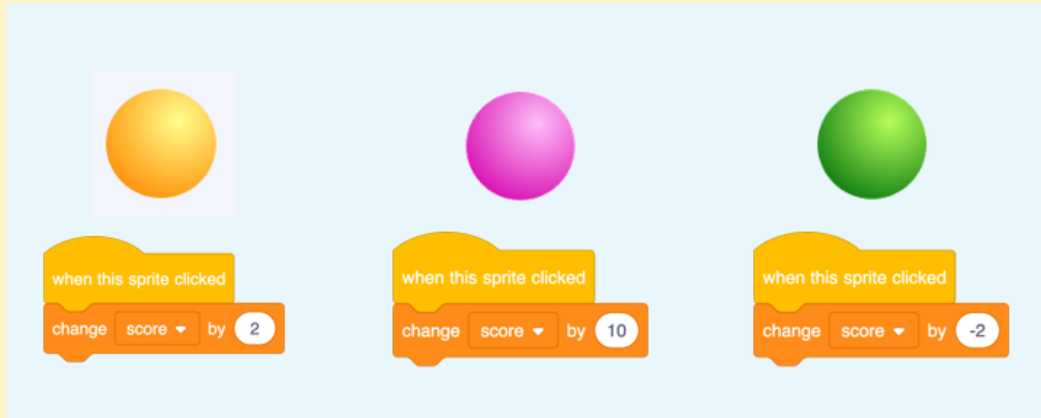| Programming: Variables in Games	Year 6	Spring 1

My earlier units on Programming within Scratch will help me with this unit.

This unit will help me with my unit on Sensing, later in Year 6.

Key information

Vocabulary	
Variable	Something that is changeable

Key Computing Skills and Knowledge

- Know how to use an **event** in a **program** to set a **variable**
- Know that a **variable** can only hold one **value** at a time
- Know that **variables** should be **labelled** with a brief name with no spaces and identify what **value** the **variable** holds
- Know that an **underscore** can be used to replace a space if using multiple words in a **variable** name
- Know that in a game, the **score** should be **reset** before each new game
- Know that a game should include code to determine how the game will end e.g. reaching a certain number of points, when a certain amount of time has passed etc.