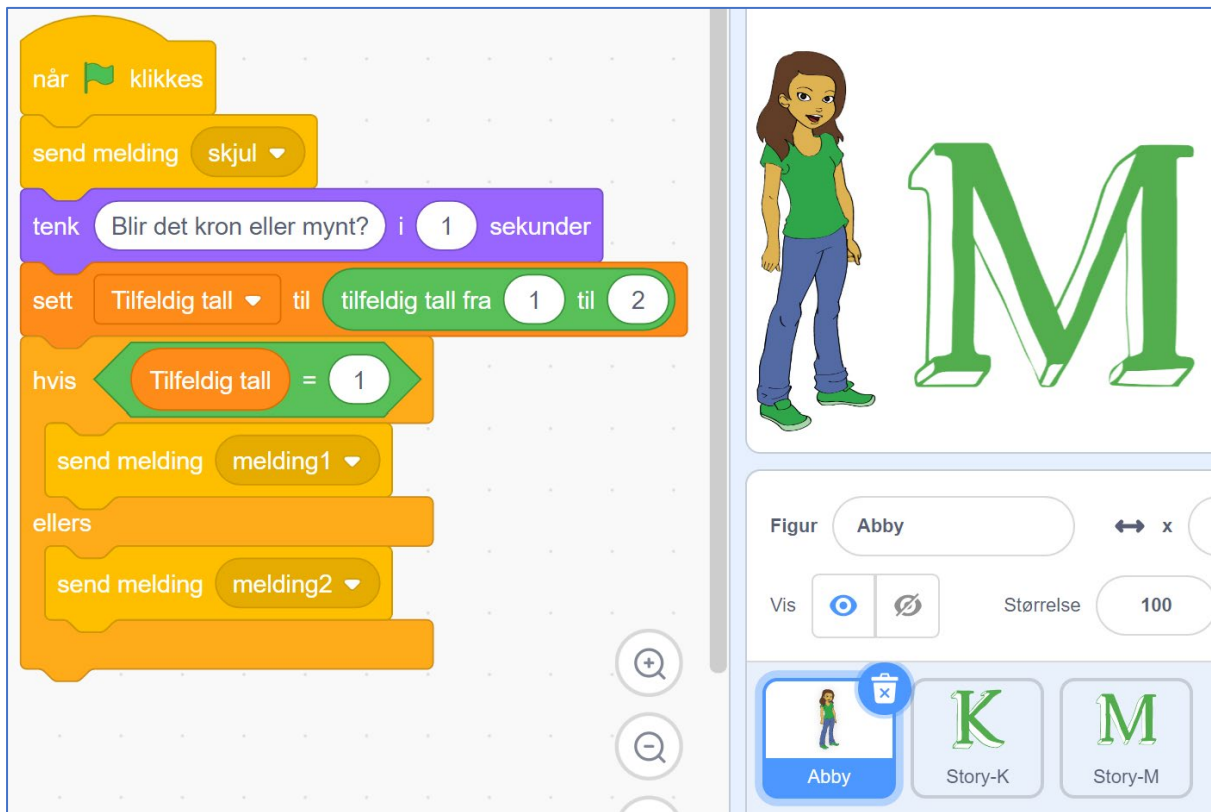


## Kron eller mynt?

Studer programmet.

Hva legger du merke til?

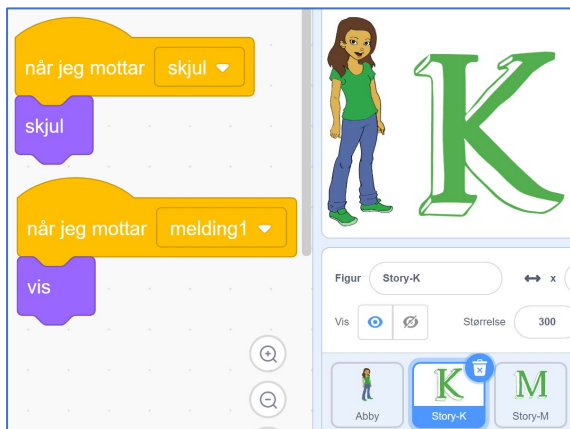
Hva lurer du på?



The image shows the Scratch programming environment. On the left is the script area with the following code:

- when green flag clicked
- send message 'skjul' (hidden)
- wait 1 seconds
- set random number to random number from 1 to 2
- if random number = 1
  - send message 'melding1' (hidden)
- otherwise
  - send message 'melding2' (hidden)

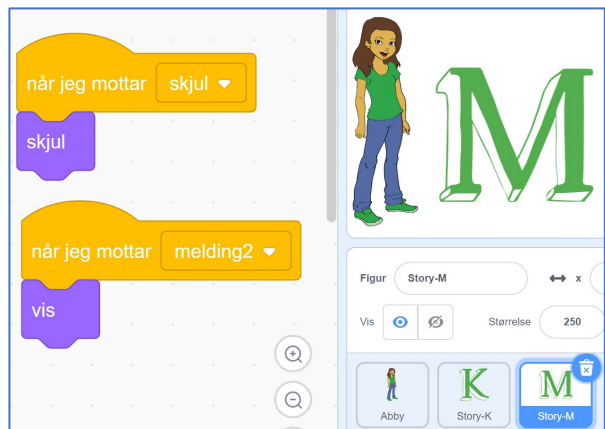
On the right is the stage. A character named 'Abby' is standing next to a large green letter 'M'. The stage properties show 'Figur: Abby', 'Størrelse: 100'. At the bottom, there are three buttons: 'Abby', 'Story-K', and 'Story-M'.



This image shows the Scratch script and stage for the 'Kron' message. The script area contains:

- when I receive 'skjul' (hidden)
- hide
- when I receive 'melding1' (hidden)
- show

The stage shows the character 'Abby' next to a large green letter 'K'. The stage properties show 'Figur: Story-K', 'Størrelse: 300'. At the bottom, the 'Story-K' button is highlighted.



This image shows the Scratch script and stage for the 'Mynt' message. The script area contains:

- when I receive 'skjul' (hidden)
- hide
- when I receive 'melding2' (hidden)
- show

The stage shows the character 'Abby' next to a large green letter 'M'. The stage properties show 'Figur: Story-M', 'Størrelse: 250'. At the bottom, the 'Story-M' button is highlighted.