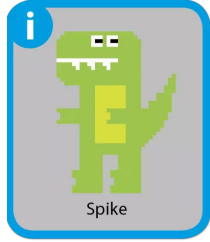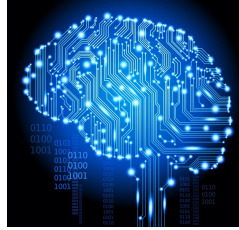# Year 6 Computing – Summer Term 1: Variables In Games

Spike

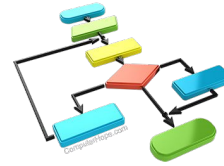**1.** A **variable** is something that is **changeable**.

2. A **program variable** is a **placeholder** in memory for a single variable.

3. Placing the **variable** in different places in the program will have different outcomes.

4. Sprites, backgrounds and **algorithms** are required to design and enhance the visual appearance of a game.
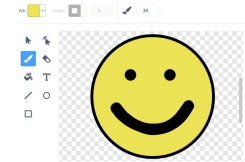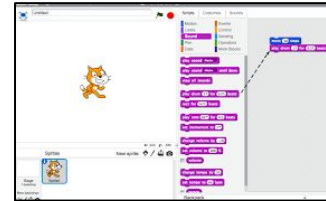
How are variables used to create a game in Scratch?

6. Evaluating is key to developing designs.

5. Naming **variables** and **testing** is important to **improve** and **enhance** projects.

Algorithm	abstraction	background	code	enhance	experiment
flow	outcome	repetition	sequence	Sprite	Variable