Algorithm to code: Using variables in different algorithms

Name:_____

Remember a variable is a value. The value for a variable can change.

In the boxes below, write some variables associated with people.



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LIVEWORKSHEETS

Unit 4 Variables in programming

Variables

Get started!

There are variables all around us. For example, in a game of cricket, two variables are the runs scored and fallen wickets. The data stored in these two variables changes during the match for each batting team.

In groups of three, write a list of different adjectives, nouns and verbs that can be used in the following nursery rhyme. In turns, read the nursery rhyme and fill in the blanks with a word from the list.

Nursery Rhyme

The _____ spider, climbed up the water spout.
(Adjective)

Down came the rain, and _____ the spider out.
(Verb)

Out came the _____, and dried up all the rain,
(Noun)

And the _____ spider, went up the spout again.
(Adjective)



You will learn:

- that variables can be used in different algorithms
- how to develop algorithms that have two or more variables
- how to develop programs using the data types integer, character and string.

In this unit, you will create programs with multiple variables using Scratch.



LIVEWORKSHEETS

Warm up

Group the following into the different categories:

March	%	9	?	Sunday
+	34	Toys	5	$
100	Boy	=	22	Lessons

Number	Word	Symbol
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____
5. _____	5. _____	5. _____

Do you remember?

Before you start this unit, check that you:

- can use variables in algorithms
- can create a clear name for each variable
- can develop programs with a variable.



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