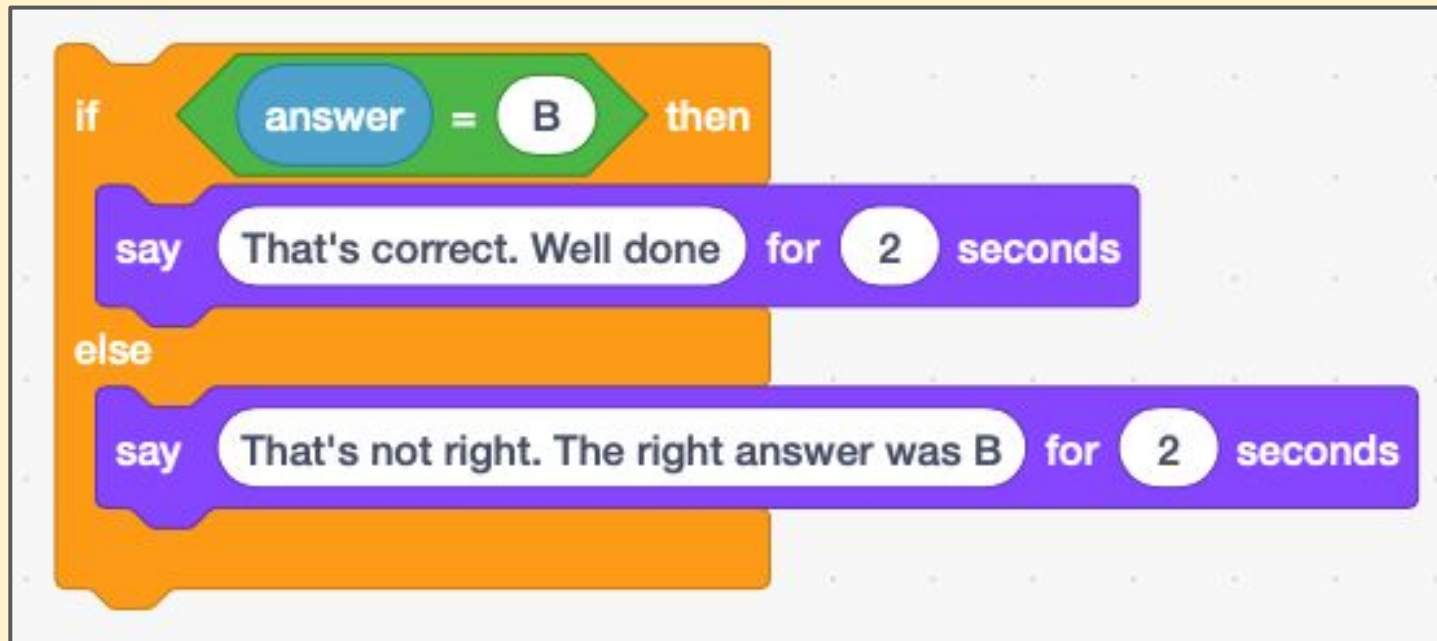


# Making the Quiz

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 world in all programming

# Making the Quiz

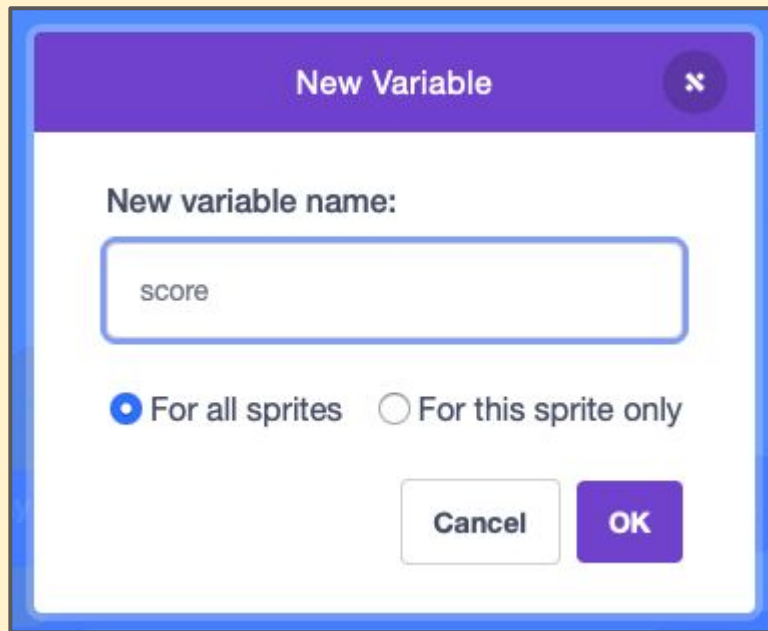
To keep score we need somewhere to store the value for the score so that the computer can remember it

