Variables in games
Construction

KINGS NYMPTON Primary School — THE WOODLAND FEDERATION
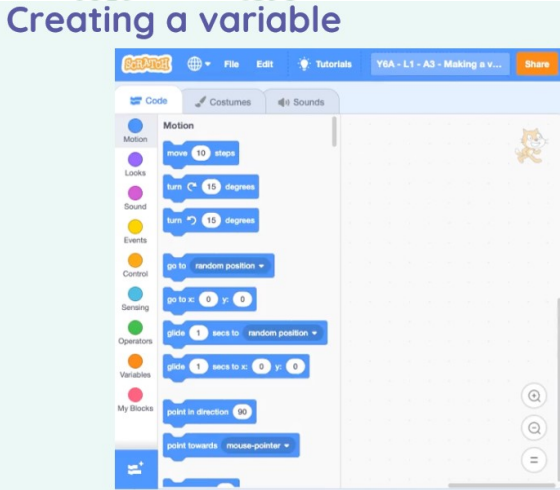
Key Vocabulary

Tier 1:

Design, test, set, change, value

Tier 2: code, evaluate, improve

Tier 3:

Algorithm, variables, program, debug, test

What is programming?
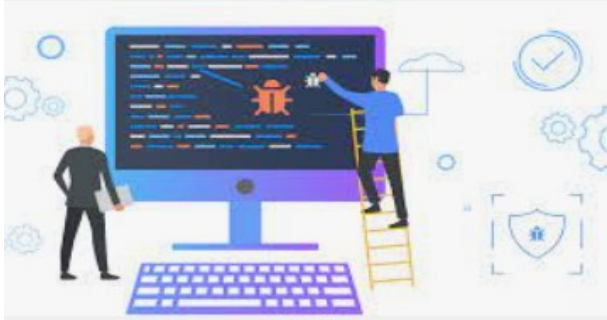
My Component Knowledge:

Lesson 1: I can identify examples of information that is variable.

Lesson 2: I can identify a program variable as a place-holder in memory for a single value.

Lesson 3: I can decide where in a program to change a variable.

Lesson 4: I can create algorithms for my project.

Lesson 5: I can create the artwork for my project.

Lesson 6: I can identify ways that my game could be improved.

My Composite Knowledge:

I can create an algorithm for my project and test it, de-bugging any issues.

My Powerful Knowledge:

I can identify variables that can be changed within my program and create an algorithm for my project.

Creating a variable

What is a variable?