**Computing**

**Scratch Lesson 2**



**The next part of our Scratch project is to build in some variables. This means we select blocks that have an ‘input’ and an ‘output’.**

**‘If ……. then .....’**

**In real life terms an example could be:**

**‘If you are thirsty then get a drink.’**

**In our game, we are going to have the input of**

**‘If you touch the monster or dragon then go back to the beginning.’**

**Watch the following clip to see how I did it and then have a go yourselves.**

[**https://www.loom.com/share/3e278ddee7e945f6b4f84f0f7c5c3842**](https://www.loom.com/share/3e278ddee7e945f6b4f84f0f7c5c3842)