Computing

Lesson 3: Variables

Programming Part 1: Sequence

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[1] *Materials from the Teach Computing Curriculum created by the National Centre for Computing Education*

Task: Make a prediction

Take a look at the program below and make a prediction about what will be output on the screen when this program is executed. **Write your prediction down.**

```
noun = "Car"
adverb = "gently"
adjective = "loud"
print(f"The {noun} was {adjective} when it {adverb} went to school")
noun = "Zebra"
adverb = "aggressively"
adjective = "giant"
print(f"The {noun} was {adjective} when it {adverb} went to school")
```

Task: Run the program

1. Open the program using the following shortlink: **oaknat.uk/comp-py-silly-sentences**
2. Run the program
3. Was your prediction correct? Did anything surprise you?

Task: Investigate the program

Follow the steps to investigate the program. Record your answers.

Step 1	Step 2	Step 3
In which line is the variable `adjective` **initialised**?	In which line is the variable `adverb` **first reassigned**?	When is the variable **noun** **first used**?

Task: Investigate the program

Follow the steps to investigate the program. Record your answers.

Step 4

Is there a **difference** between the code in line 4 and line 8?

Step 5

On line 4, **remove** the f after print and before the speech mark. **Run** the code and write down what happens.

! Remember to place the f back in when you have finished.

Step 6

What do you think the f is used for?

Task: Investigate the program

Follow the steps to investigate the program. Record your answers.

Step 7

On line 4, **remove** the curly {} brackets that surround noun and run the code again. What happens?

! Remember to place the {} back in when you have finished.

Step 8

Why does it not display `The Car Zebra was loud giant when it gently aggressively went to school` when the code is executed?

Task: Modify the program

Follow the steps to modify the program.

Step 1

Change all values in both occurrences of `noun`, `adjective`, and `adverb` to something different.

Step 2

Create a new variable called `proper_noun` and initialise it as London.

Step 3

Replace the word `school` with `{proper_noun}` in both print statements.

Task: Modify the program

Follow the steps to modify the program.

Step 4

Make a **change** to your code that will ensure that the second print statement displays a different **proper noun**.

Step 5

Add a **completely new** silly sentence to the bottom of the code. You can use the same **variables** but think of a different sentence to write.

Task: Make!

Create your own silly story using the code from this activity as a guide.

1. Write a silly story
2. Decide which words should be blank
3. Assign variables to the blanks
4. Write the program

You don’t have to use an adverb, adjective, or noun. You could use words like **popular_restaurant** or **public_transport**. Be as creative as possible, the sillier the better!