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

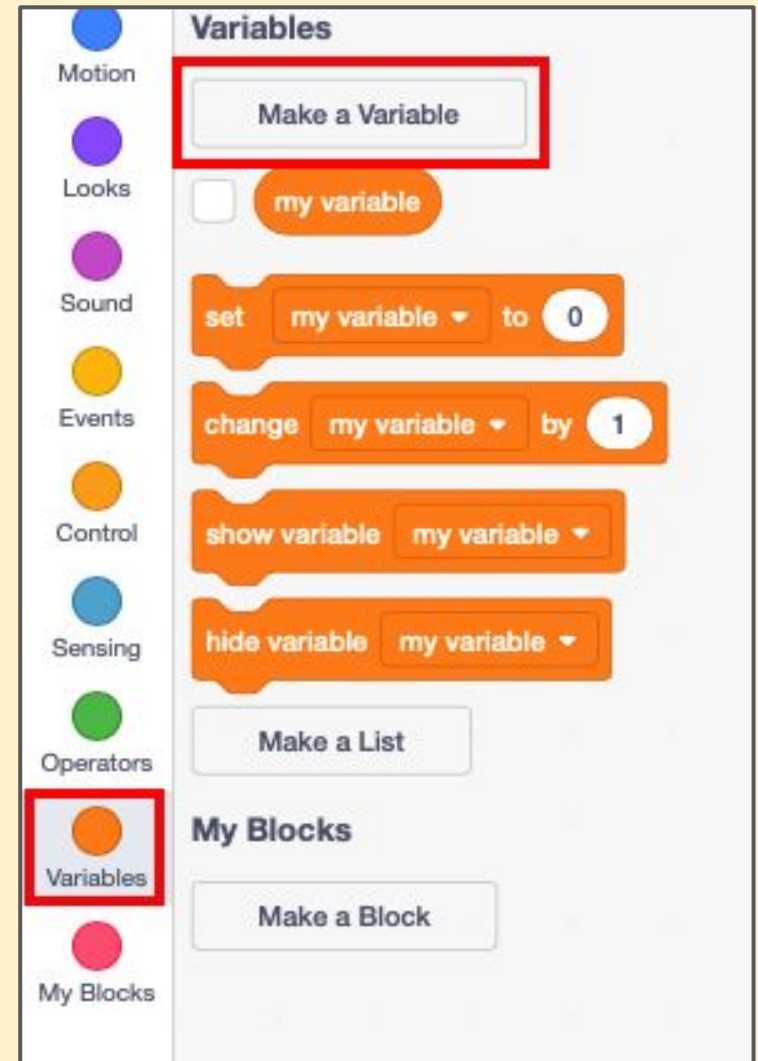
A variable is just an area of computer memory where we can store a value

