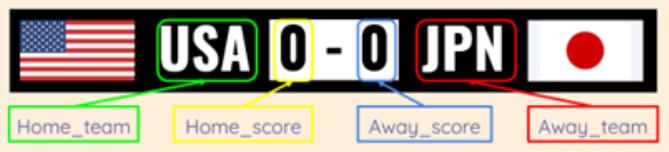


Glossary:

- Plan - the process of using computer technology to complete a given goal-oriented task
- Algorithm - a sequence of well defined instruction for the computer
- Sequence - a basic algorithm
- Selection - the process of making a decision
- Repetition - the process of looping and repeating sections of a computer program
- Sprite - some kind of object in the scene that will be interacted with like a car, frog, or little plumber guy.
- Debug - a process to understand a computer program
- Evaluate - to judge or determine the success of something
- Input - put data into a computer

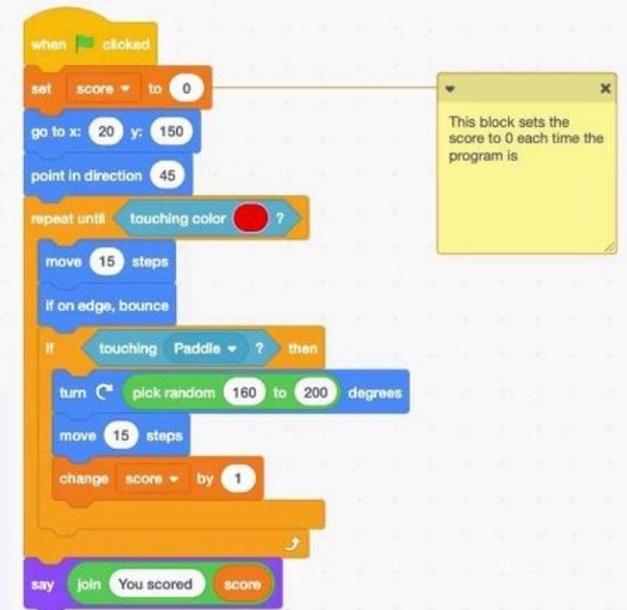
Utilise variables when designing and coding a game in a programming language.



What did you like about the project?



How could it be even better?



1. Task



2. Design



3. Code



4. Running the code



Sticky Knowledge:

- To know a program variable is a placeholder in memory for a single value.
- To know that variables can hold numbers (integer or letters (strings)).
- To know how to write and implement a variable in a computer programme (i.e. to keep score).