

VIRGINIA VARIABLES

PREDICT

Answer sheet

Assigns 0 to count variable
(Initialisation)

Adds 1 to count variable

Says what is in the count
variable

```
when this sprite clicked
  set count to 0
  repeat 10
    change count by 1
    say count for 1 seconds
```

I predict this code will

Count or count up or count to
10 or 1, 2, 3, 4, 5, 6, 7, 8, 9,

When it is run

Assigns 0 to all three
variables

(Initialisation)

Asks the users to type in a
number and then assigns
that number to num1

Asks the users to type in a
number and then assigns
that number to num2

Adds num1 and num2 and
puts the answer into total

Tells the user what is inside
all three variable

```
when this sprite clicked
  set num1 to 0
  set num2 to 0
  set total to 0
  ask Type in your first number and wait
  set num1 to answer
  ask Type in your second number and wait
  set num2 to answer
  set total to num1 + num2
  say join join num1 + join num2 join = total for 4
```

I predict this code will

Add two numbers together or
do a sum or addition

When it is run

VIRGINIA VARIABLES

INVESTIGATE MARKSHEET

Run the program as many times as you want. Work with a partner to answer these questions.

Look inside the Placeholder sprite

1, Which two lines of code collect the users name and assign it to the variable **user_name**?

A Ask what's your name and wait (1 mark)

B set user_name to answer (1 mark)

2, How many times is the **user_name** variable block used in the program? **3 (1 mark)**

Look inside Accumulator sprite

3, Which block of code adds one to the score variable? **Change score by 1 (1 mark)**

4, How many times is **switch costume to andie-c** run? **3 times (1 mark)**

5, Which block of code tells everyone what the score is?

Say join your score so far is user_name for 2 seconds (1 mark)

Look inside Adding sprite

6, Name all three variables

A, num1 B, num2 C, total (3 marks one for each one)

7, Which line of code blocks adds num1 to num2?

Set total to num1 + num2 (1 mark)

Look inside Counting

8, What line of code says what is inside the count variable?

Say count for 1 seconds (1 mark)

9, Which block initialises the count variable?

HINT Sets it back to what it was at the start

Set count to 0 (1 mark)

10, How many times is say count by 1 run? **10 times (1 mark)**

If you get lots of questions wrong and you can't see why they are wrong talk to your teacher

VIRGINIA VARIABLES CHANGE MARKSHEET

Make changes to the code to answer these questions

Make changes to Accumulator

1, Change the code to give 2 points for every time a basket is scored.

What did you change? **change score by 2 (1 mark)**

2, Change the code to start the score at 9 points

What did you change? **set score to 9 (1 mark)**

Make changes to Adding

3, Change the code to multiply both numbers

What did you change it to?



Make changes to Counting *HINT Duplicate and then change*

4, Change the code to count slower

What did you change? **Change say count for 1 second to a higher seconds number**

Or add a wait block into the loop (1 mark)

5, Change the code to count in 2s.

What did you change? **Change change-count-by-1 to change-count-by-2 (1 mark)**

6, Change the code to count in halves. *HINT decimal halves*

What did you change? **Change change-count by 1 to change count by 0.5 (1 mark)**

7, Change the code to count backwards from 10.

What two things did you change?

A, **change set count to 0 to set count to 10 (1 mark)**

B, **change change-count-by 1 to change-count-by -1 (1 marks)**

If you get lots of questions wrong and you can't see why they are wrong talk to your teacher