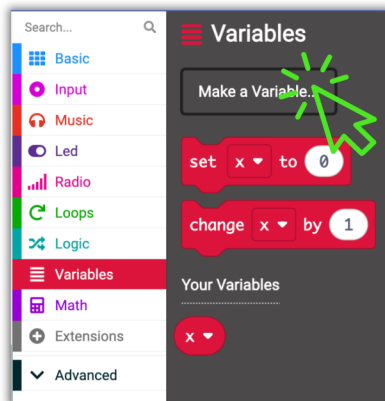


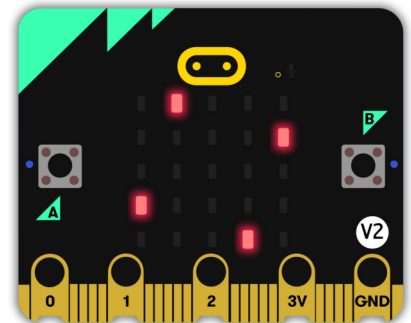
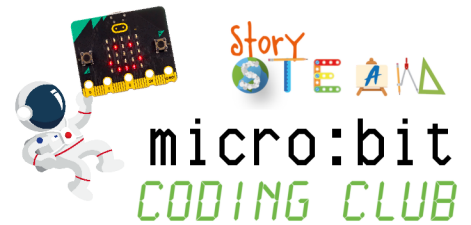
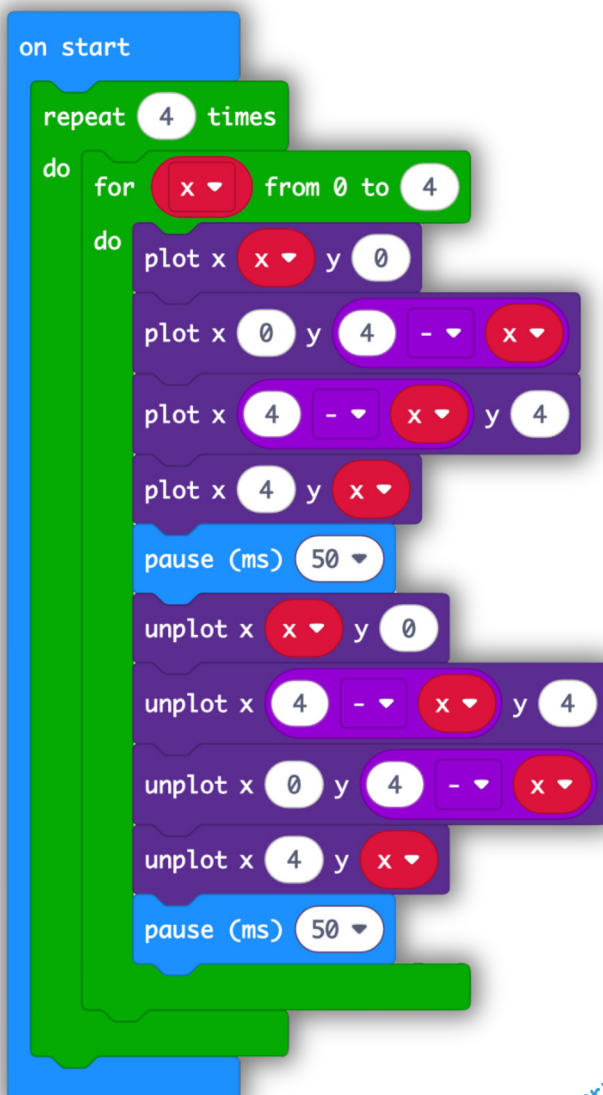
Animation 1

How about improving the 'thinking' animation in your fortune teller?

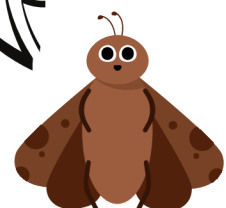
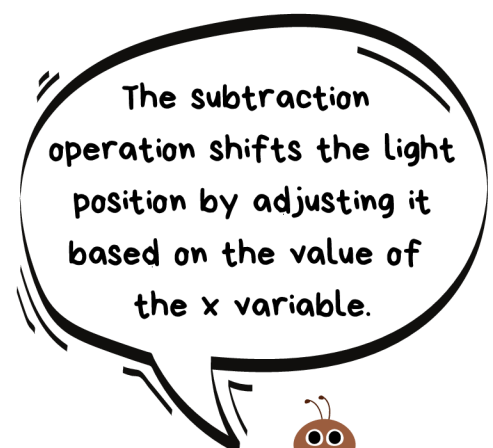
Here is an example that uses a loop with the plot/unplot blocks to create a symmetrical design on the screen.



Start by making a variable called 'x'.

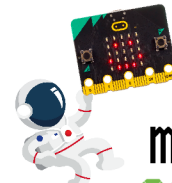


How about adding some sound effects?



Animation 2

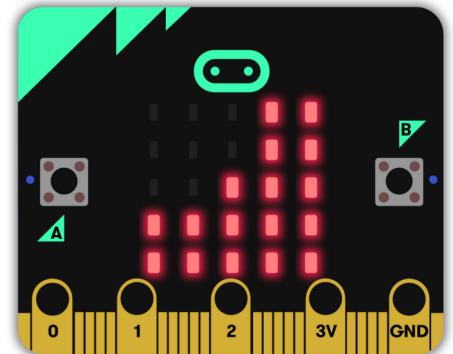
This animation creates a diagonal cascading effect across the screen.



Story STEAM
micro:bit
CODING CLUB

```

on start
  for outer from 0 to 4
  do
    set reverse to 4 - outer
    for inner from 0 to 4
    do
      plot x outer y reverse
      pause (ms) 1
      plot x reverse y outer
      pause (ms) 1
      plot x reverse - inner y reverse
      pause (ms) 1
      plot x reverse y reverse - inner
      pause (ms) 1
    end
  end
  for outer from 0 to 4
  do
    set reverse to 4 - outer
    for inner from 0 to 4
    do
      unplot x outer y reverse
      pause (ms) 1
      unplot x reverse y outer
      pause (ms) 1
      unplot x reverse - inner y reverse
      pause (ms) 1
      unplot x reverse y reverse - inner
      pause (ms) 1
    end
  end
  show string "Hello!"
  
```



How about adding some sound effects?

Debug mode



Slow-mo mode



Click the bug button under the micro:bit simulator and then the snail to see the code running slowly.

