

Creating Variables

VAR create 6 number counter = 30
timer every 1 seconds
counter subtract 1

VAR create 6 number Timer = 30
VAR create 6 number Score = 0
123 TimeLeft = set to Timer

if myAnimal equals 'dog' Then
Print print to screen myName + ' ' + random Verb + ' with the dog'
Else
Print print to screen myName + ' ' + random Adjective + ' ' + myAnimal

Key Learning

- To review coding vocabulary.
- To use a storyboard to represent a program design and algorithm.
- To create a program to inform others.
- To design and write a program that simulates a physical system.
- To explore number and text variables in 2Code.
- To create a playable, competitive game.
- To combine the use of variables, If/else statements and Repeats.
- To read code so that it can be adapted and improved.
- To explore the launch command and use buttons within a program.

Coding



VAR create 6 number Timer = 30
VAR create 6 number Score = 0
123 TimeLeft = set to Timer

Key Questions

- How do you use if/else variables?
- How would you add a timer to your variable?
- What does 'setting a string variable' do to your code?
- How do you run your code once you have written it? What button do you click?

Vocabulary

- **Coding** - writing instructions that the computer can understand to make programs.
- **Command** – a single instruction within a computer program.
- **Bug** - A problem in a computer program that stops it working the way it was designed
- **Debugging** - fixing code that has errors so that the code will run the way it was designed.
- **Input** – information going into the computer.