

Barefoot



Computing at School

Recommended for
ages 7-11

An Introduction to variables:

What's the score?

Today we are learning about...





Variables

Newidynnau

- I can describe what a variable is
- I can describe how a score variable is used

Introduction



- 2 pupils to demonstrate activity
 - You can play rock paper scissors or quick fire times tables
 - 2 more pupils to track scores on whiteboards (These will act as variables)
 - Make sure to write the name of the pupils who's score you will be tracking.
 - Whip of and replace score each time player wins a point.
 - This is exactly how we name variables in a computer (such as health, username or level)
- 
- 

Main Activity



- Get into groups of 5.
- You now have 15 mins to play the game in your groups.
- Top scores list (this shows how programs will use variables data and store it)
- Create and add other variables such as **bonus points**.

Plenary



- In this lesson you have created and stored variables like a programmer would use and create variables on a computer.
- Score is just one way computers use variables.
- Can you think of any other you may have seen?

Discussion

1. How did you show whose score you were keeping track of?
What did you do when a new player started?
2. Explain what you did when your player scored a point?
3. How could you tell how many points your player had?