

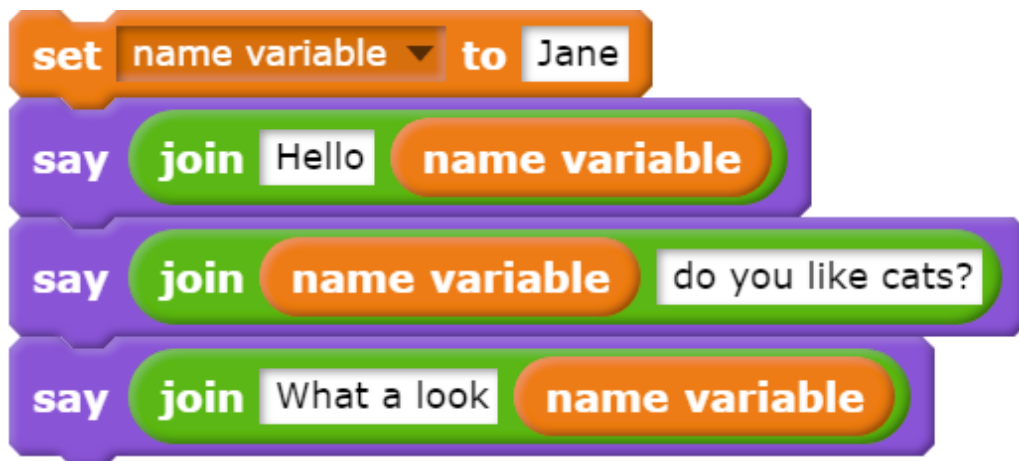
Set String Variable Role Play Activity

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

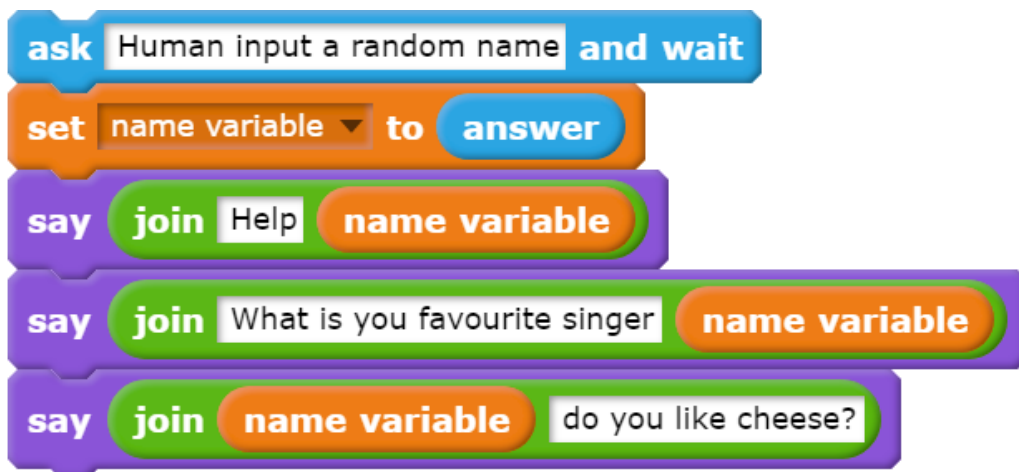
Pupils work in pairs to roleplay these everyday examples before using them in programming

One person plays the computer and one is the human

Start with the simpler ones without an input first



```
set name variable to Jane
say join Hello name variable
say join name variable do you like cats?
say join What a look name variable
```



```
ask Human input a random name and wait
set name variable to answer
say join Help name variable
say join What is your favourite singer name variable
say join name variable do you like cheese?
```



```
set name variable to Jane
say join Hello name variable
say join name variable do you like cats?
say join What a look name variable
```



```
set name variable to Fred
say join Hello name variable
say join name variable do you like school?
say join Looking good name variable
```





```
set name variable to Lisa
say join Help name variable
say join What is your favourite subject name variable
say join name variable do you like dogs?
```



```
set name variable to Marge
say join Don't do that name variable
say join name variable do you like fish?
say join Help name variable
```





```
ask Human input a random name and wait
set name variable to answer
say join Hello name variable
say join What is you favourite colour name variable
say join name variable do you like chicken?
```



```
ask Human input a random name and wait
set name variable to answer
say join Help name variable
say join What is you favourite singer name variable
say join name variable do you like cheese?
```





```
ask Human input a random name and wait
set name variable to answer
say join Boo name variable
say join name variable do you like mice?
say join What is you favourite day name variable
```



```
ask Human input your name and wait
set name variable to answer
say join Great name name variable
say join name variable do you like camels?
say join What is you favourite ice cream name variable
```

