Notes: Keeping Score with a Variable

When playing a game, the score can ______________. Since it can change, we will need to use a ____________ to keep track of it.
You will first need to ___________ a variable and call it “____________”.

In our basic game of cat and mouse, the cat wins when it ________________________________. The mouse wins if it doesn’t get caught.

If we want to keep track of the __________ score, IF the cat catches the mouse, THEN we want the score to go _____. The variable needs to go in an ______________!

To make the scoring more complicated, you can ______________ a point from the cat’s score when something good happens to the mouse.

Alternatively, you can make a __________________________ for the mouse’s score that increases every time the mouse does something good.