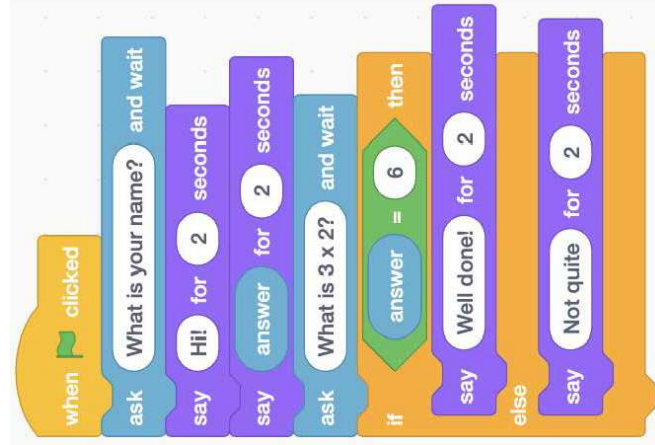




This program starts when the green flag is clicked. It asks for the player's name and says, "Hi!" followed by their answer. It then asks, "What is 3 x 2?"

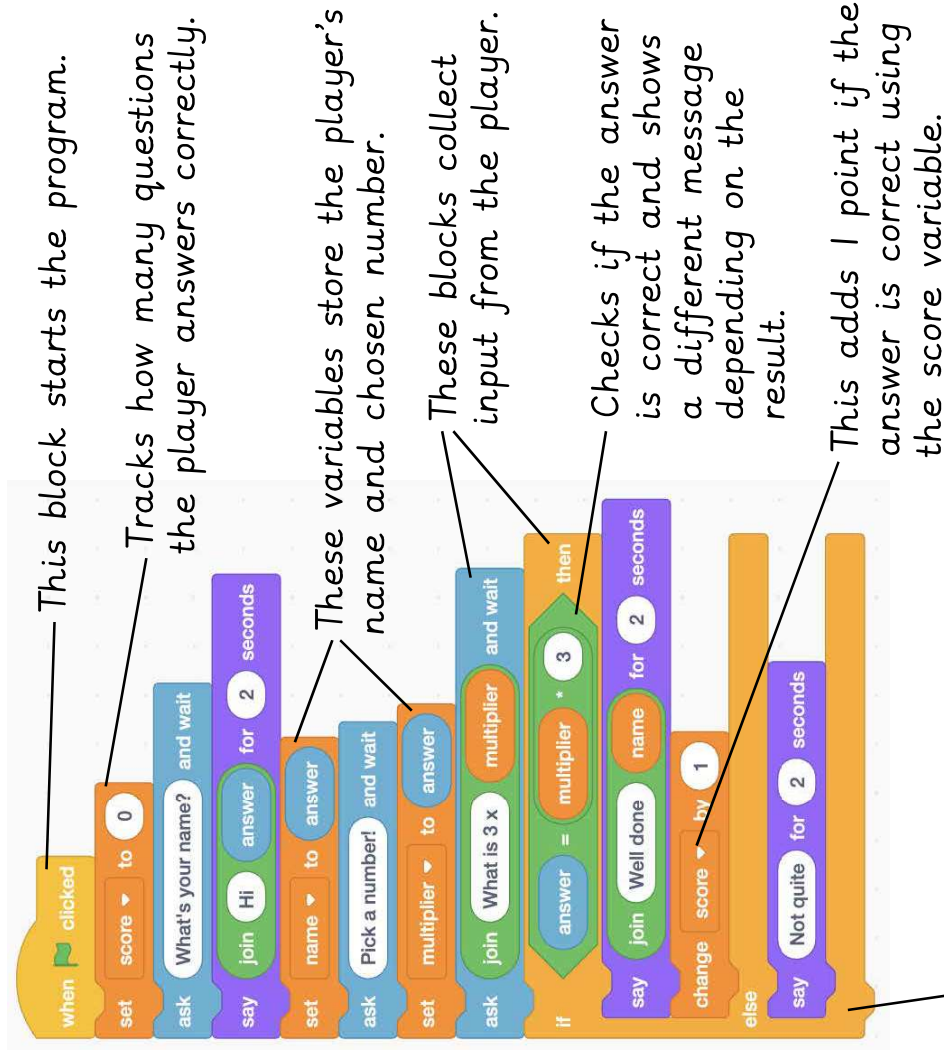
It checks the answer using an **if statement**. The condition 'if answer = 6' decides which message to show.

The 'answer' block stores what the player types, such as their name or maths answer.

Multiplication game blocks

- Storing information: use variables like **score**, **name** and **multiplier** to track what the player does.
- Making choices: use **if** and **if, then, else** to control what happens based on the user's **answer**.
- Using sensors: use blocks like **answer**, **key pressed** and **touching sprite** to react to input.

Multiplication game code



The 'if, then, else' block checks if the answer is correct and shows a different message depending on the result.