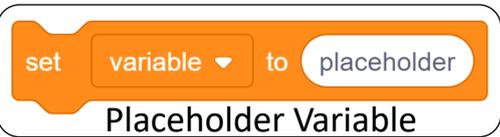


Using a Variable as a Placeholder

USE MODIFY DESIGN CREATE P2

Start Scratch and load
placeholder



Look in all the sprites

MODIFY make small changes or additions to the code

1, Change the value of the user_name variable in the first half of the karaoke program. What did you change?



Karaoke

2, In the quiz 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



quiz

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

Tick if you added it with user_name



quiz

4, In Which Job, change one of the jobs on the job list. What did you change?



Which Job?

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



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

Now mark the modify section using the answer sheet

DESIGN & CREATE

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



Work on your own

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?

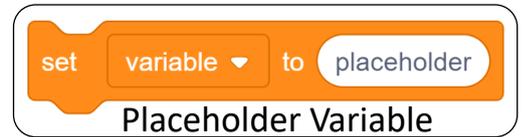
3, Personalise a new program using a variable? Use the planning sheet on the next page to think through your design.

What did you call it?

Name

Using a Variable as a Placeholder

USE MODIFY DESIGN 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 (Draw your app simply and use **variables as placeholders** in your algorithms)

Initialisation Jot down how your sprites will always start in the same place

Name

Using a Variable as a Placeholder

USE MODIFY DESIGN CREATE P1

ANSWERS



Karaoke Use Answers

USE & Run the code to answer the questions

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

Dolly (1 mark)

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

The Karaoke user inputs the new value by typing their name (1 mark)

3, Are there any limits to the value that can be assigned to the variable in the second half of the program? **No anything can be inputted even if it doesn't make sense (1 mark)**



Karaoke

Quiz Use Answers

USE & Run the code to answer the questions

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

Any value is correct (1 mark)

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

No (1 mark)

3, How many join 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 To add the name to the question (1 mark) D Tell you it is question 1

B To add the name to the reply given if the user was wrong or didn't type 14 (1 mark)

C To add the name to the reply given if the user was right or did type 14 (1 mark)



quiz

Which Job? Use Answers

USE & Run the code to answer the questions

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 (1 mark)

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

Answer (1 mark)

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

Set user_name to answer (1 mark)



Which Job?

Modify Answers

MODIFY make small changes or additions to the code

1, Change the value of the user_name variable in the first half of the karaoke program. What did you change?



Change Dolly in set user_name block (1 mark)

2, In the quiz 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 (1 mark)

Tick if you changed it

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



Tick (1 mark)

Tick if you added it with user_name

4, In Which Job, change one of the jobs on the job list. What did you change?



One job changed to another in add to jobs block (1 mark)

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



Add new job to jobs (1 mark)

Lists are places we can store more than one value.

Lists are **not** variables.

You will learn more about lists in the future