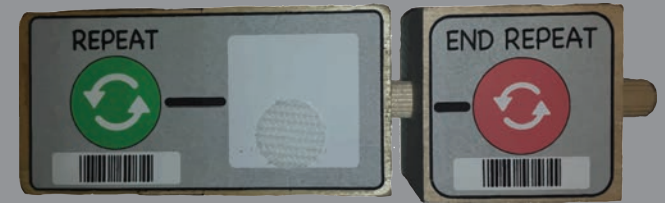
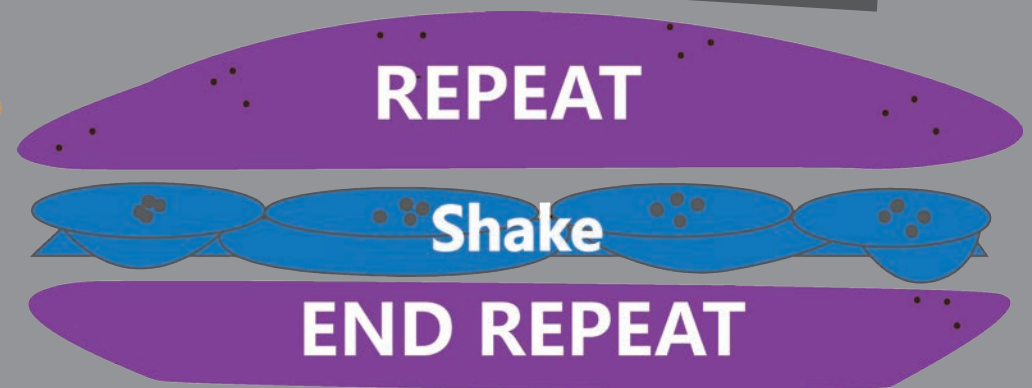
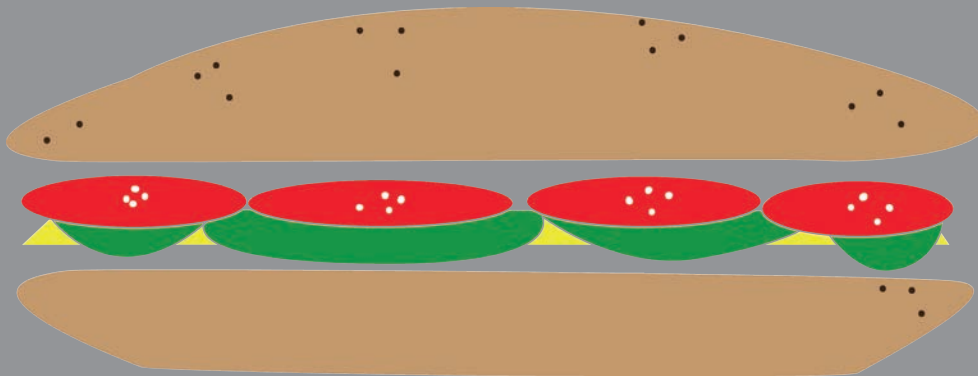


# I. Using REPEAT Loops



REPEAT and END REPEAT are like the bread of a sandwich. The programming blocks you put inside of them are like the filling. KIBO will repeat the programming blocks you put inside the REPEAT loop sandwich.



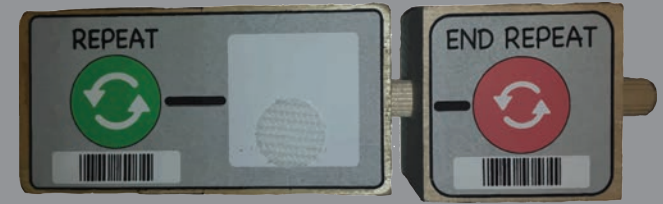
Try it out.  
Scan this program.  
What does KIBO do?  
Why?



HINT:

If KIBO doesn't stop,  
just press KIBO's  
button!

# II. Using REPEAT Loops



Number parameter cards tell KIBO how many times to repeat a segment of code.



KIBO will repeat your code a set number of times.

