

# Year 6: Programming - Variables in Games

Key Questions: How do variables improve game design and user enjoyment?

## Critical Thinking Questions

How can we be proactive, instead of reactive, to E-safety?	What is a variable?	How do variables and conditions help to make a game enjoyable?
How can I modify a code to improve my game?	What is a games designer?	How do I turn my game design into code?

## Vocab Pyramid

Tier 3	placeholder, rubber duck debugging
Tier 2	test, extend, identifiable name
Tier 1	attributes, combine, algorithm, loop, infinite, repeat, repetition, commands, actions, sequence, input, output, code snippets, simultaneous, count-control, modify, share

## Helpful Information

Software:	<a href="https://scratch.mit.edu">Scratch.mit.edu</a>
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## Key Concepts

