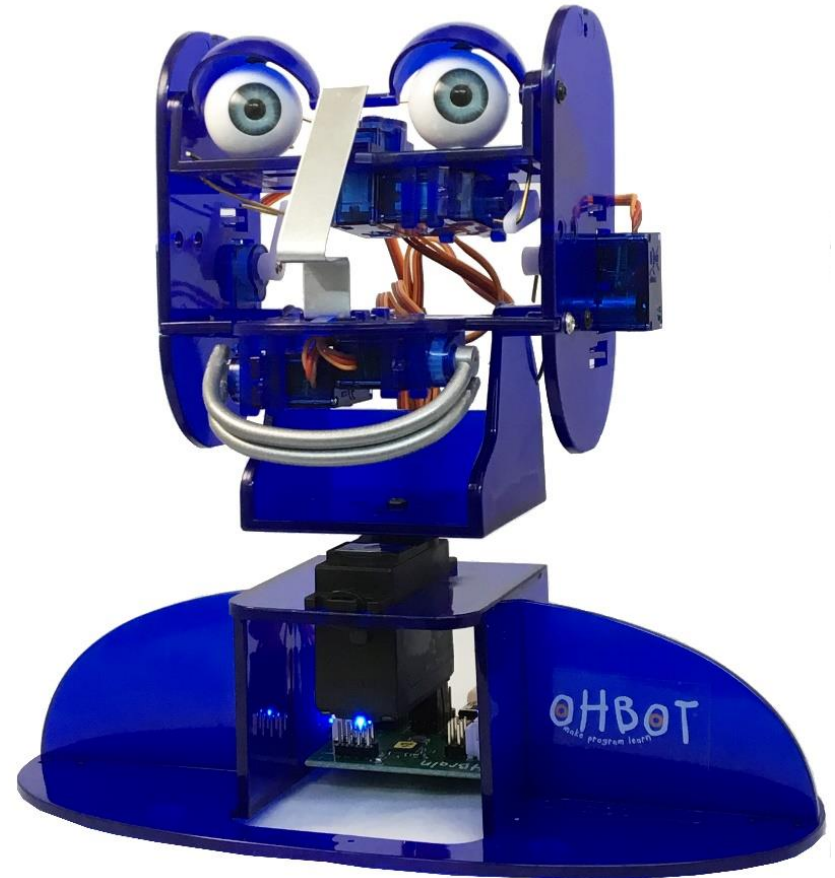
How will
Ohbot show
that it is
sleeping?



Activity 2

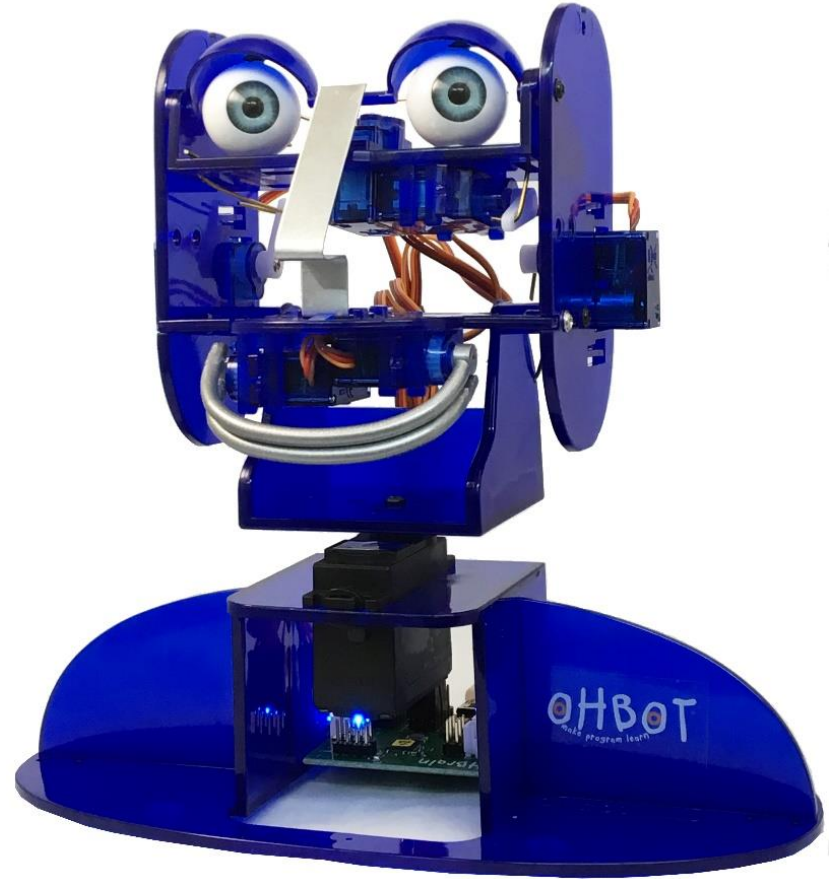
Can you write some code so that runs when Ohbot sleeps? Can you make Ohbot sleep when the value of the sleepy variable is greater than