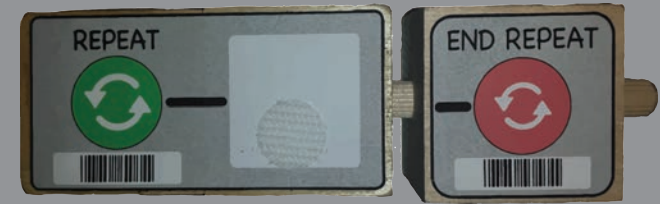


KIBO will repeat your code forever.

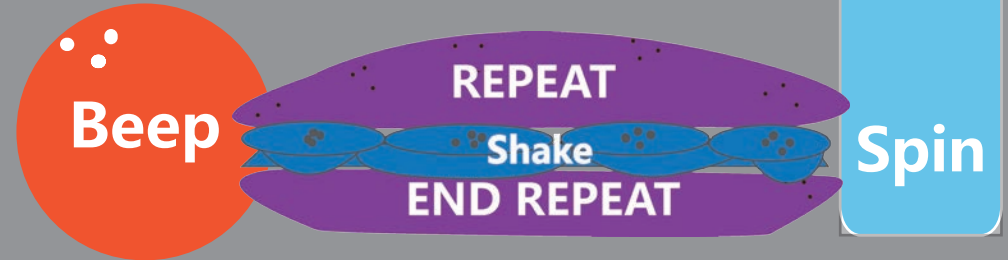
Try out different number parameters.  
How many times does KIBO beep? How many steps does KIBO take forward?



# III. Using REPEAT Loops



KIBO will only repeat commands placed inside of the REPEAT Loop sandwich. Segments of your code placed outside of the sandwich will not be repeated.

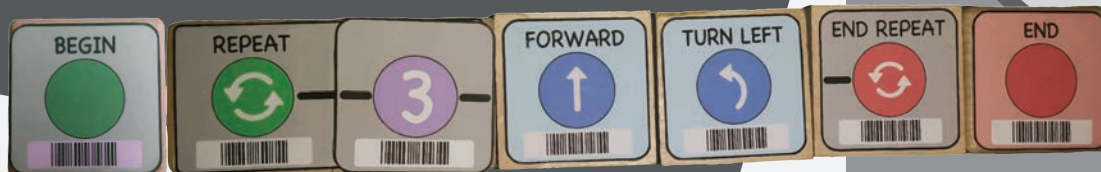
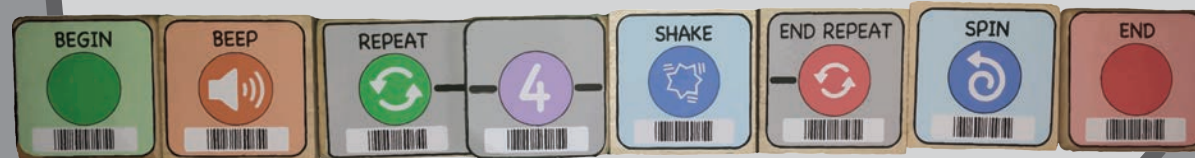


Try it out.

How many times does KIBO beep? How many times does it shake? How many times does it spin? Why?

Multiple programming blocks can be placed inside one REPEAT Loop.

Scan this program and follow along with KIBO.  
Where does KIBO move?

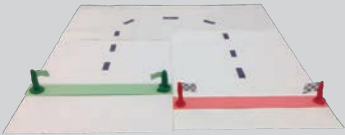


# REPEAT Loops Activity

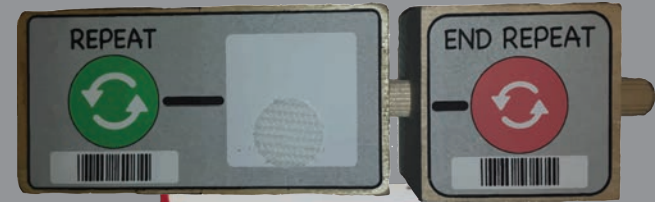
Your KIBO is in a car race,  
and it needs your help  
TO WIN.

First,  
decorate your KIBO like  
a race car and set up a  
racetrack!

Make your track as simple or  
complex as you want.



Next, use motion blocks,  
REPEAT Loops, and  
number parameter cards  
to help your KIBO  
win the race.



**HINT:**

These Programming  
Blocks and Parameters  
could be very useful.

