

2023-2024 Quality Education Fund Thematic Network - Tertiary Institutes

STEAM Education with Self-directed and Progressive Learning of Engineering Design Process for Problem-solving

透過STEAM教育自主及循序漸進學習以工程設計流程解難

Closed Circuit

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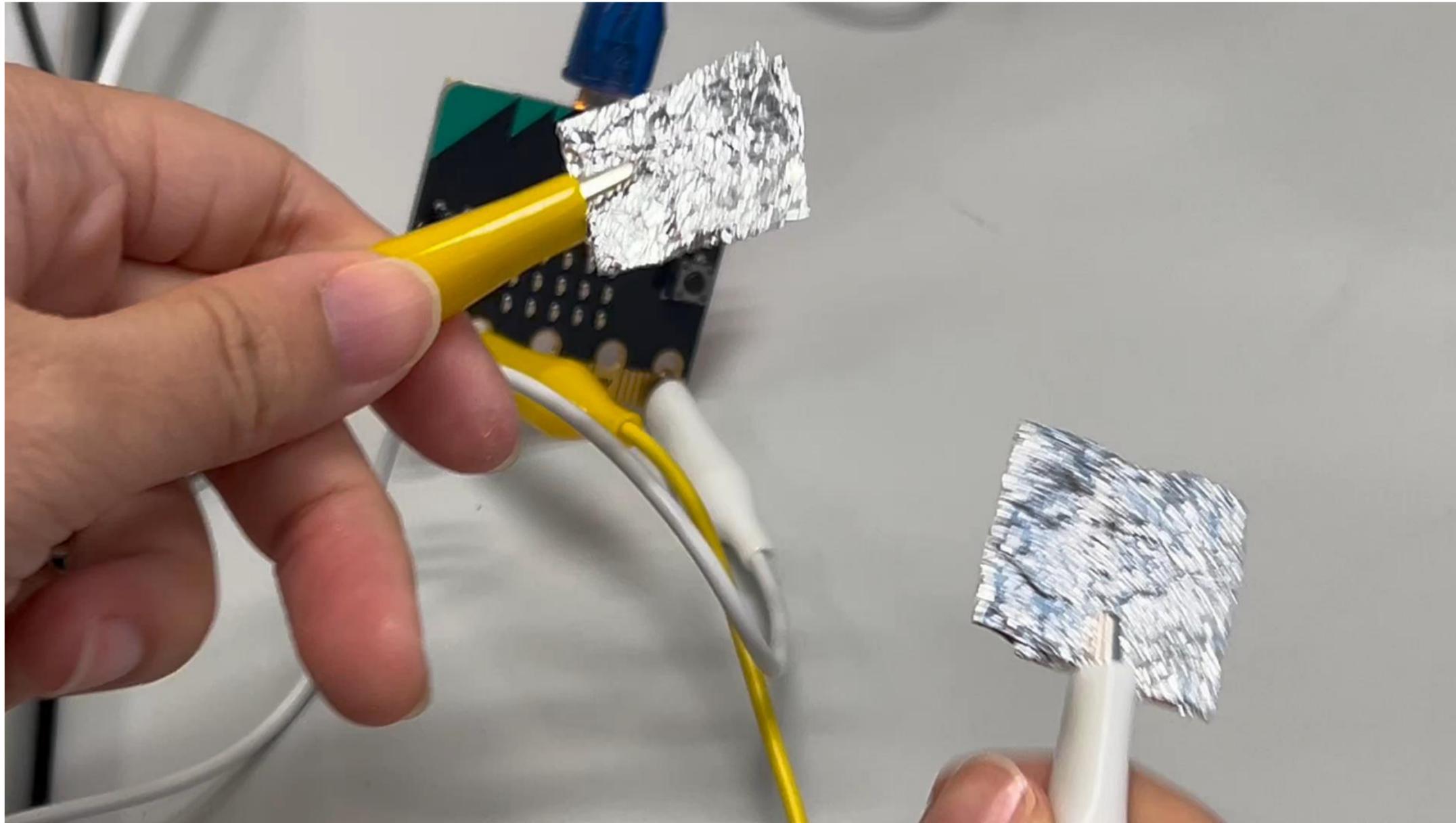
Coding

```
on pin P1 pressed  
  play melody at tempo 120 (bpm) until done  
  stop all sounds
```