# Making the Quiz

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

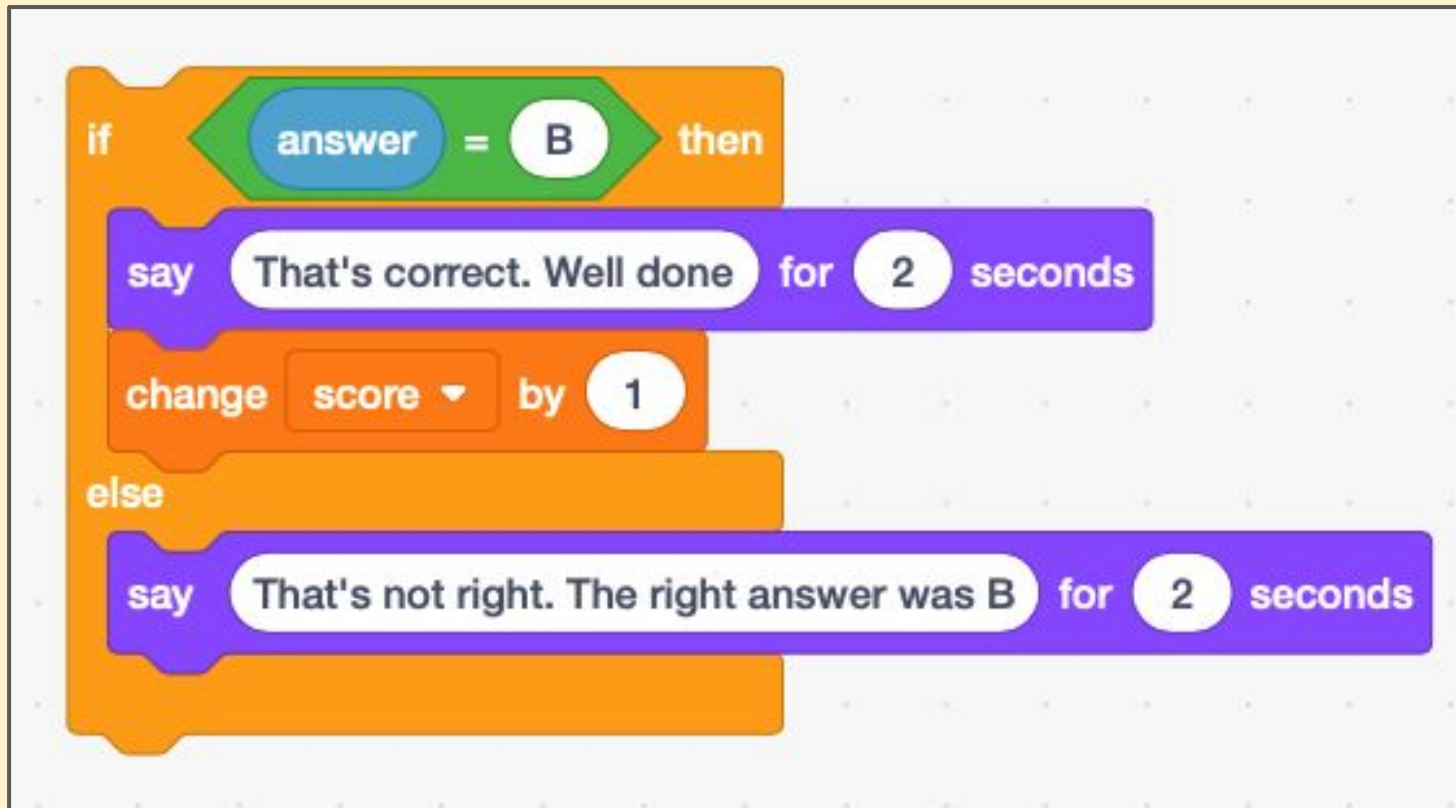


Give your variable a sensible name.  
I used **score**



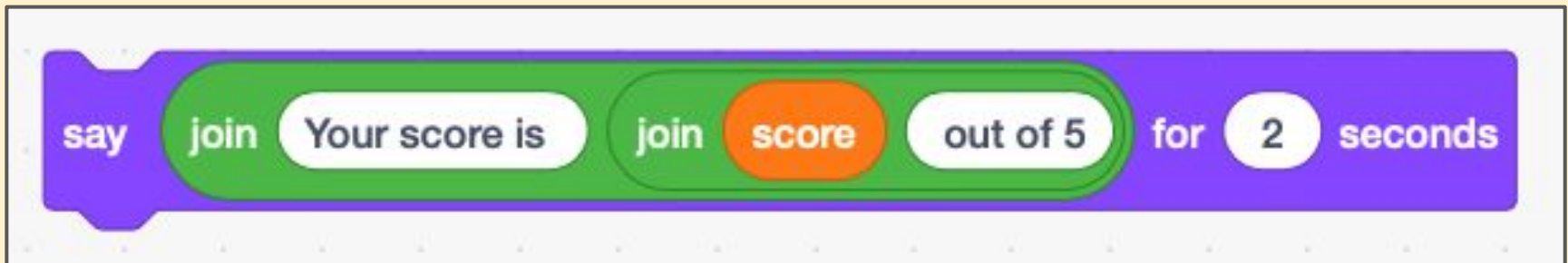
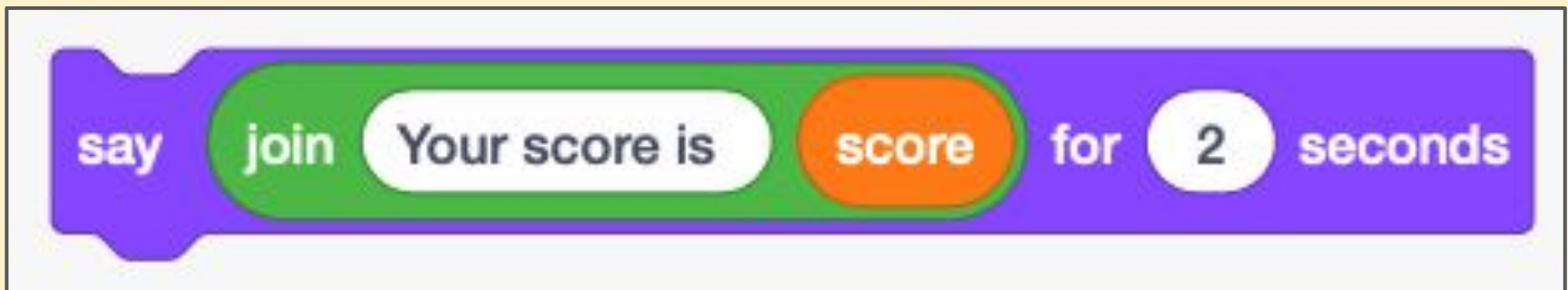
# Making the Quiz

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