



USING VARIABLE BLOCKS

VARIABLES

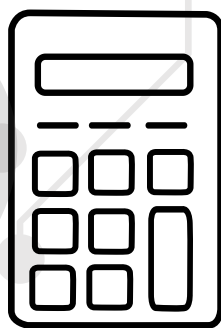
A VARIABLE IS A BLOCK OF CODE THAT CAN STORE NUMBERS AND TEXT. YOU CAN CREATE YOUR OWN VARIABLES IN SCRATCH.

EXAMPLES



SCORE

KEEPING
TRACK OF
THE SCORE
IN A GAME



TOTALS

CASH
REGISTERS
HOLDING
TOTALS OF
AMMOUNTS



CHARACTERS

THE NAMES
OF VIDEO
GAME
CHARACTERS



USING VARIABLE BLOCKS



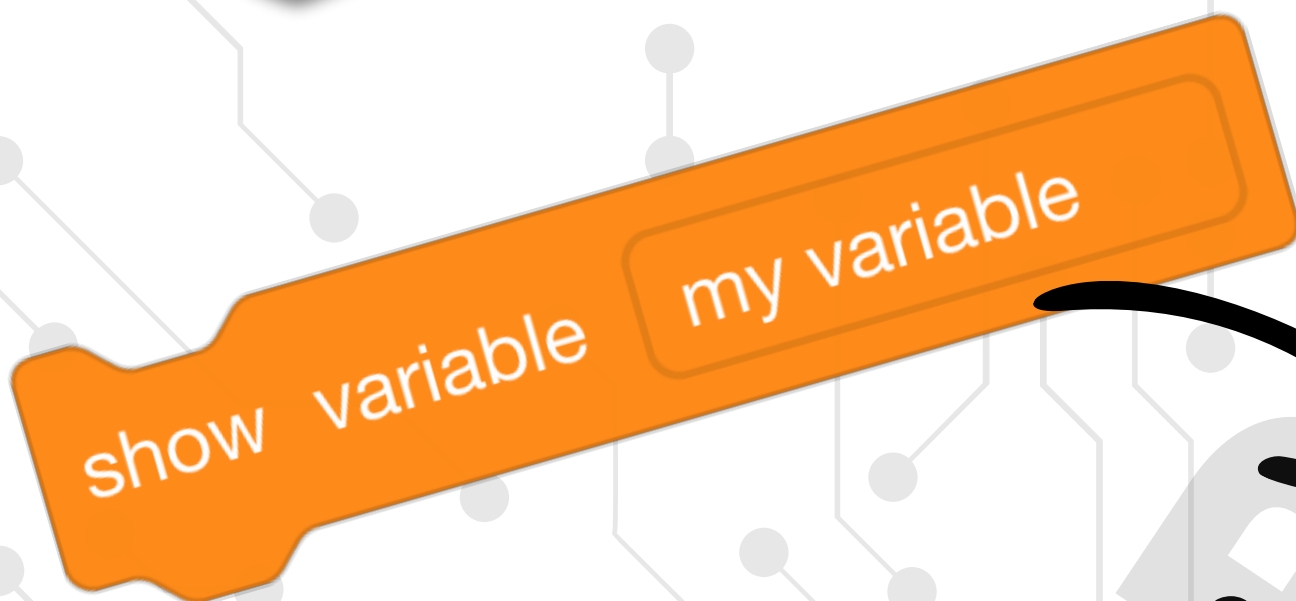
USE THIS BLOCK TO CHANGE THE VALUE OF THE SCORE BY A CHOSEN NUMBER TYPED IN THE BLANK SPACE. WHEN SNAPPED ON TO ANOTHER BLOCK, THE SCORE WILL CHANGE.



USE THIS BLOCK AT THE START OF AN ALGORITHM TO SET THE SCORE TO 0.



USING VARIABLE BLOCKS



USE THIS BLOCK TO DISPLAY THE SCORE VARIABLE WHENEVER IT IS REQUIRED.



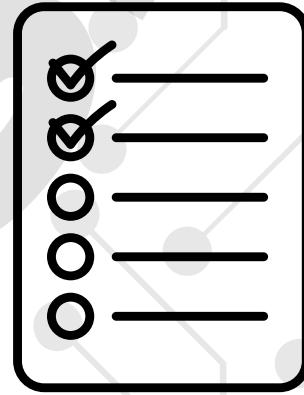
USE THIS BLOCK TO HIDE THE SCORE VARIABLE.



OUR CODING LEAGUE TEAM ROLES



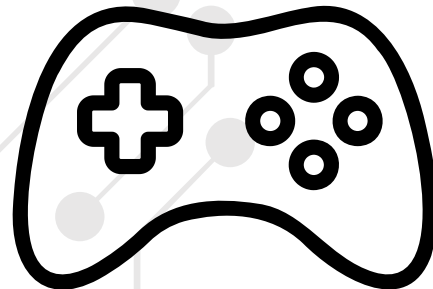
THE BUILDER



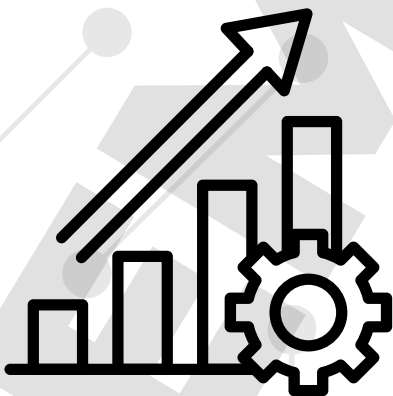
THE PLANNER



THE FIXER



THE PLAYER



THE IMPROVER



THE CHECKER