



Topic: Variables in Games

Year: 6

Strand: Programming

In this unit...

In this unit, you will be using Scratch as a programming tool. You will learn what variables are and then apply them to real life examples that can be set and then changed. You will use variables to create a simulation of a scoreboard. You will then use the use-modify-create model in Scratch to then create your own projects and then create variables when designing and improving your own game.

We will also be acknowledging Internet Safety through Safer Internet Day 2023.

Safer Internet Day

Cyberbullying is a form of bullying which takes place online. Unlike bullying offline, online bullying can follow the child wherever they go, via social networks, gaming and mobile phone. If you are experiencing cyberbullying it is important you tell a trusted adult and block and report the person contacting you.

Spam emails can be annoying. Although most are harmless, remember never to open any links or respond to them. Some are phishing for information. Never click on a link from these types of emails as they may contain malware which could damage your computer.

Never give your personal details to a person or company you do not know. Always stop, think and remember that companies will not ask you for your bank details or pass-

Retrieval Quiz

- 1) What is a process or set of rules that are followed in computing known as?
- 2) How many values can a variable hold at one time in a computer memory?
- 3) What should variable names ideally be?
- 4) What is the name of a computer graphic that can be moved onscreen?
- 5) What do all variables have?
- 6) Why are there recommended age limits for different social media sites?
- 7) What do we call an email we do not want?
- 8) What is the difference between bullying and cyberbullying?
- 9) What should you do if you think you are being bullied online?
- 10) When is it safe to talk to someone online?

Key Vocabulary

	Key Vocabulary
variable	Something that is changeable.
programming	The process or activity of writing computer programs.
sprites	A computer graphic that may be moved onscreen.
Algorithm	A process or set of rules to be followed in calculations for problem-solving a
sequence	An order of activities in computing.
repetition	Repeated sequences and variables when
selection	When only a selection of code runs if a condition is met.
input	Data or information that is entered in to a computer
output	How a computer processes information, e.g text, images



Useful Websites

<https://teachcomputing.org/>