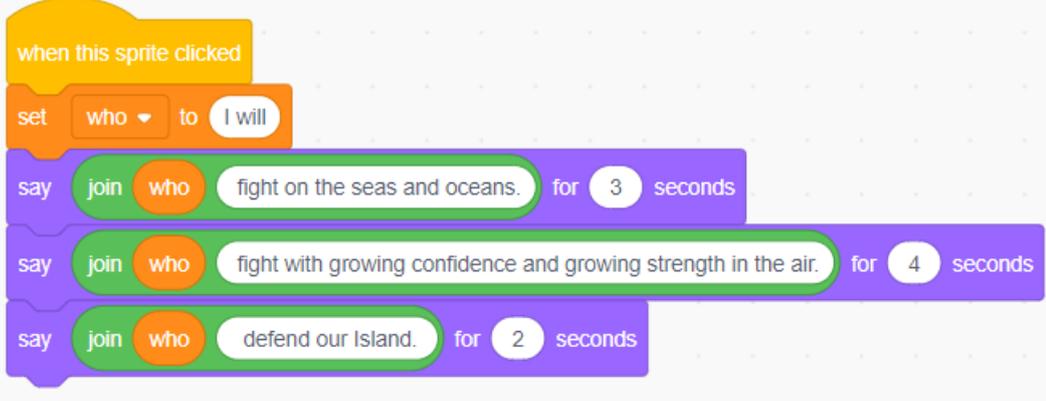


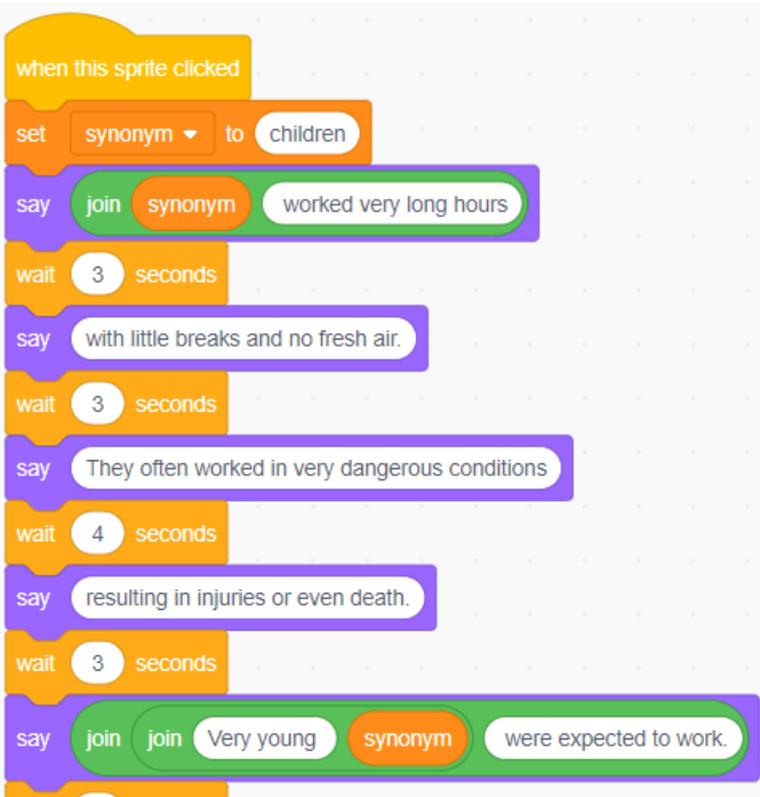
I think this code will say Churchills speech but replace who will do the actions with a variable called who

Because it uses speech blocks but some speech has been replaced with a variable



```
when this sprite clicked
set who to I will
say join who fight on the seas and oceans. for 3 seconds
say join who fight with growing confidence and growing strength in the air. for 4 seconds
say join who defend our Island. for 2 seconds
```

Predict what you think the code and does and why you think it does that by referring to specific parts of the code.



```
when this sprite clicked
set synonym to children
say join synonym worked very long hours
wait 3 seconds
say with little breaks and no fresh air.
wait 3 seconds
say They often worked in very dangerous conditions
wait 4 seconds
say resulting in injuries or even death.
wait 3 seconds
say join join Very young synonym were expected to work.
```

I think this code will tell us about life in Victorian times but the subject children can be replaced with different words using a variable.

Because it uses speech blocks but some speech has been replaced with a variable

# Investigate

Can you find the following code features and record where you found them?

- 1) Timed say block **Churchill & Julius C**
- 2) A variable called name **Tables**
- 3) A non timed say block **Tables & Victorians**
- 4) A join within a join **Julius C & Victorians**
- 5) The most times the same variable is referred to in the code **Tables 12 times**

**The idea and algorithm for the top part of Tables is here**

**Idea** Create an program that says each times table in order referring to the name of the person who needs to learn them using a variable.

**Algorithm** The variable will be called name

Start

Assign Millie to name variable

Say name variable  $1 \times 3 = 3$

Wait

Say name variable  $2 \times 3 = 6$

Wait

**Idea** Create a program that describes Victorian working conditions for children. Use a variable to change how the children are referred to.

**Algorithm** The variable will be called synonym

**Write the first part of the algorithm underneath**

Assign children to variable called synonym

Say synonym worked long hours

Pause

Say with little breaks and no fresh air

# Modify

Can you modify the code? What did you change?

What happens when you run the code after the change?

## Julius C

1, Can you assign a different word to the noun variable

2, Can you use the variable called noun in another line of code?

## Churchill

3, Can you create another variable called war and replace some of the references to fight with the war variable. Don't forget to initialise the variable at the top of the program.

## Tables

4, Could you create a variable called time to replace the number of seconds in the wait blocks?

