To define a program variable as a placeholder in memory for a single value

To explain that a variable has a name and a value

To define 'variable' as something that is changeable

To identify a variable in an existing program

To recognise that a variable can be set as a constant (fixed value)

To experiment with the value of an existing variable

To explain that a variable can be used in a program, e.g. 'score'

To decide where in a program to set a variable

To use a variable in a conditional to control the flow of a program

To use an event in a program to update a variable

To explain that there is only one value for a variable at any one time

To use the same variable in more than one location in a program

To update a variable with a user input

To explain that the name of a variable needs to be unique

To explain that the name of a variable is meaningful to the computer

To explain that if you change the value of a variable, the original value cannot be accessed (cannot undo)

To use an event in a program to change a variable

To explain that if you read a variable, the value remains

To explain that the importance of setting up a variable at the start of a program (initialisation)

To decide where in a program to set a variable

To choose a name that identifies the role of a variable to make it more usable (to humans)

To identify examples of information that is variable, e.g. a football score during a match

To use the same variable in more than one location in a program

To explain that the name of a variable needs to be unique

To explain that if you change the value of a variable, the original value cannot be accessed (cannot undo)

To use an event in a program to update a variable

To explain that there is only one value for a variable at any one time

To explain that the name of a variable needs to be unique

To choose a name that identifies the role of a variable to make it more usable (to humans)