Design a flowchart

# Introduction

This activity has been created to allow you to practise designing your own flowchart. On page 2 are the instructions for a mind-reading maths trick, which can be carried out in the non-digital world or by a computer. You must decide on the correct sequence for this maths trick, and think about any variables, inputs, and outputs that you might need.

**A diagram of a number

AI-generated content may be incorrect.**

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The maths mind-reading trick, always 3 .

*Task derived from mind-reading trick at* [*wikiHow*](https://ncce.io/ks4-wikihow)

The **basic script** for the mind-reading trick:

* Pick a number between 1 and 10
* Multiply the number by 2
* Multiply the new number by 5
* Divide the current number by the original number
* Subtract 7 from the current number
* Your current number is **3**

Adding **theatrics** to your trick (making it a performance!)

Your program needs to be exciting for the player. Think about extra things that can be added to your program to improve it. Here are some ideas:

* Introduce yourself and ask the player their name. For example, “I am the great magician Mystical Meredith. What is your name?”
* Reply with “Welcome {name}, I am going to perform a mind trick on you”
* Give your player some thinking time by requiring the Enter key to be pressed before revealing Mystical Meredith’s guess
* Add some extra script before revealing the number to make it appear that Mystical Meredith is thinking

Using **calculations** to work out the answer

Although the answer to this trick is always 3, your program should calculate the answer based on the input given by the player at the start of the trick. The answer should be revealed based on your calculation.

**Checklist – Your flowchart for the program should:**

* Introduce Mystical Meredith
* Ask for the player’s name
* Recite the player name back to the player
* Ask for a number between 1 and 10
* Reveal the script (above) to the player
* Calculate the final number based on the script
* Reveal the ‘guess’ to the user, based on the calculation
* Include ‘theatrics’ to make it exciting

Explorer task .

Translate your flowchart into Python code to see if you can get it working.

**Tip:** To get the user to press Enter, you just need to use input() on its own line. This will wait for any input before moving to the next instruction.

Arithmetic operations in Python that you might need to know:

Addition: +

Subtraction: -

Multiplication: \*

Division: /