File save as; "Variable Sleepy 1"



Activity 2

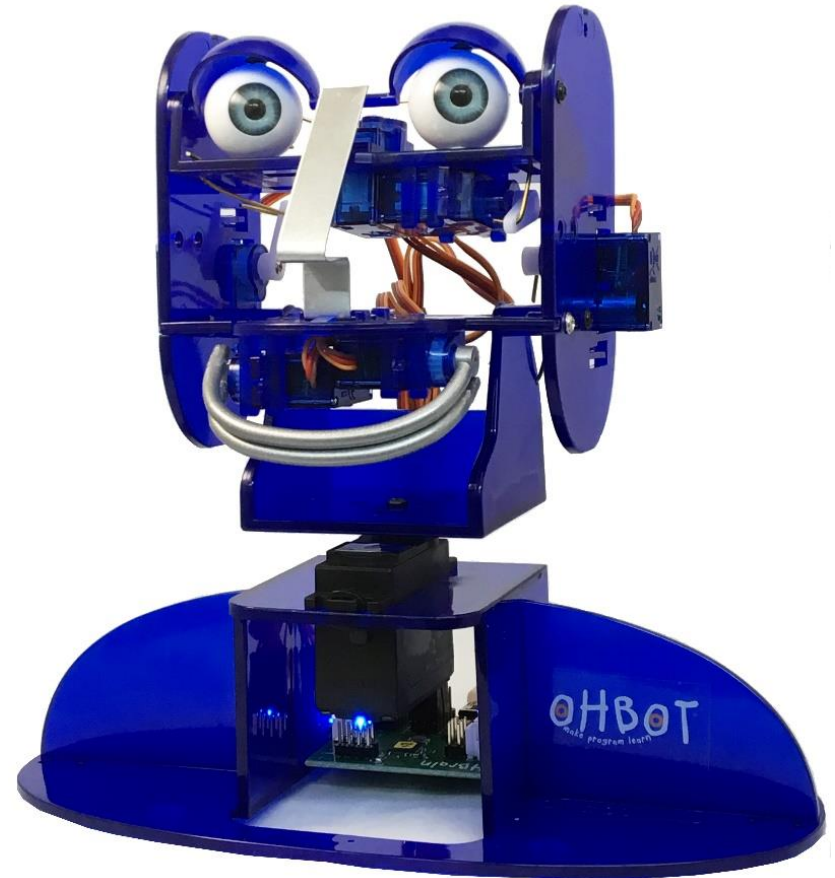
```
when clicked
forever
  if sleepy > 10 then
    set LidBlink to 0
    set HeadNod to 0
    say snore snore snore until done
  else
```



Activity 3

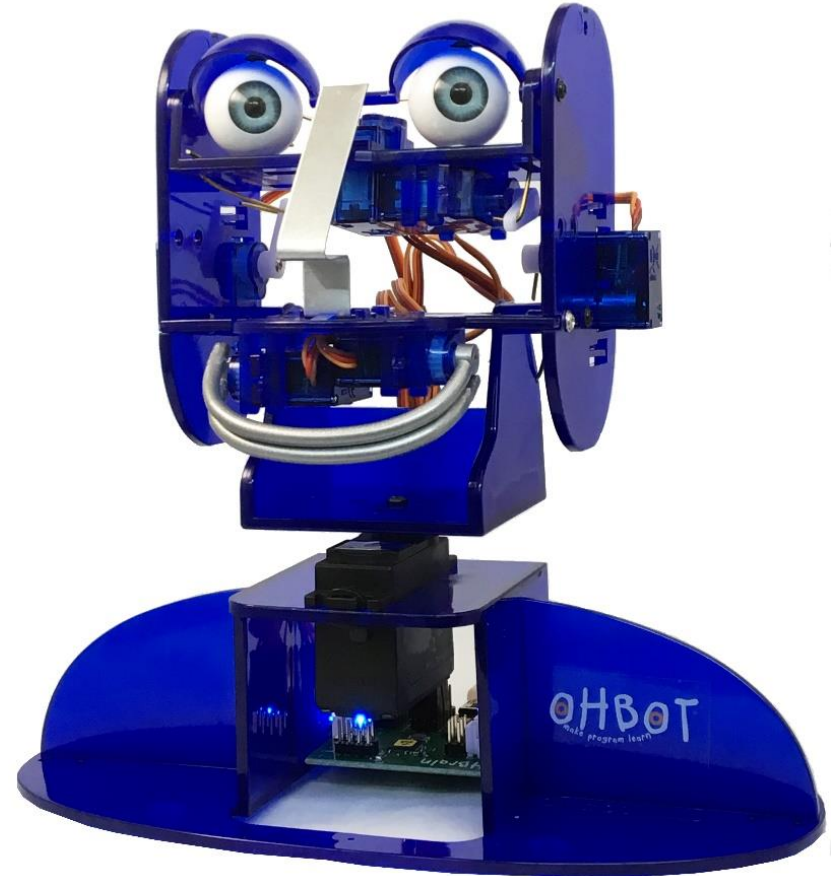
Can you add code to your program that will run when Ohbot is awake? Can you make Ohbot wake when the value of the sleepy variable is less than 10?

