

Instructions: Look at the picture of the blocks. Fill in the puzzles using the answer bank (a grown-up can read the words aloud). Read the Did you know? box. Number the 4 steps in order, tick True or False, match each word to its meaning, then write short answers.

1. Block puzzles

Answer bank: **2** **3** **box** **start**

Question	Answer
Score is 2. Catch 1 star. Score is...	
Set score to 0 at the...	
Lives is 3. Lose 1. Lives is...	
A variable is like a named...	

About this topic

A variable is like a box with a name label. We can put something inside, look inside and change what is inside. A game remembers your score in a variable called score. The thing inside the box is the variable's value.

Did you know?

- Games use variables for score, lives and time.
- The value in a variable can change many times.
- Your age is like a variable: it changes every birthday.



Changing a score

2. Put the steps in order

Write 1 to 4 in the boxes (1 = first).

- ☐ Start value: Set it at the start
- ☐ Check: Print it to see the value
- ☐ Name: Choose a clear name
- ☐ Use: Show it or test it in an if

3. True or false?

A variable can store a number.	☐ True	☐ False
A variable can never change.	☐ True	☐ False
Set score to 0 at the start.	☐ True	☐ False
x is the best name for lives.	☐ True	☐ False

4. Match up

Write the letter of the right meaning in the box.

Variable	A. Put a new value in a variable.
Value	B. A named box that stores a value.
Set	C. Add to or take away from a variable.
Change	D. What is stored inside a variable.

5. Short answers

- Draw a box labelled score with 5 inside.

- What would you call a variable for coins?

- Score is 4. Catch 2 stars. What is the score?

- Explain in your own words: Explain what a variable is, in your own words.

- Stretch: Why should we set a variable at the start of a game?

