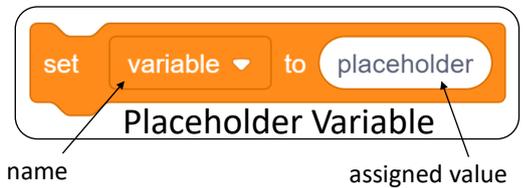


Using a Variable as a Placeholder

Investigate Change Add Create P1

Start Scratch and load placeholder



Look in Karaoke

INVESTIGATE

- 1, What is the value of the `user_name` variable at the start of the program?
- 2, What **changes** the value of the `user_name` variable **half way** through the program?
- 3, Are there any limits to the value that can be assigned to the variable in the second half of the program?



Karaoke

CHANGE

- 4, Change the **value** of the `user_name` variable in the **first half** of the program. What did you change?

Stop Karaoke running first using stop button

Now mark Karaoke

Look in quiz

INVESTIGATE

- 1, What value did you give to `user_name` in quiz when you first ran the program?
- 2, Does the value of `user_name` change after it has been assigned by the user in the beginning?
- 3, How many join blocks are used inside the first say block?
- 4, How does the programmer use the `user_name` variable in the first quiz question?
A
B
C



quiz

CHANGE

- 5, In the last question Instead of saying `user_name` the right answer is 26 change the code to say **The right answer is 26 `user_name`**

Tick if you changed it

ADD

- 6, Add a question to the bottom of the quiz. Make sure you personalise it using the `user_name` variable.

Tick if you added it

Now mark Quiz

Name

Stop quiz running using stop button

Using a Variable as a Placeholder

Investigate Change Add Create P2

Start Scratch and load placeholder



set variable to placeholder
Placeholder Variable

Look in Which Job?

INVESTIGATE

- 1, Which block stops the variable name and value being shown on the screen?
- 2, Which blocks displays the name and value on the screen?
- 3, Which block collects information from the user?
- 4, Which block stores the information inputted by the user?
- 5, Which blocks transfer the information from the input into the variable user_name?



Which Job?

CHANGE

- 4, Change one of the jobs on the job list. What did you change?

ADD

- 5, Add a new job onto the list? What block did you use?

Lists are places we can store more than one value.

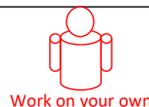
Lists are **not** variables.

You will learn more about lists in the future

Now mark Which Job?

DESIGN & CREATE

Do A then choose one or more from 1, 2 & 3



A, Use a variable to personalise a previously created program. Make sure you save it with a new name.

What did you call it?

1, Create a few quiz questions that have been personalised using a variable. Use the planning sheet on the next page to think through your design.

What did you call it?

2, Personalise a passage of text from a favourite book or your own writing using variables. Remember a variable can be a placeholder for any word or words not just a name. You can create as many variables as you need. Use the planning sheet on the next page to think through your design.

What did you call it?

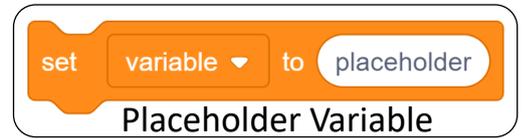
2, Personalise a new program using a variable? Use the planning sheet on the next page to think through your design.

What did you call it?

Name

Using a Variable as a Placeholder

Investigate Change Add Create P3



Planner

Idea Level *My app will... My characters will be... The aim of the app will be...*

Design Level What will your characters do?

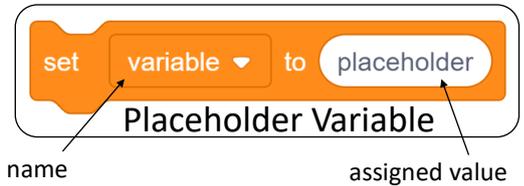
Design Level (Use **variables as placeholders** in your algorithms)

Initialisation Jot down how you're your program will always return to

Name

Using a Variable as a Placeholder Investigate Change Add Create P1

ANSWER SHEET PAGE 1



Karaoke Answers

INVESTIGATE

1, What is the value of the **user_name** variable at the start of the program?

Dolly (1 mark)

2, What **changes** the value of the user_name variable **half way** through the program?

Either the user or user input or ask block (1 mark for either of these)

3, Are there any limits to the value that can be assigned to the variable in the second half of the program?

No (1 mark)

CHANGE

4, Change the **value** of the user_name variable in the **first half** of the program. What did you change? **Change Dolly in the set user_name to Dolly block (1 mark)**



Karaoke

Quiz Answers

INVESTIGATE

1, What value did you give to **user_name** in quiz when you first ran the program?

Could be anything (1 mark)

2, Does the value of user_name change after it has been assigned by the user in the beginning?

No it stays the same (1 mark)

3, How many joins blocks are used inside the first say block?

2 (1 mark)

4, How does the programmer use the user_name variable in the first quiz question?

A In the ask block to personalise the question (1 mark)

B To personalise the response if you get the answer correct or the same as 14 (1 mark)

C To personalise the response if you get the answer wrong or not the same as 14 (1 mark)

CHANGE

5, In the last question Instead of saying **user_name** the right answer is **26** change the code to say **The right answer is 26 user_name**

1 mark if ticked

Tick if you changed it

ADD

6, Add a question to the bottom of the quiz. Make sure you personalise it using the **user_name** variable.

1 mark if ticked

Tick if you added it



quiz

ANSWER SHEET PAGE 2

Which Job? Answers

INVESTIGATE 

1, Which block stops the variable name and value being shown on the screen?

Hide variable user_name (1 mark)

2, Which blocks displays the name and value on the screen?

Show variable user_name (1 mark)

3, Which block collects information from the user?

Ask what's your name block (1 mark)

4, Which block stores the information inputted by the user?

Answer block (1 mark)

5, Which blocks transfer the information from the input into the variable user_name?

Set user_name to answer (1 mark)

CHANGE 

4, Change one of the jobs on the job list. What did you change?

Change any add XXXX to jobs block (1 mark)

ADD 

5, Add a new job onto the list? What block did you use?

add XXXXX to jobs block (1 mark)



Which Job?

Lists are places we can store more than one value.

Lists are **not** variables.

You will learn more about lists in the future