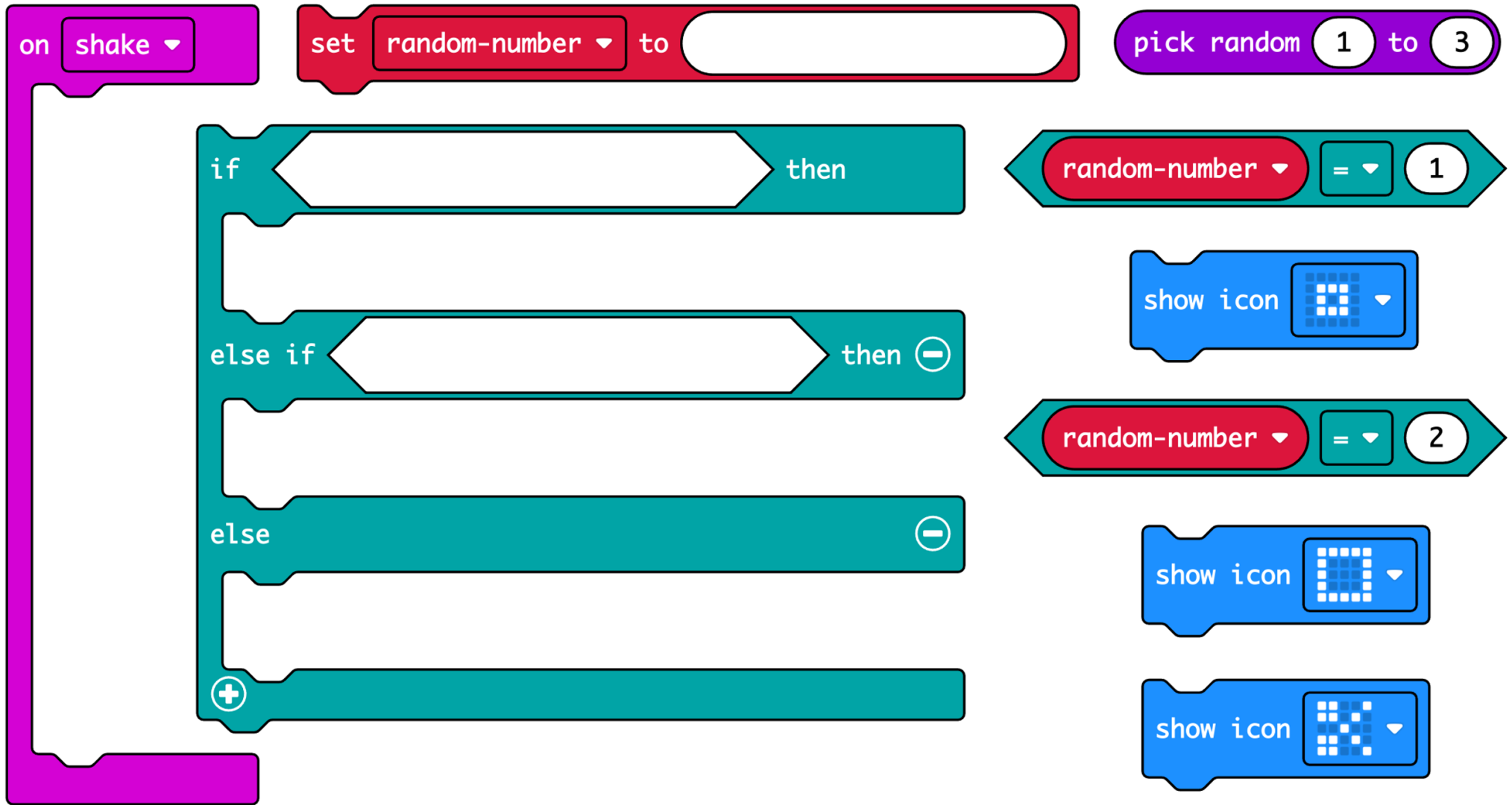


Lesson 6: Rock, paper, scissors



```
on shake
  set random-number to pick random 1 to 3
  if random-number = 1 then
    show icon [rock icon]
  else if random-number = 2 then
    show icon [paper icon]
  else
    show icon [scissors icon]
```

The accelerometer sensor input triggers the 'on shake' block.

A random number between 1 and 3 is stored in a variable called 'random-number'.

The logic 'if... then... else' block tests the value of the variable.

If the number is 1, it shows a rock icon.

If the number is 2, it shows a paper icon.

Else, otherwise, if the number is not 1 or 2, it must be 3, so it shows the scissors icon.