Learning graph

Text: Programming - Variables in games and sensing

To define a program variable as a placeholder in memory for a single value
To explain that a variable has a name and a value
To explain the importance of setting up a variable at the start of a program (initialisation)
To recognise that a variable can be set as a constant (fixed value)
To experiment with the value of an existing variable
To define 'variable' as something that is changeable
To explain that a variable is something that we can use in a program, eg 'score'
To identify a variable in an existing program
To identify that variables can hold numbers (integers) or letters (strings)
To decide where in a program to set a variable
To identify examples of information that is variable, eg a football score during a match
To recognise that the value of a variable can be used by a program
To use the same variable in more than one location in a program
To explain that there is only one value for a variable at any one time
To explain that the name of a variable is meaningless to the computer
To explain that if you read a variable, the value remains
To explain that if you change the value of a variable, you cannot access the previous value (cannot undo)
To use an event in a program to update a variable
To use a variable in a conditional statement to control the flow of a program
To use a variable in a command to control the flow of a program
To use the same variable in more than one location in a program
To explain that if you change the value of a variable, you cannot access the previous value (cannot undo)
To use an event in a program to update a variable

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