Making Variables
Variables You Know!

A variable is anything that *changes* over time.

You have already used 2 variables in Scratch:

1. **Volume**
2. **Tempo**

But what if we want to change something else besides the volume or tempo?
To make a new variable:
1. Click on the “Variables” tab
2. Click “Make a variable”
3. Give your variable a name
Making a New Variable, continued!

You now have **new blocks** to use with your variable!

You can add your variable to **any block** that has a variable.
Using Your Variable!

You can change your variable using the `set variable` and `change variable` blocks, just like you did with tempo and volume.

Remember to use the `checkbox` to keep track of what your variable is at any time.
With the time that’s left...

• Begin the Making Variables worksheet.
  – You will need to draw each script you make on your worksheet.