"Rolling Dice"
Randomness
Gradesheet – *(25 pts.)*

Purpose: Students will develop a program based on the coding concept of "Randomness" - A user will roll a pair of dice and an unpredictable outcome will always take place.

View the Model: "Rolling Dice."
All six dice are available to you on the class website.

Hints:
- Create two Sprites…but each will be representative of Dice 1 thru 6 in "Costumes." This is what allows you to make a quick switch (Just like you did in the Alphabet Game in Event Driven Programming.
- Use a "Green Flag" to start the program.
- Set the Variable to a Random Number, and then begin a series of "If / Then" statements.