



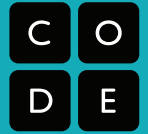
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Name: _____

Date: _____

Functional Instructions

Learning Variables and Functions through Craft



Sometimes you want to do certain instructions over and over again. That's where functions come in handy! Group all repeated instructions into one place, give them a simple name, then you can call that entire group at the same time just by using the name you gave it.

What if you want to do something over and over, but don't know what supplies you'll be working with ahead of time? This is the perfect place for variables! Variables are just placeholder words that you can put into your program so that you know where your *actual* supplies are supposed to go, once you know what they are.

Directions:

- 1) Take a program that contains several sets of identical instructions.
- 2) Move one or more of the sets of identical instructions into the "Skills" areas of the Skills Sheet.
- 3) Rewrite the original program, using the skill names instead of actually writing out the group of instructions that the skills describe.

New Words!

Function

Say it with me: FUNC-shun

A piece of code that you can easily call over and over again

Variable

Say it with me: Vayr-ee-ah-buhl

A placeholder for a piece of information that can change



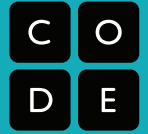
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Functional Instructions

Skills Sheet



SKILL 1

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____

SKILL 2

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____

PROGRAM

- 1) _____
- 2) _____
- 3) _____
- 4) _____
- 5) _____
- 6) _____