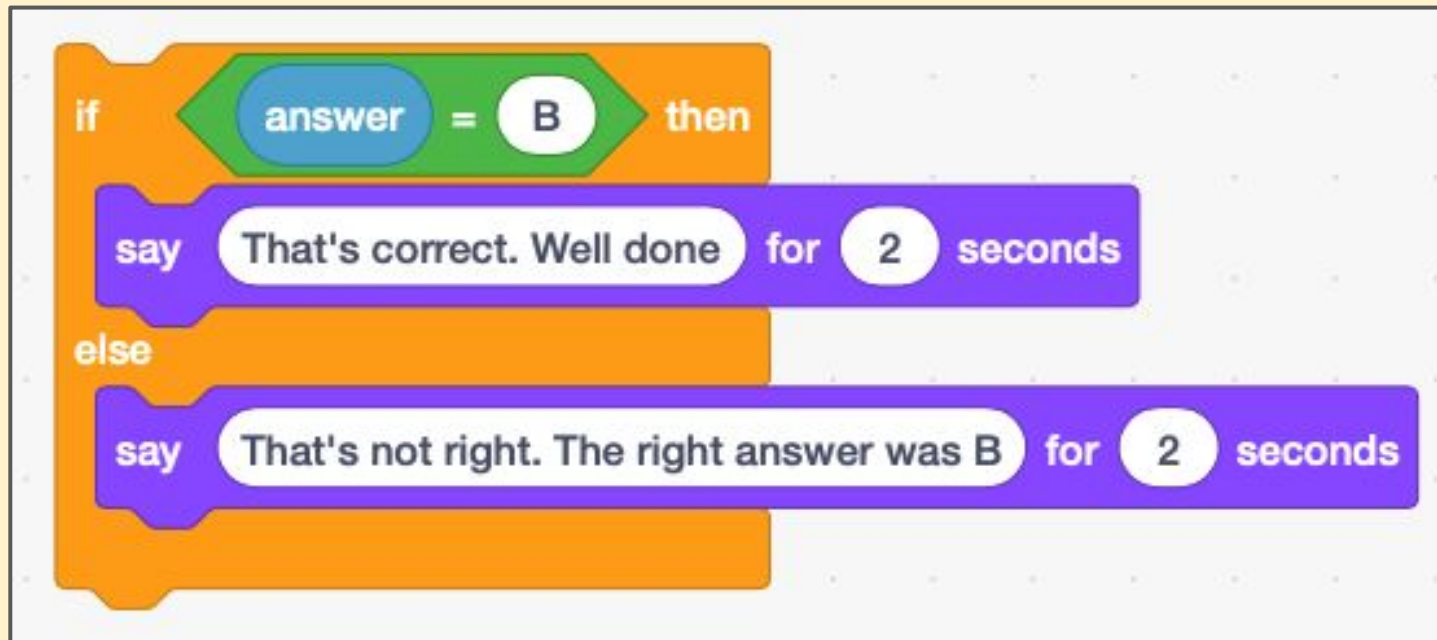


Making the Quiz

When you check if an answer is right you use an idea called **selection**

This decides which way to go through the quiz



Making the Quiz

Selection works by using **IF** and **ELSE**

IF the answer is right

Do this thing

ELSE

Do something else

This idea works in all programming languages

Making the Quiz

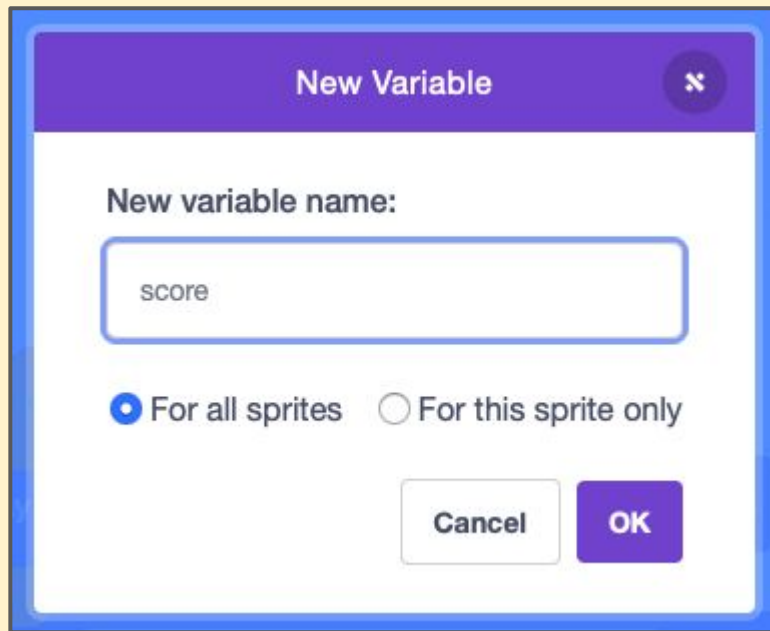
To keep score we need somewhere to store the value for the score so that the computer can remember it