File save as; "Variable Sleepy 1"



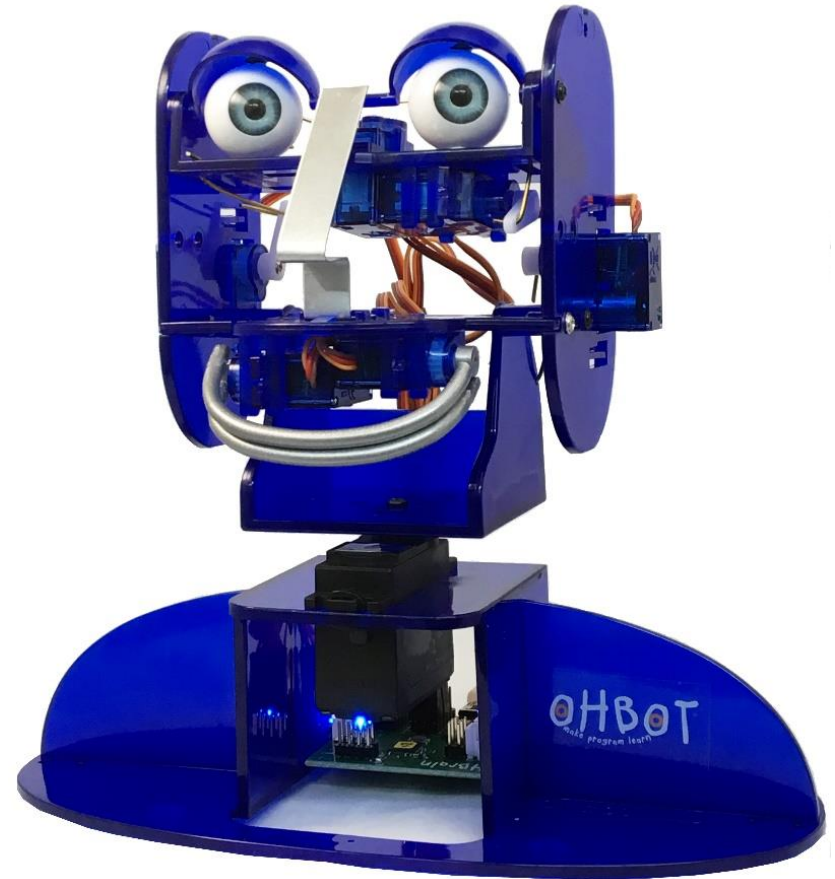
Activity 3 Example

```
when clicked
  forever
    if sleepy > 10 then
      set LidBlink to 0
      set HeadNod to 0
      say snore snore snore until done
    else
      set LidBlink to 10
      set HeadNod to 5
      say I'm wide awake until done
```



