

Counting with Variables: Lesson Starter

Variable Vocabulary

1. What is the main purpose of a **variable** in a computer program?

a) To draw a background

b) To store and track data

c) To turn off the screen

d) To make sounds

2. True or False: The value stored in a variable can never be changed once a game starts.

Game Score Logic



Imagine you are building a clicker game. You create a variable called .

3. The variable starts at **0**. Every time the player clicks a star, the computer increases the by **1**.

If the player clicks the star **7 times**, what number is stored in the variable?