



## Microbit Elective 1



LEAVING CERTIFICATE  
COMPUTER SCIENCE

# INTRO TO VARIABLES

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Micro:bit Workshop - Session 1

# What is a variable?

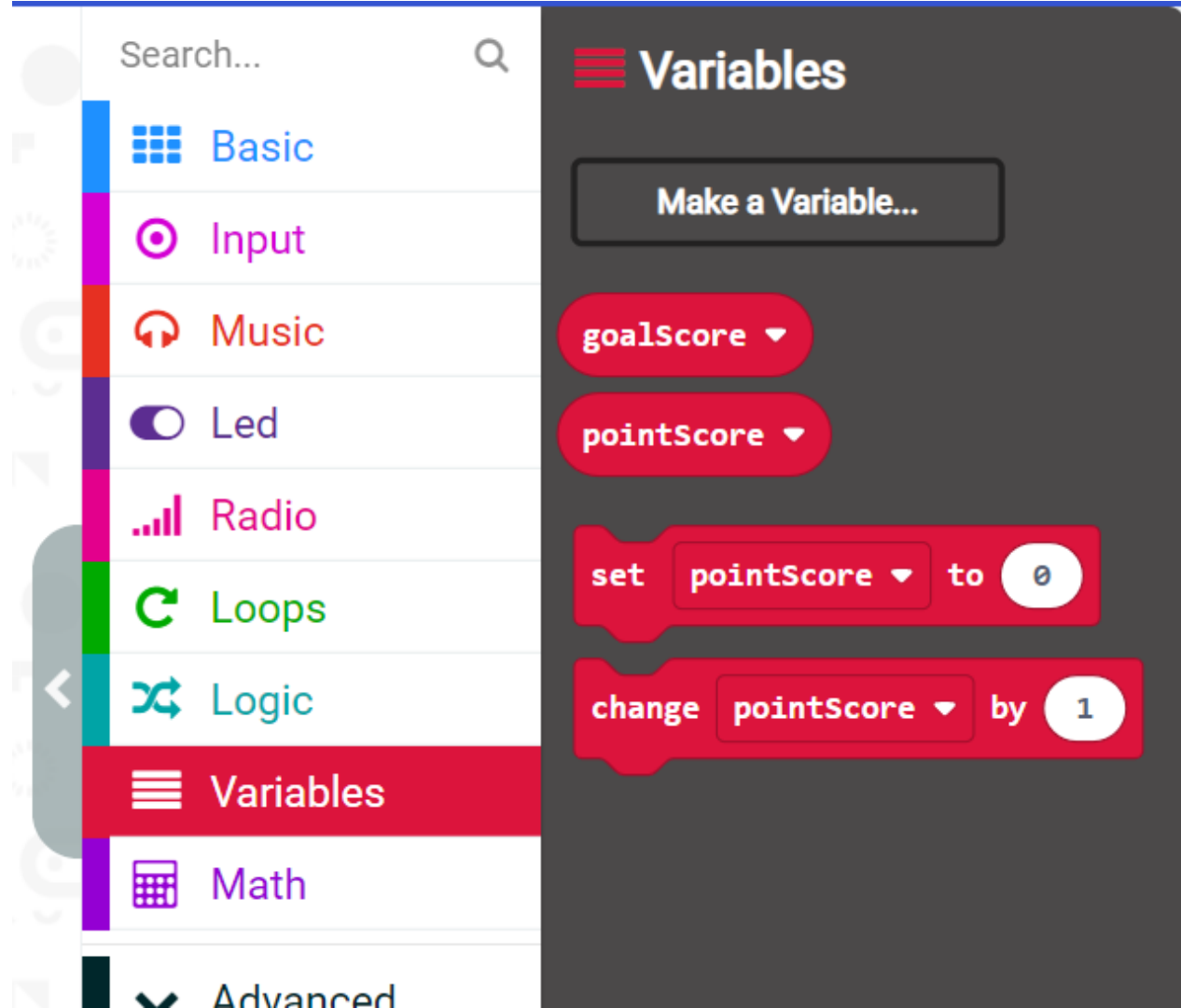
Variables are the names you give to computer memory locations which are used to store values in a computer program.