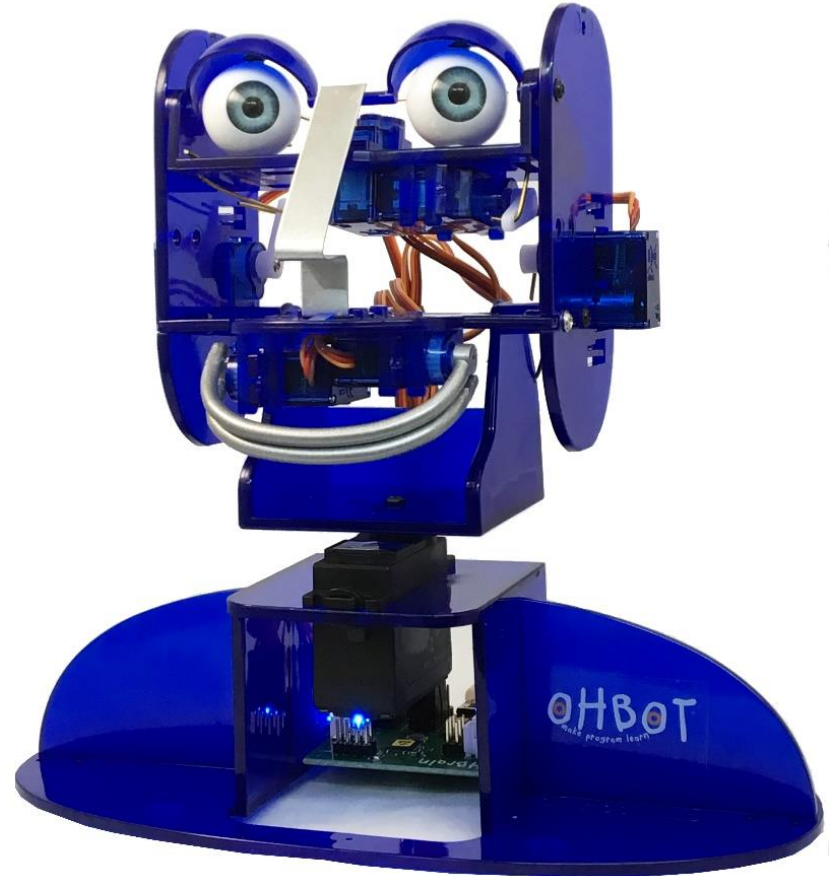
Activity 4

Can you make Ohbot wake up when the Space key is pressed?



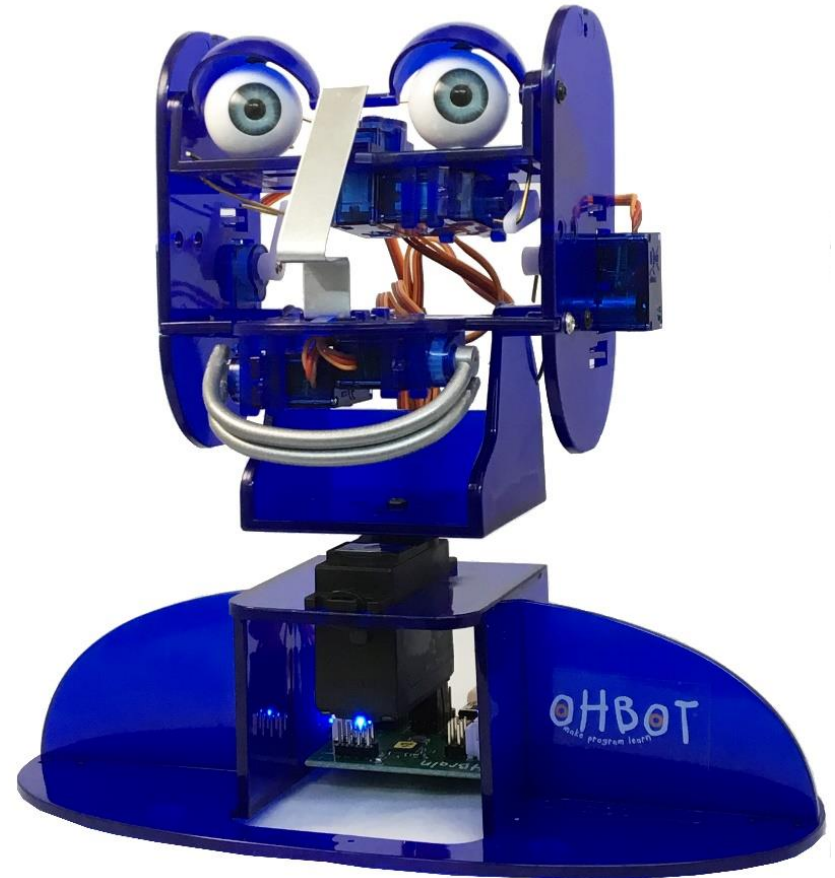
Activity 4 Example

```
when space key pressed  
  play sound car-honk-01  
  set sleepy to 0
```



Extension

Can you write code to make Ohbot appear a bit tired when the Sleepy variable has a value between 5 and 10?



Extension

```

when clicked
  forever
    if sleepy > 10 then
      set LidBlink to 0
      set HeadNod to 0
      say snore snore snore until done
    else
      if sleepy < 4 then
        set LidBlink to 10
        set HeadNod to 5
        say I'm wide awake until done
      else
        say I'm feeling a little sleepy until done
        set LidBlink to 0
        wait 1 secs
        set LidBlink to 10
  
```

