




What I Need to Know: Y6 Computing: Programming A – Variables in games

We nurture the curiosity to learn, the courage to lead and the compassion to care.

In this unit we will explore what variables are and relate them to real-world examples. We will use variables in Scratch to create a scoreboard and modify an existing project to create our own project. Finally, we will apply our knowledge to improve our games.

 Create, Communicate & Evaluate	
Create a project using variables & evaluate each other's games	
 Question, Reason, Discuss & Explain	
Identify & explain what a variable is	
Explain why a variable is used in a program	
Choose how to improve a game by using variables and explain my design choices	
Evaluate and explain how my game could be improved	
 Know & Do	
Know that variables can be numbers and letter strings and the value can be changed	
Decide where in a program to change a variable	
Make use of an event in a program to set a variable	
Understand that the value of a variable can be used by a program	
Create algorithms for my project and use variables to extend my game.	
Vocabulary I need to know...	
Scratch, variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share	
Opportunities to support English and maths	
Curriculum Links and Enrichment Activities	
<ul style="list-style-type: none"> • Work collaboratively with others to create a stop frame animation • Look at commercial and amateur animation sequences e.g. Morph/Aardman short films • Link animations to topic • Add music or text to their animation • Photography 	