

Computing Cycle B 5/6

Programming - Variables in games - Unit 6.3

Lesson 1
What are variables?

variable
value

Lesson 2
Why are variables used in a program?

set
change

Lesson 3
How can we improve a game by using variables?

design
event

Lesson 4
How can we use sprites and background features in our designs?

algorithm
code

Lesson 5
How can we create our own projects?

debug
prototype

Lesson 6
How can we evaluate our own projects?

+
Assessment

evaluate
share

What will we be learning about over the coming weeks?