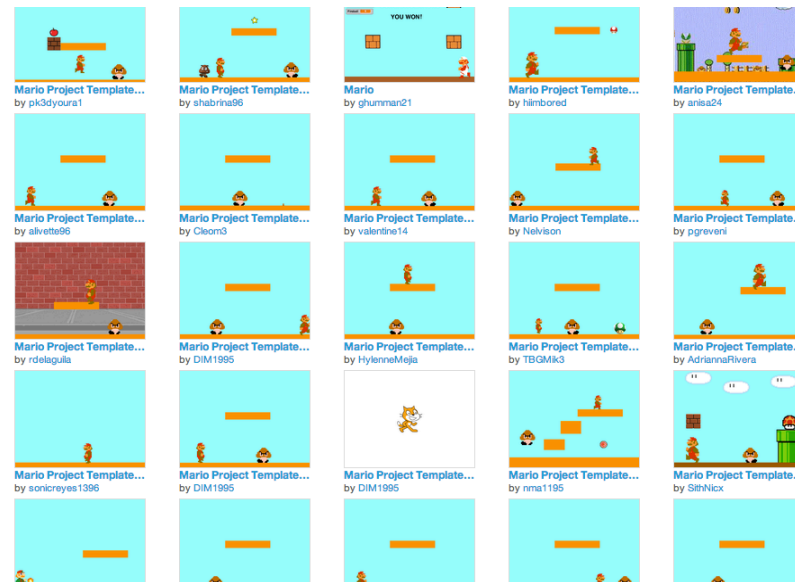
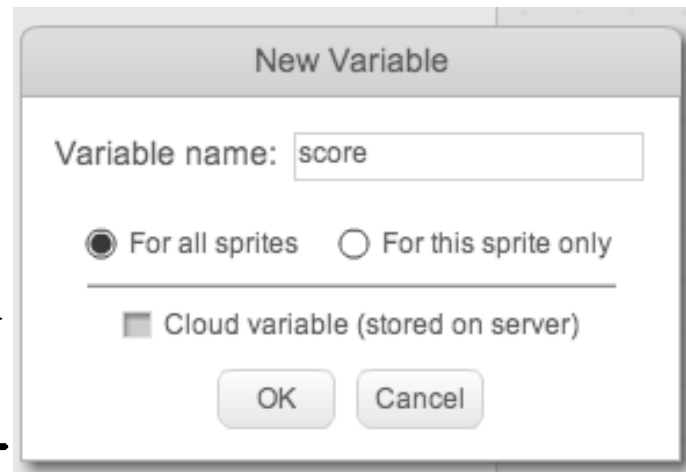
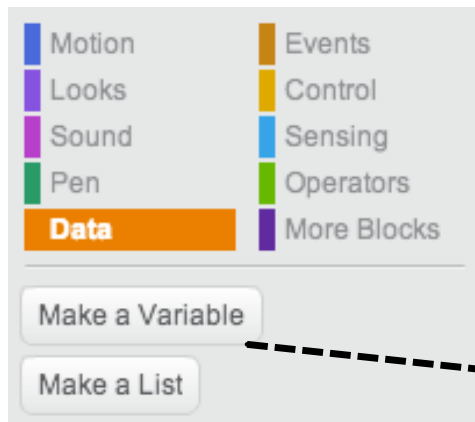


This Week: Variables and Operators

- **TODAY:** Variables
- **DO NOW:** Volunteer to show off your **Mario** project!

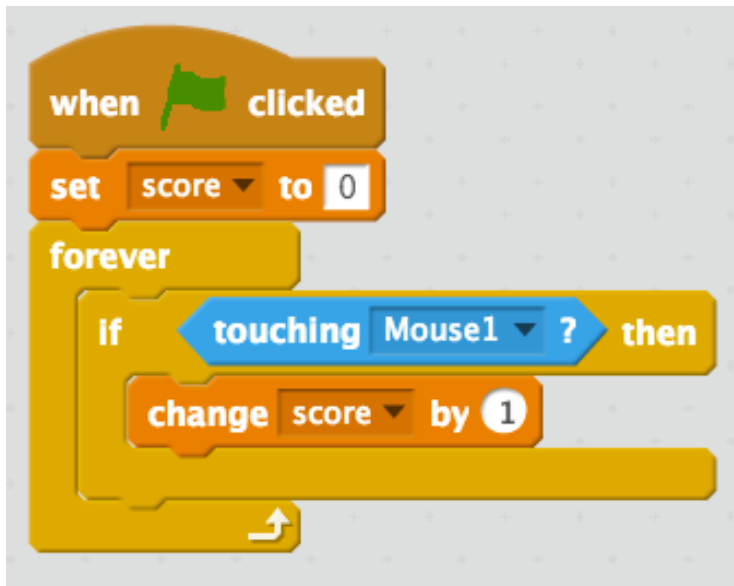


How to Create Variables



When to Use Variables?

To store information:



When the green flag is clicked

Set the cat's score to 0

Keep doing this:

If you catch the Mouse

Increase your score by a point

What is the "information"
here?

When to Use Variables?

To make it easy to change things:

