

Set and Change Variable Role Play Activity

Set a variable is like emptying a box and putting a new item inside.

Changing a variable is adapting the current value.

Change variable by 2 would add 2

Change variable by -2 would subtract 2

Pupils work in pairs to roleplay these everyday examples before using them in programming

Start with the simpler set only examples before moving on to those that set and change variables.

Look out for the one that changes times variable to 0

```
set times to 4
repeat times
  jump
  smile
```

```
set times to 5
repeat times
  wave
change times by -2
repeat times
  bark
```

```
set times to 3
say beep for times secs
change times by 3
repeat times
  jump
change times by -2
move times steps
```



```
set times to 3
repeat times
  wave
  bow
```



```
set times to 4
repeat times
  jump
  smile
```





```
set times to 5
repeat times
  wave
  wait 2 secs
  beep
  wait 2 secs
```



```
set times to 4
repeat times
  wait 2 secs
  bow
  beep
```





```
set times to 2
repeat times
  clap
  meow
```



```
set times to 0
repeat times
  bark
  clap
```





```
set times ▼ to 5
repeat times
  meow
```



```
set times ▼ to 2
repeat times
  beep
  wait 2 secs
  wave
```





```
set times to 4
repeat times
  meow
change times by 1
repeat times
  wave
```



```
set times to 4
change times by 1
repeat times
  bow
change times by 2
repeat times
  beep
```





```
set times to 5
repeat times
  wave
change times by -2
repeat times
  bark
```



```
set times to 3
repeat times
  jump
change times by -1
repeat times
  bow
```





```
set times to 4
repeat times
  bow
change times by 3
repeat times
  beep
```



```
set times to 2
repeat times
  nod
change times by -2
repeat times
  clap
```





```
set times to 6
repeat times
  clap
change times by -4
repeat times
  bow
```



```
set times to 6
change times by -4
repeat times
  wave
change times by 3
repeat times
  bark
```





```
set times to 4
repeat times
  bow
change times by 2
say hum for times secs
```



```
set times to 4
say hum for times secs
change times by 2
repeat times
  wave
```





```
set times to 3
say beep for times secs
change times by 3
repeat times
  jump
```



```
set times to 3
say beep for times secs
change times by 3
repeat times
  jump
```





```
set times to 3
say beep for times secs
change times by 3
repeat times
  jump
change times by -2
move times steps
```



```
set times to 2
repeat times
  meow
change times by 3
repeat times
  bark
```

