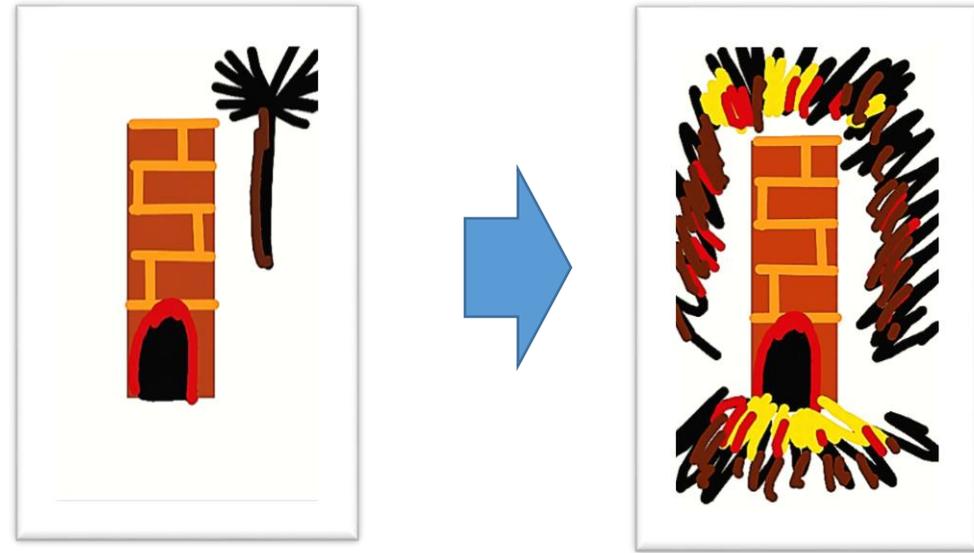


Variable component mini-game: Year 5 - History

This game helps the pupils identify what a variable is and how it could be used. It is useful to describe a variable as a container which stores information to be used in the program. In this instance, we are creating an **inventory** which is a gameplay mechanic allowing players to store their items and freely carry them around. (See page: *Creating an inventory*)

In this game, you must 'collect' the *chimney brush* to be able to clean the chimney (*This links with discussions on child poverty and work in Victorian Britain*).



Firstly, create a chimney in Pocket Paint (save the image as a whole screen). In its looks category, press and hold the image – this will allow you to copy the chimney. You may now edit the chimney copy to show more soot and smoke.

Create another object in Pocket Paint, this time a brush which we must collect to clean the chimney.

OBJECT = BRUSH

Add the following bricks to the brush object:

Control = When program started

Motion = Place at X: _ Y: _
(Set the position of your object)

Control = When tapped

Data = Set variable brush to TRUE (When tapped you have collected it)

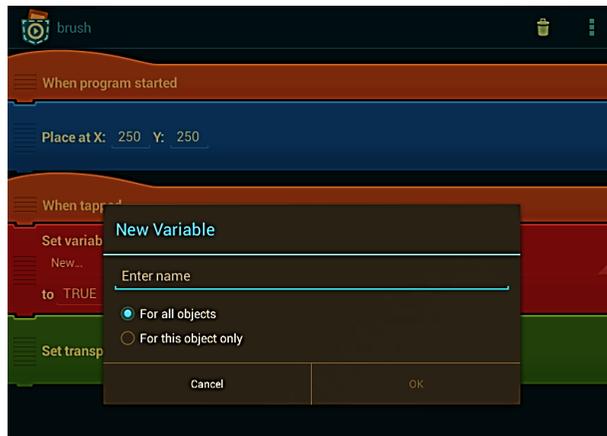
Looks = Set transparency to 100% (The button will disappear once tapped)

For explanation of how to fill in the values for the variable see next page.



Creating the Variable component mini-game Cont'd: History – Year 5

1. When adding your set variable brick, tap on *New* and you can add a new variable – name it the action you require it to do (in this instance: *'brush'*). Make sure it is for all objects.



2. Tap on the value of *'to'*, this will open the Formula Editor. On the menu, press *Logic* – and select TRUE.



After you have completed the script for the brush, move onto the code for the chimney.

Add the following bricks to the object:

Control = When tapped

Control = If 1 is true then

Looks = Switch to look ___

(The soot filled chimney look of the object)

Control = Else (this will create an 'end if' brick below)

Control = End if (will automatically appear)

To change the *IF statement*, tap on the value (1), this then opens the Formula Editor.

This time go to *Data* at the bottom of the menu.

You will find that the variable you created is there.