Example 1



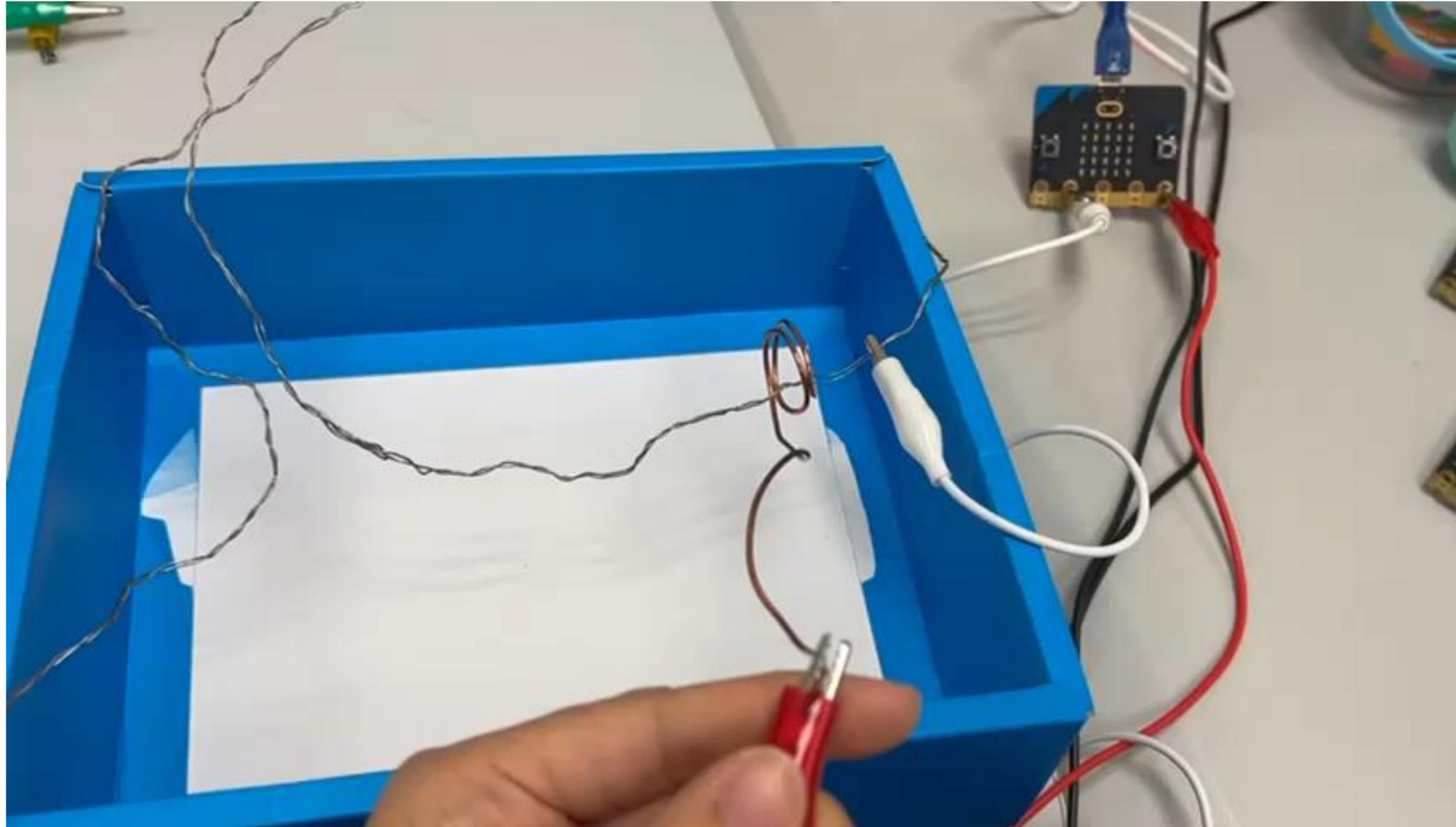
Example 2



Coding



Example 3



Coding

```
on start
  set score to 0

forever
  show number score

on pin P1 pressed
  change score by 1
  play tone Middle C for 1 beat until done
  show icon [grid icon]
  pause (ms) 1000
  clear screen
```

The image shows a Scratch script on a light gray grid background. It consists of several blocks: an 'on start' block containing a 'set score to 0' block; a 'forever' loop block containing a 'show number score' block; and an 'on pin P1 pressed' block containing a 'change score by 1' block, a 'play tone Middle C for 1 beat until done' block, a 'show icon' block with a grid icon, a 'pause (ms) 1000' block, and a 'clear screen' block.

Example 4

