

## DAY 3. 3rd Project „Can you count?“

During this session you will complete 1 practical task, during which:

- You will remember our first and second training content.
- You will get acquainted with the concept of conditions.
- You will learn to program a quizz.

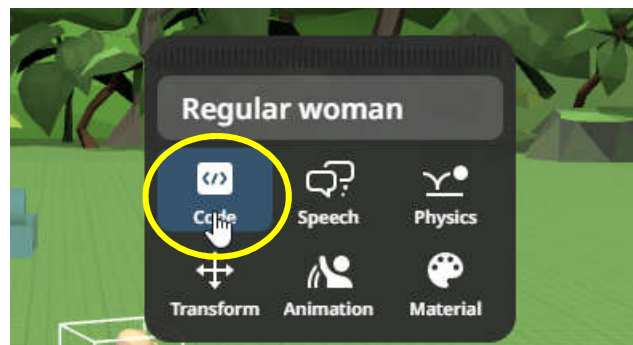
### Task 1. Quiz

*Create a quiz with at least 5 questions.*

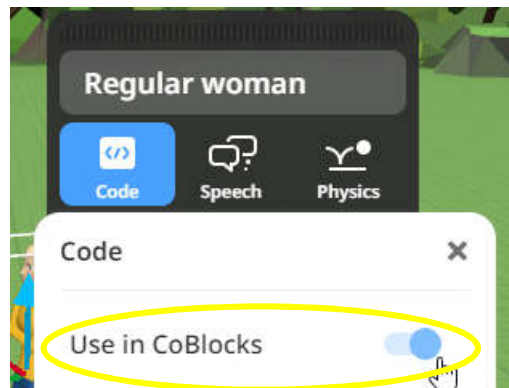
**Step 1.** Sign in to a CoSpace account and start a project.

**Step 2.** Choose the character and the background (Library, Environment).

**Step 3.** Enable programming functions for our uploaded character. Right-click on the character, select the "Code" button.



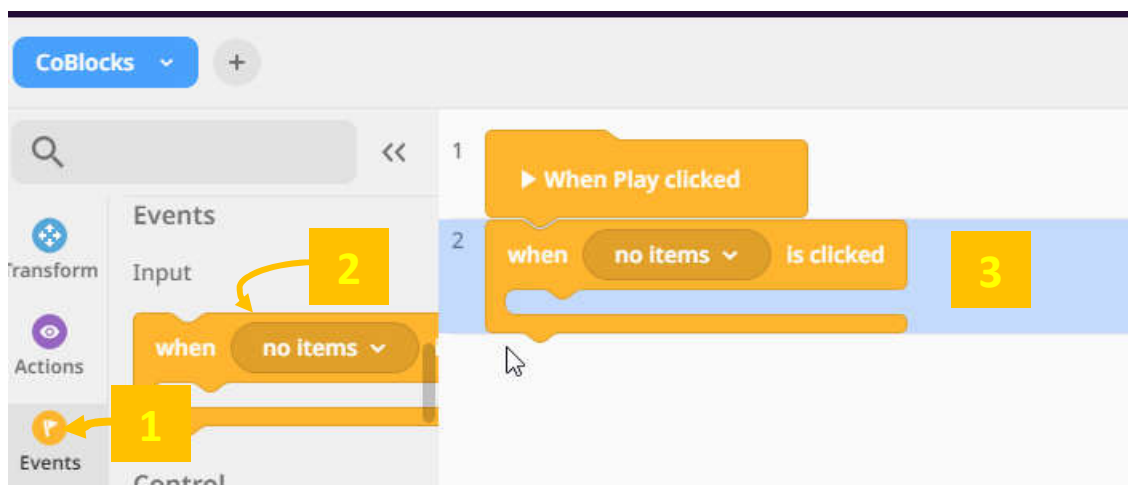
**Step 4.** After selecting the "Code" button, click on "Use in CoBlocks".



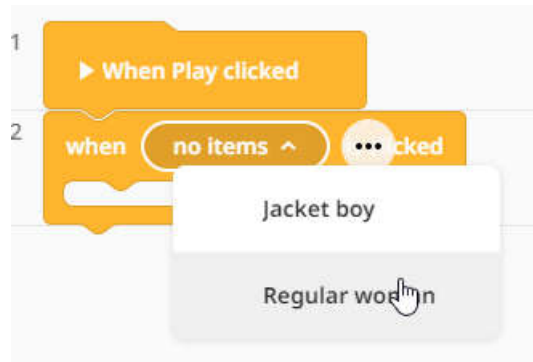
**Step 5.** Click the Code button in the top right corner of the program.



