



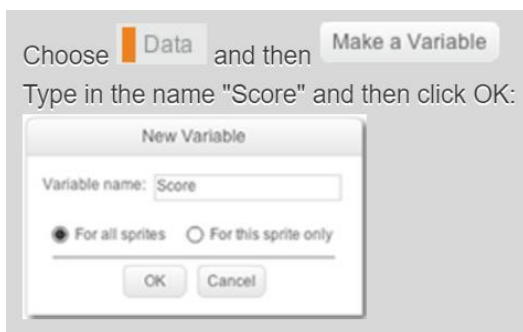
Understanding Variables in Scratch



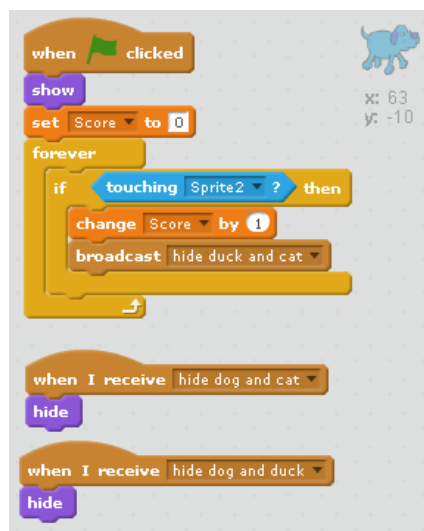
Variables are values that store different types of data (information), such as: character, string, integer, floating-point, or Boolean. In this activity, you will create a score variable to your "Race to Finish" game created in a previous activity, while also identifying what type of variable it is.

1. Go to www.scratch.mit.edu.
2. Click on the **Sign-in** tab to login and access your account.
3. Click on the **My Stuff** tab underneath your account username.
4. Click **See Inside** your Race to Finish Game previously created.
5. Make a variable to keep track of score.

**Note – A new block will appear and the variable Score will show up on the stage.*



6. Create the following algorithms for each sprite.



Question:

What type of variable did you create with the Race to Finish Game? Explain the use of these variables in the game?

A Real-World Example of Variables, Expressions, & Operators

A customer pays \$60 dollars for a computer game after adding a discount of \$15 dollars. What is the original price of the game?

$$x - 15 = 60$$

Answer: _____

Type of Variable: _____

Type of Operator: _____

Boolean Concepts in Scratch

Label which of the following figures shows conditional Boolean operators and which one shows comparative Boolean operators. Why?

