

Month

In-5 Variable World

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Class V

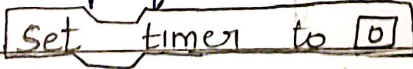
Understanding Variables in coding

D- Words

1. Variables
2. Constants
3. Declarations
4. Initialization
5. Variable updation
6. Operators
7. Calculation
8. Instruction
9. Arithmetic Operators
10. Speed

F Short answer questions

1. What does the "set variable to" block do?

Ans * It assigns a specific values of a Variables
* For example 
This block set the value of "Timer" Variable as "0"
* We can put any other value as required
Health as 100, Score as 0, Lines as 3

2. What is the use of the "Pick random" block?

Ans * This block selects a random number between two given values.

* For example,

Say (Pick random ① to ⑤)

For the above code the output can be of numbers between 1 to 5.

3. How does the "answer" block work in Scratch?

Ans * It Stores the user's typed response after a question.

* It Stores answer for the "Ask and wait" block

* We can use the Operators and Variables together in Project.

4. What are "operator" block used for in scratch?

Ans: The Operators blocks perform mathematical, comparison and logical operation in program.

5. How the operator blocks play important role in coding a game?

Ans: * Addition is used when a player score point.

* Subtraction reduces score when a player make a mistake

* Multiplication calculates score based on power

* Division calculates the speed based on the distance moved.

6. What is constant? Give Example?

Ans: Some quantities are always fixed in real life and never change.

Example: * The number of edge of a square is always 4.

* The number of days in week is always 7.

These quantities are known as constants.

Note - Refer textbook for the lesson book back exercises, Very short answers/short answers and Competency based questions.