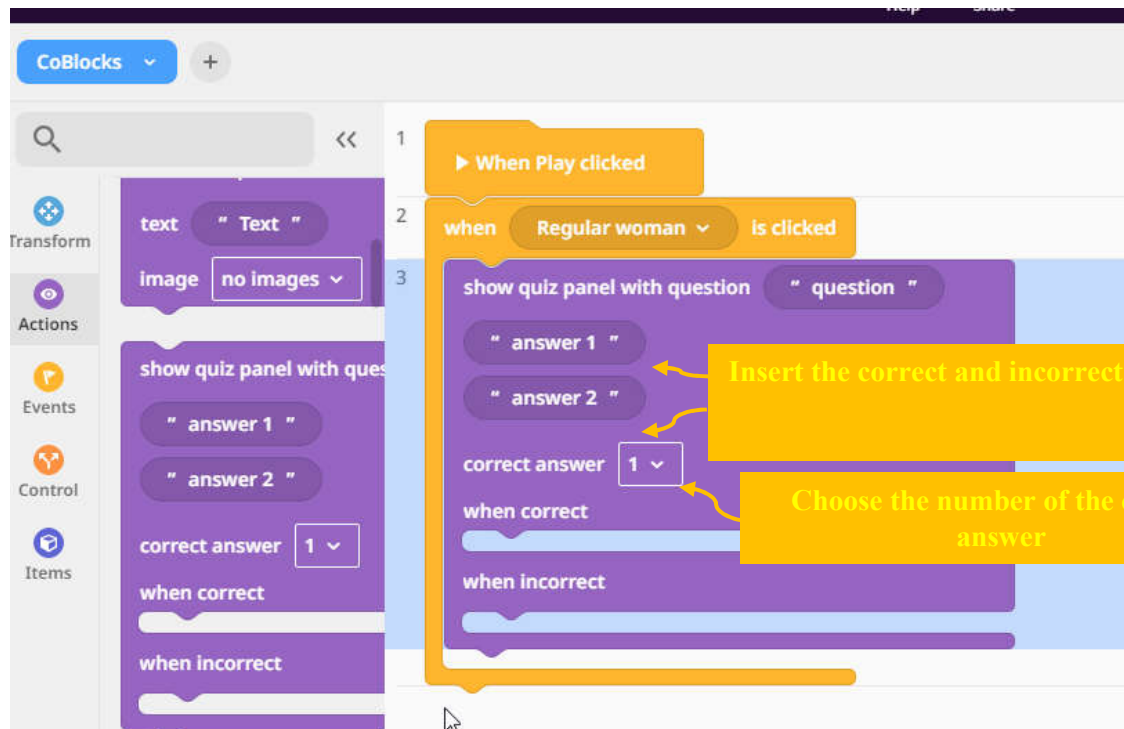
**Step 6.** Select the "Events" section and find the "When (no items) is clicked" block, which we place next to the "When play clicked" block.



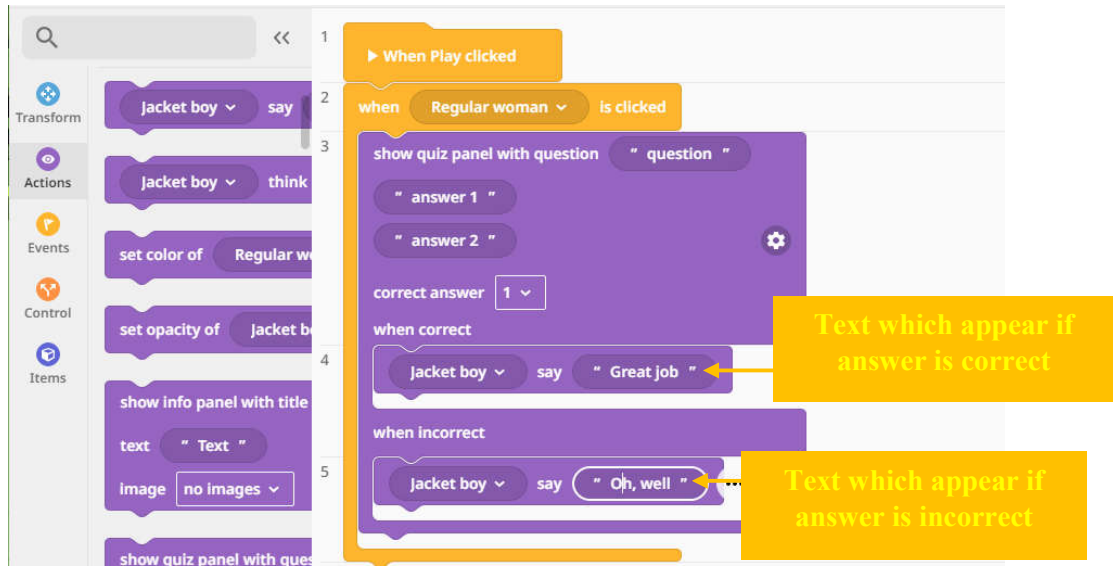
**Step 7.** In the "When (no items) is clicked" block, select the character you want to program.



**Step 8.** Select the "Actions" section and insert the "Show quiz panel with question (question)" block. Instead of the "question" text, write your own question.



**Step 9.** Select the Actions section and insert the block “**Say (hi)**”, instead of “hi” text write a message if the answer is correct and if the answer is incorrect.



**Step 10.** Complete the quiz, add more questions, characters, program the movement of the characters after a sentence, review your project ("Play" button) and share your project link ("Share" button).