

Computing

Lesson 1: Randomisation

Programming Part 2: Selection

Rebecca Franks

¹ Materials from the Teach Computing Curriculum created by the National Centre for Computing Education



Task: Use randrange()

Step 1

Look at the code below, it is also available at **oaknat.uk/comp-ks4-randrange**. Execute the code in Repl.it, then answer the questions on the next slide.

```
1 from random import randrange
2 my_number = randrange(0, 10, 2)
3 print(my_number)
```



Task: Use `randrange()`

Step 2

Execute (run) the code five times and make a note of the output each time.

Step 3

What do you notice about the outputs? Do they have anything in common. Make a note of your answer.



Task: Use randrange()

Step 4

Change line 2 of your program so that it matches the code below:

```
1 from random import randrange
2 my_number = randrange(1, 10, 2)
3 print(my_number)
```



Task: Use `randrange()`

Step 5

Before you execute the code, make a prediction about what the possible outputs could be. Write your prediction down.

Step 6

Execute the code several times. Was your prediction correct? Did anything surprise you about the program? Write down your thoughts.