# What is a variable?

Think of a variable as a container that can store information that is required for your program to run.



Data



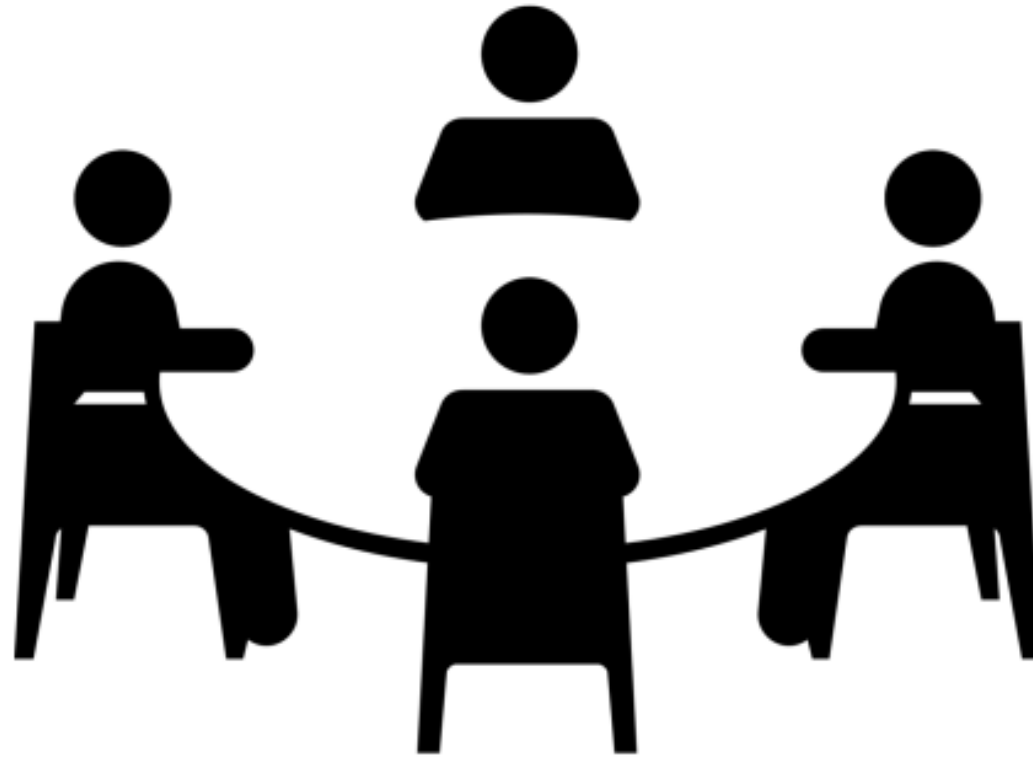
CREATING A  
VARIABLE IN  
MAKECODE.

# GAA SCOREBOARD

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Micro:bit Workshop - Session 1

# Predict & Discuss



# Exercise #1 – Predict & Discuss

In your groups please predict what the code pictured below will do.



forever

show string "G"

show number goalScore ▼

show string "P"

show number pointScore ▼

## EXERCISE #1 – GAA SCOREBOARD

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## Exercise #2 – Recreate and Run

Using the MakeCode editor create two Variables called goalScore and pointScore. Recreate the code from exercise 1. Run your code. Does it run and does it do what you thought it would do?

## Exercise #3 – Modify the code

Modify the code in such a way that when button A is pressed that goalScore is incremented by 1 and when Button B is pressed the pointScore is incremented by 1.

## Exercise #4 – Modify the code

Further modify the code to add a feature which works out the total number of points (goals and points) when button A + B is pressed.