

Brookfield Community Primary School
Computing Unit Overview Year 6 Topic: Variables in Games



Sticky Knowledge	Key Vocabulary
• To know how to define a variable as something that is changeable. • To know why a variable is used in a program. • To know how to improve a game by using variables. • To know to design a project that builds on a given example. • To know how to use a design to create a project. • To know how to evaluate a project for improvements.	Variables, program, placeholder, consent, user input, conditional statement, flow
National Curriculum Coverage	
Computer Science	
✓ Define 'variables' as something that is changeable. ✓ Identify examples of information that is variable, ✓ Explain that a variable can be used in a program. ✓ Define a program variable as a placeholder in memory for a single value. ✓ Explain that a variable has a name and a value. ✓ Explain that a variable has a name and a value. ✓ Identify a variable in an existing program. ✓ Recognise that the value of a variable can be used by a program and be updated. ✓ Define the way that a variable is changed. ✓ Recognise that a variable can be set as a constant. ✓ Experiment with the value of an existing variable. ✓ Identify that variables can hold numbers. ✓ Choose a name that identifies the role of a variable to make it more usable. ✓ Explain the importance of setting up a variable at the start of the program. ✓ Decide where in a program to set a variable. ✓ Update a variable with a user input and use an event in a program to update the variable. ✓ Use a variable in a conditional statement to control the flow of the program. ✓ Explain that there is only one value for a variable at any one time. ✓ Explain that if you change the value of a variable, you cannot access the previous value.	



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Topic: Variables in Games

- ✓ Explain that if you read a variable, the value remains.
- ✓ Use the same variable in more than one location in a program.
- ✓ Explain that the name of a variable is meaningless to the computer.
- ✓ Explain that the name of a variable needs to be unique.