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| school logoschool logo**Lacock Primary School – Year 5/6 – Computing – Variables in Games** | | | | |
| **Important Vocabulary** | | 3 Things To Know About Scratch 3.0 | by The Scratch Team | The Scratch Team  Blog | Medium | | **Key Skills** |
| Variable | A program variable is a placeholder in memory for a single value. A variable has a name and a value. The value of a variable can be changed. | * problem solving * creative thinking * self-expression * collaboration |
| Programming | Writing a group of instructions for a computer to execute. | **Sprites** | Backgrounds  What is Conditional Programming in Scratch? - GeeksforGeeks | **How will you use variables?** |
| Scratch | Scratch is a block-based coding platform. | Tutorial of how to create a catch game in scratch 2.0 - YouTube |
| Sprites | Sprites are the images on a Scratch computer program screen. |
| **Scratch Blocks**  Google Developers Blog: Scratch 3.0's new programming blocks, built on  Blockly | | **Key Knowledge/Facts** | | |
| * To define a ‘variable’ as something that is changeable. * To explain why a variable is used in a program. * To choose how to improve a game by using variables. * To know how to design a project that builds on a given example. * To know how to identify ways that my game could be improved. | | |
| What I should already know:  How to use given commands in different orders to investigate how the order affects the outcome.  KS3 I will independently design and apply programming constructs to solve a problem. | | | | |