To do this, we use a **variable**

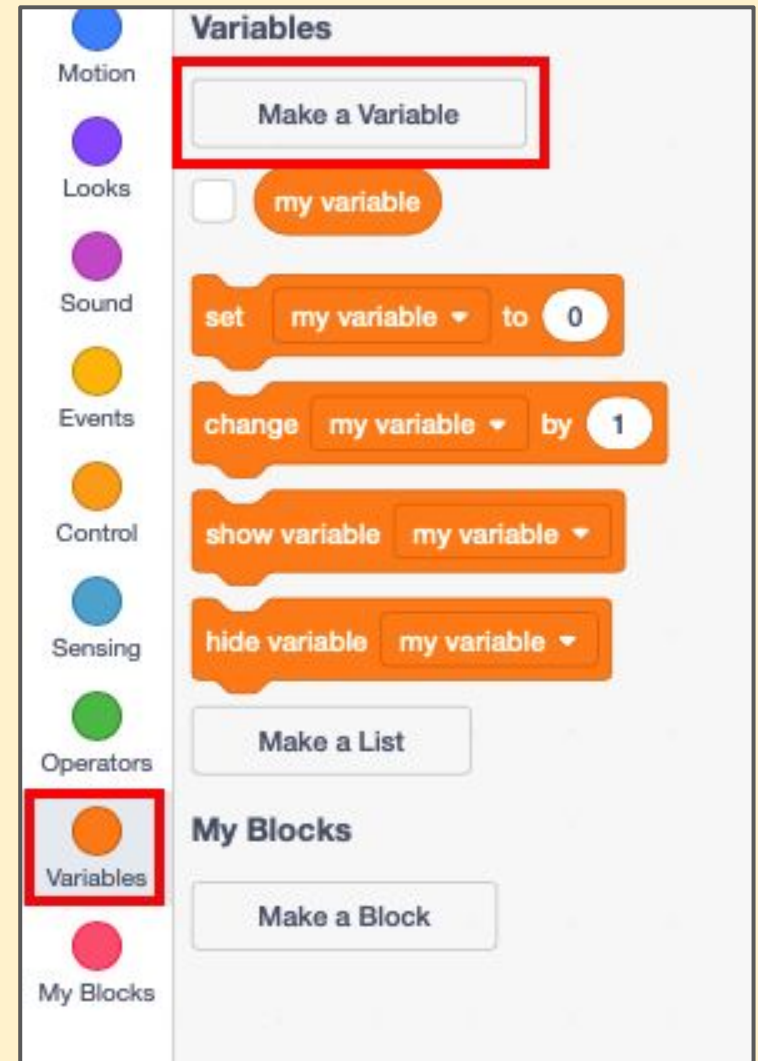
A **variable** is just an area of computer memory where we can store a value

