Year 6 Variables in games					
Computer Science / Digital Literacy / Information Technology					
ľ		<del>91</del> 16	13 RING UGHTS FREELY	retrieval Y4 repetition in games Y5 selection of quizzes	
Digital Safety: reading news online					
News is all around us and we can easily access it online. Each part of a newspaper online has a specific purpose including the URL address and the advertisements connected to it.					
Vocabulary					
purpose	Reason or job specific to that thing.	value	valueHow much of something there is and it's worth like a score in a game		
URL	Unique address to a resource on the web. Unique Resource Locator	project	a game of coding, background and sprites of your own design.		
variables	Numbers or letters that can change.	evaluate	What works well and what should be improved in a project.		
What?					
1 You will get to know variables in the real world and on Scratch. You can then design and make your own project that includes a set of variables.		variables a and update using diffe	2 Explore why it is important to name variables and use Scratch to make, name, and update variables. Experiment with using different values in variables, and with using a variable elsewhere in a program.		

3 You will use what you have already learnt about variables to create artwork and algorithms in Scratch. First, design the sprites and backgrounds for a project, then design their algorithms to make a program flow. 4 Use your plan from the previous lesson to identify variables. This is your chance to add another variable to enhance your project. How could you improve your project? Make sure you evaluate your own and other's projects.

