

[Variable assignment (in Scratch)]

Let's get a feel for variable assignment and updating by moving the cat across the page by changing the x-position rather than using the move forward block. With variable assignment, we usually need to create our variable and then set a starting value – so we'll initialize the x-position to start at 0. Then for each time around our loop, we'll update the x-position to increase by 1 and then we'll wait for a tenth of a second. Now of course, this could have been achieved in Scratch by just moving forward 1 step – and in fact this is what the “move 1 steps” coding block does, it updates the position of the cat by increasing the x or y position according to the direction the cat is facing.