

Variables

After you have read the guide and watched the helpful video, explain what a variable is in programming:
<http://www.bbc.co.uk/guides/zw3dwmn>

Where might variables be used in the real world?

Variables	When/Do Pseudocode
Gain a point when bump a coin	
Lose a point when bump an enemy	
Gain a life when bump a heart	
Lose a life when bump an enemy	

Extra Skills:

- Can you add a scoreboard that tracks lives?
- Can you add a scoreboard that tracks points?
- Add other variables to your game, e.g. timer or number of enemies bumped

My other ideas:

Additional planning for variables pseudocode

Variables	When/Do Pseudocode

Decomposition

After you have read the guide and watched the helpful video, explain what decomposition is in programming:
<http://www.bbc.co.uk/guides/z8ngr82>

Where might decomposition be used in the real world?

Breaking down my game into smaller parts

Object	What I want it to do	What will I need to program?
<i>Kodu</i>	<i>Move around and jump</i>	<ul style="list-style-type: none">• <i>Move when press arrow keys</i>• <i>Jump when I press the space bar</i>

Additional planning for decomposition of my game

Object	What I want it to do	What will I need to program?
<i>Kodu</i>	<i>Move around and jump</i>	<ul style="list-style-type: none">• <i>Move when press arrow keys</i>• <i>Jump when I press the space bar</i>

Additional debugging and testing of my game

Test	Does it work?	If it didn't work, what was the bug?

Improving my game

Self assessment

WWW	
EBI	
Next Steps	

Peer assessment by _____

WWW	
EBI	
Next Steps	

In my next programming unit, these are my targets:



What I have learnt about programming from this unit of work:

