



VARIABLES AND OPERATORS

1. The table shows the different logical operators which are used in Scratch. Refer to this table to answer the two questions below.

<	>	=	NOT
<=	>=	AND	OR

1 a. Complete the Symbols table shown below:

Symbol (s)	Definition
<	Less than
	More than
	Equal to
	More than or equal to
	Less than or equal to

1 b. Replace **X** with the appropriate OPERATOR from the table above

Instruction	Answer
IF lives X 0 THEN it's game over	
IF score X the highest score THEN you've got the new highest score	
IF the ball "Y" position is X bottom screen, THEN you've gone off the bottom.	
IF you have the magic key X the key code, THEN you can get through the door	

Milestones: Tick the ones you know how to do:

1. Create Variables
2. Change data in variables
3. Can show and hide blocks