Making the Quiz

To use a variable in Scratch we first have to make it

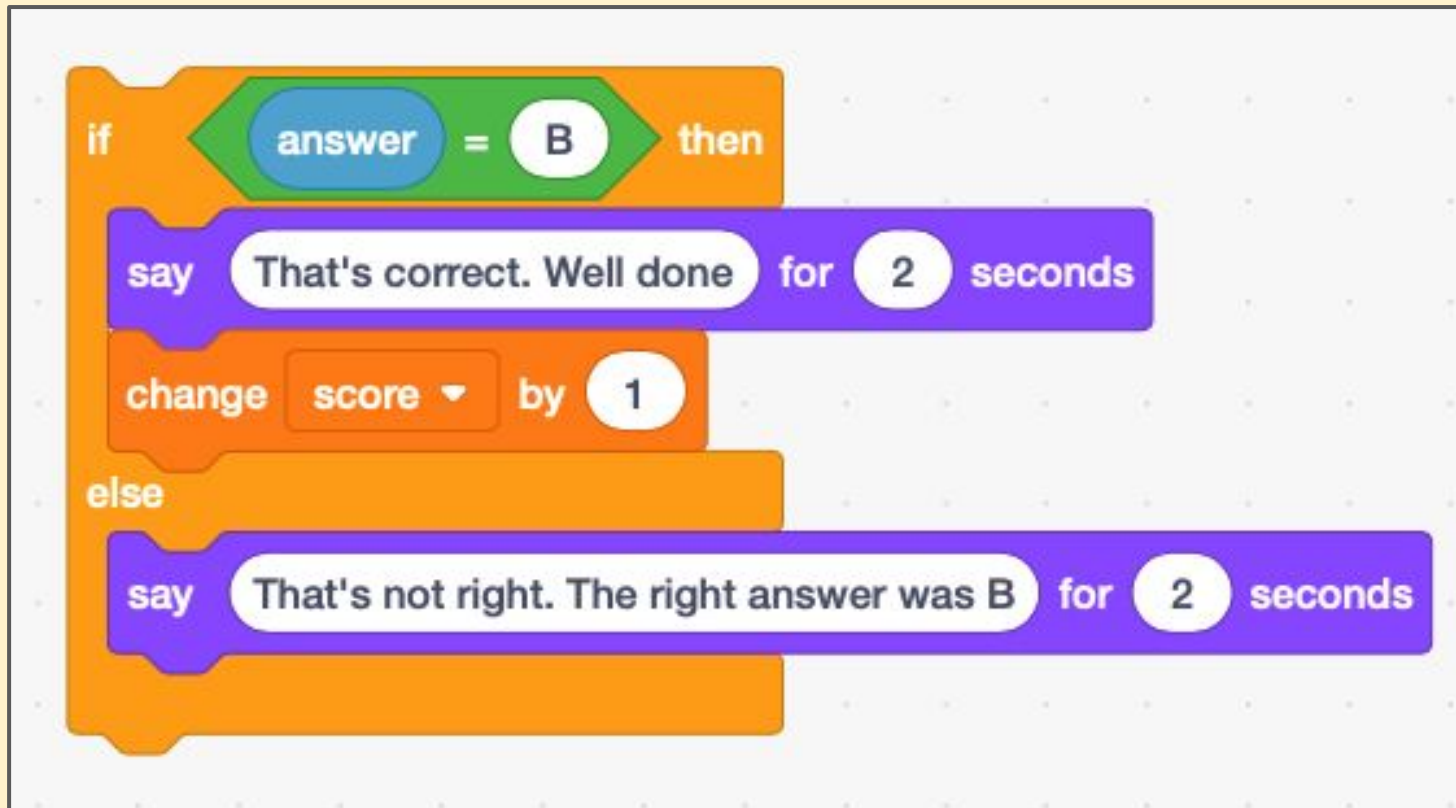


Give your variable a sensible name.
I used **score**



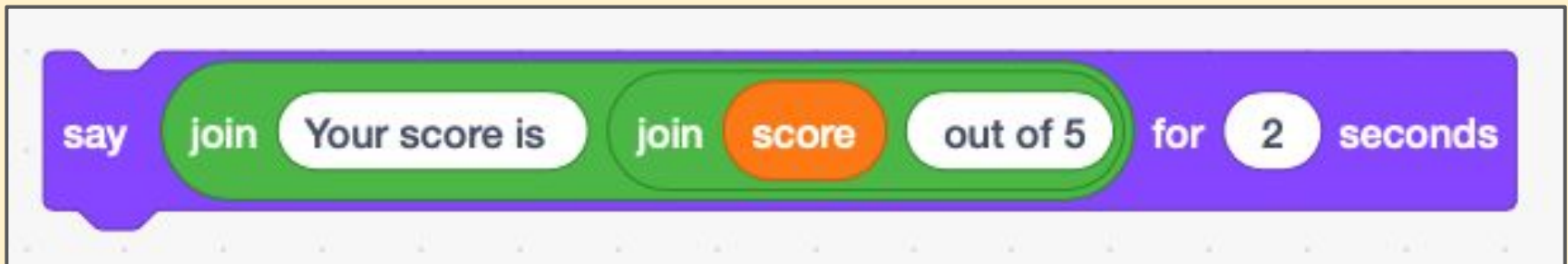
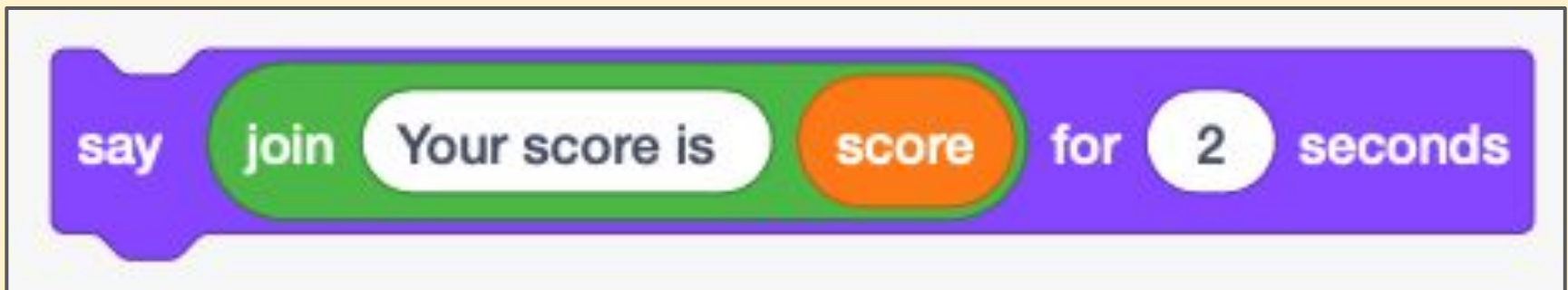
Making the Quiz

Now we can use the variable in our code to add one point to the score if the answer is right



Making the Quiz

And you can report the score the user has by using the variable



Making the Quiz

Selection lets you decide what to do next. It uses IF and ELSE

A **variable** lets you store something in the computer's memory