

SEQUENCE 2 - LESSON 5: TWO VARIABLES

LEARNING INTENTION

I can use more than one variable in a program



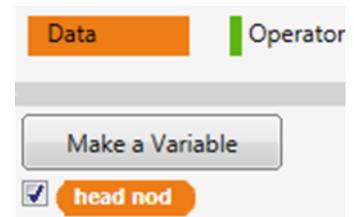
INTRODUCTION

What did we learn to do last week? (We learnt how to use a **say** instruction to speak the variable 'Count' and we completed some additional counting challenges using variables.) Today we are going to continue with our work on variables. What is a variable?

We will be creating some new variables to count PicoH's movements. This will link up with the movement tasks we completed in Year 3 and all the work we have covered on the variable 'Count' in Year 4.

TEACHER INPUT 1

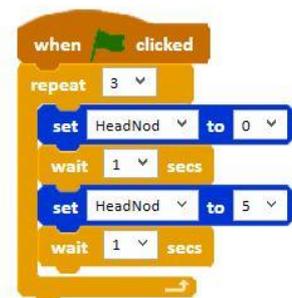
We are now going to use **Make a Variable** to create a variable called 'head nod'. This variable will be used to count the number of times PicoH moves its head up and down in a task. Remember to have the tick next to 'head nod' on the **Data** palette to watch the counting.



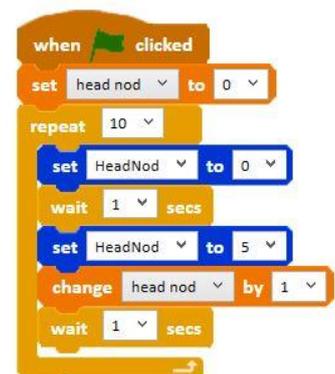
If we use a **repeat** instruction with a count of 2, how many times will PicoH nod? (2). Therefore, the 'head nod' count will go up to two. If we use a count of 10, how many times will PicoH nod? (10). Therefore, the 'head nod' count will go up to 10.

ACTIVITIES

1. Can you write a program that uses **repeat** to make PicoH nod its head a number of times?



2. Can you write some code to make PicoH count the number of times it nods his head? You can explore the code by changing the number of repeats.

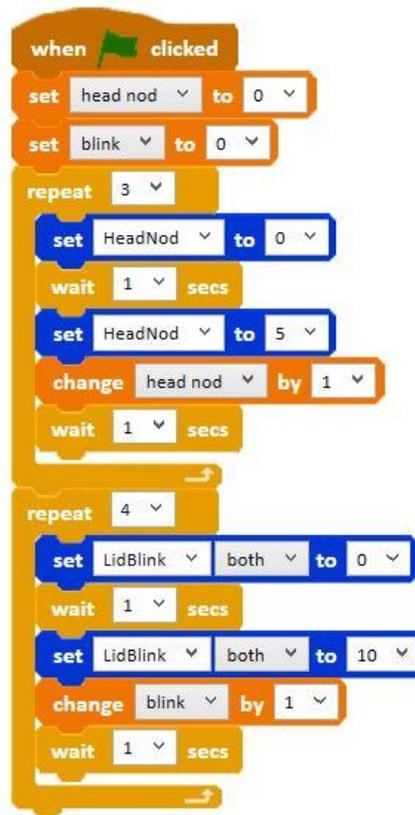


File, Save As – countheadnod



3. Can you write a program to make PicoH count the number of times it blinks?

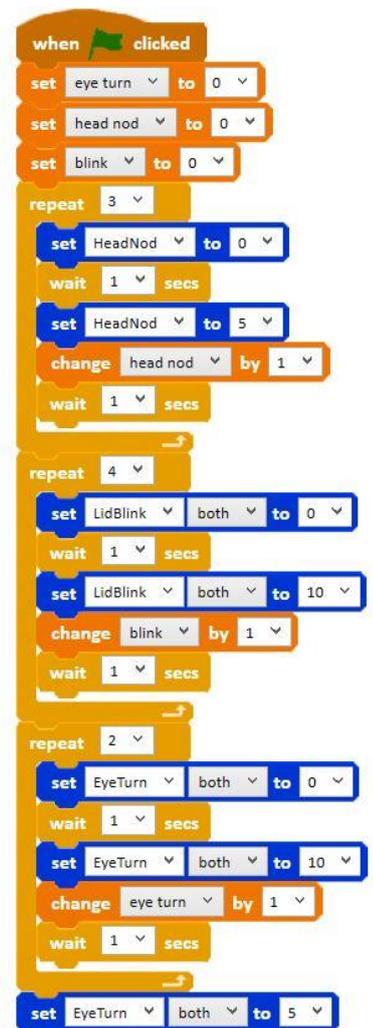
File, Save As – countblink



EXTENSION

Can you make three variables for PicoH's keep fit routine? Can you write a script to make PicoH count the number of times it nods his head, shakes its head and looks up and down with its eyes?

File, Save As – countkeepfit



PLENARY

Encourage children to share their programs with the class and discuss ones that don't work, work partially or have used a different algorithm to reach the same outcome. Encourage children to talk through how they work block by block and work as a class to debug a program to improve it.