THE BRAMBLE ACADEMY

Year 4 Programming

Key Words
Variable
Loop
Repeat

What is an algorithm?

- An algorithm must follow a logical sequence.
- A sequence is a series of logical steps that must be car- ried out in a specific order.

Youtube:

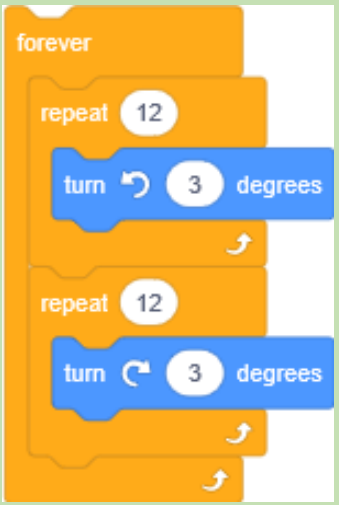
https://youtu.be/xPlGz7WPYH4

Variables in Playlab

What is a variable?

- A variable is something that can be changed.
- In computer programming we use variables to store in- formation that might change and can be used later in our program.
- Variables could be used to store the score in a game, the number of cars in a car park or the cost of items on a till.
- If you were programming a computer game, you could make a variable called 'score'. This would store information about the number of points you have won during a game.
- A supermarket till uses variables to store information about all the items you buy. As more items are scanned the variable's total would increase.
- Automated barriers in a car park use variables to count cars in and out. These can then be used to see if there is any space to let more cars in.

What is a loop?

A loop is a sequence of instruction s that is continually repeated until a certain condition is reached.

In Scratch, "Forever" blocks are used to create loops.