



Computing Topic Overview: Year 6 - Programming - Variables in Games

Previous linked learning	I think I already know...	I would like to find out...
<p>(Yr 5 - Selection in Quizzes) Explain how selection is used in computer programs Relate that a conditional statements connects a condition to an outcome Explain how selection directs the flow of a program</p> <p>(Yr 4 - Repetition in Shape) Modify a count-controlled loop to produce a given outcome. Create a program that uses count-controlled loops to produce a given outcome.</p> <p>(Yr 3 - Sequence in Sounds) Recognise that a sequence of commands can have an order.</p>		

Key Vocabulary

name task
 change
 artwork
 improve
 test
 share
 evaluate
variable
value
set
algorithm
design
program
code
debug
project

By the end of this unit, you will be able to...

- define a 'variable' as something that is changeable
- explain why a variable is used in a program
- choose how to improve a game by using variables
- design a project that builds on a given example
- use my design to create a project
- evaluate my project

