VARIABLES

1. What is a variable?

2. How do you make a variable in scratch?

3. What does the program print?

```
when clicked

set number to 4

set number to 10 - number

say number for 2 secs
```

CONDITIONALS

4. What is a conditional?

5. Can you give an example of a conditional?

6. What does the program print?

```
when clicked

set num to 10

if num = 20 then

say Hello! for 2 secs

else

if num < 20 then

say I love programming! for 2 secs

else

say Programming is fun! for 2 secs
```