1. Dices

Make the sprite ask for an input. Simulate the result of that number of dices rolled together and added up. Make the sprite say what the result is. For example, if the input is 3, you should simulate rolling 3 dices.

2. Reverse sentences

Make the sprite ask for a sentence. You need to reverse each word but not the order of the words. For example, if the input is, "Yoyo is a cool H4CK3R", you should output, "oyoY si a looc R3KC4H"

3. Domino

Create a simulation, where a few (at least 3) domino will fall. Have it so that the first domino fall when the green flag is placed, and have the other domino fall when it is touched. Try to make it realistic, and try not to use fixed timings, where you program each domino to fall in a specific time.