Steps through Learning
Computing: Journeys through Coding (Variables in Games)

Vocabulary that I will learn and use during this unit of work

variable   studio   code

change   name   value   set

design   event   algorithm   task

artwork   program   project   test

debug   improve   evaluate

share

Examples of variables in code

Sticky knowledge about using variables in games

- Variables can be set and changed
- Variables are placeholders in a computer's memory and are given a name. The name cannot be changed when the program is running
- Spaces are not used between names of variables, only an underscore _
- If a value of a variable is changed, the new value replaces the previous value
- The value of a variable is set at the beginning of the program
- A program can use the value of a variable to perform different tasks - we can use operator blocks for this
- An algorithm is a precise set of instructions for performing a task
- The program flow describes the order in which commands are run during a program