Lesson 1: Introducing variables

Computing

Variables in games

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Task 1 - Variables in a project

Try this project:

oaknat.uk/comp-p6a1-1

What changes on screen?

When does it change?

Is the change always the same?

You only need to try clicking on the things on screen.

Task 2 - Modifying a Scratch project

Click on See inside.

Modify the yellow ball to increase the score by 2.

Modify the pink ball to increase the score by 10.

Modify the green ball to reduce the score by 2.

All the blocks you need are already on the screen.

Task 3 - Design a scratch project

- Choose three sprites to use. Write down their names.
- For this project the event will be clicking on the sprite.
- Write down how the variable will be changed.

Sprite	Event	Change in value
Cat	Click on the sprite	Add 2
Dog	Click on the sprite	Add 5
Bird	Click on the sprite	Subtract 3

Task 4 - Create your own project

- Create your own Scratch project.
- Follow your project design.

At the end you should have 3 sprites.

Clicking on each sprite should change the 'Score' variable by a different amount.

Task 5 - values of variables

Home Team   ESP 0 - 0 ENG   Away Team

Home Score   Away score

	Value in A	Value in B
Home_team		
Home_score		
Away_team		
Away_score		

A   GER 0- 1 MEX

B   SWE 3- 1 KOR