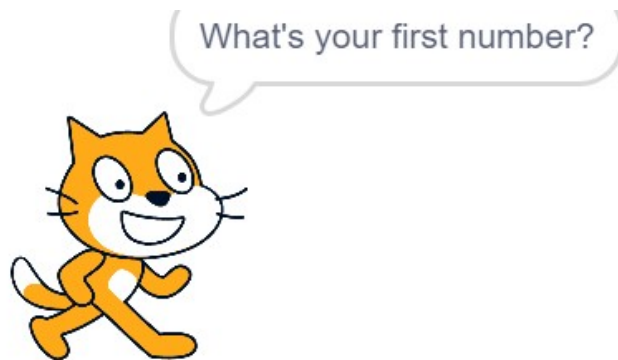


**LO: To use a variable to increase
programing possibilities**

- Create a program that answers sums**

Today you are going to develop a game using Scratch that will link to learning Maths. You can create a magic maths cat that answers sums.



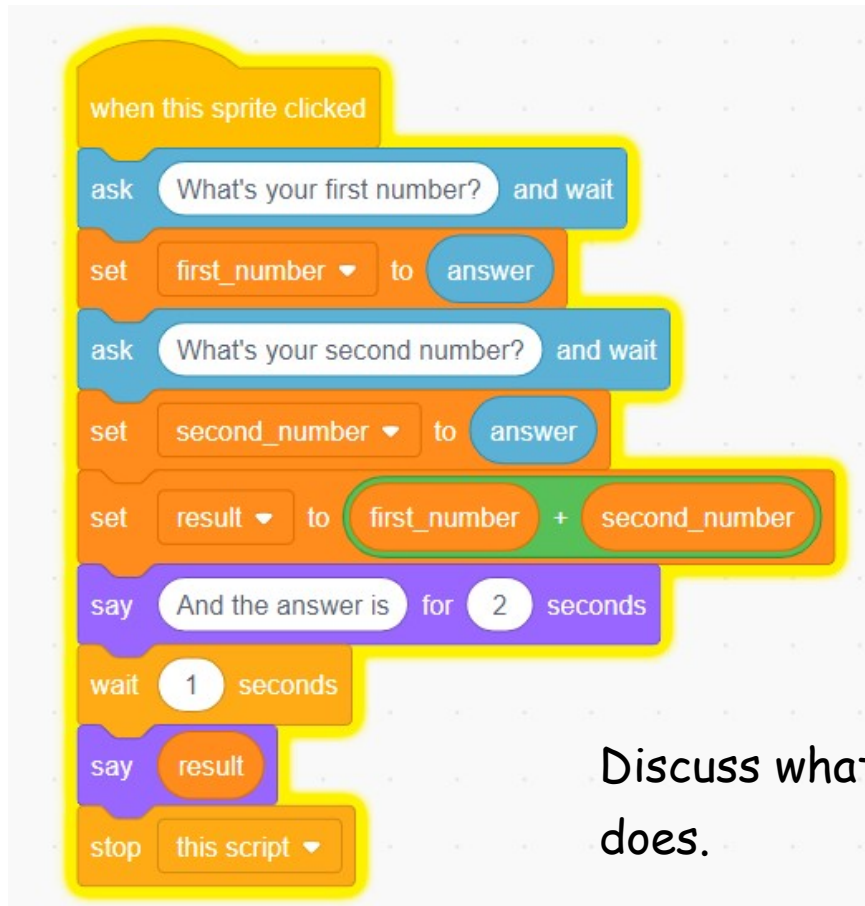
Explore creating a Maths game. You will need to use variables.

What is a variable in programming?

You need to create three variables

- first_number
- second_number
- result

You also need to keep testing you program in order to debug any problems.



Discuss what each instruction does.

Now create your own magic Maths cat with it.

Challenge (It would be a good idea to write an algorithm before you start programming)

The maths cat can only do addition.

Can you add other sprites to do subtraction, multiplication and division?

How will you know which sprite to click on to do your calculation?

Can you add scripts for this?

Is there anything else that will improve your calculator?

What else could you get the maths cat to do?

Look at the suggestions above.

Have a go at experimenting with these ideas.

Time to save your work!

What have you learnt today?