

Unplugged Activity Mad Libs:

1 What are variables?

- Variables allow you to generalize a script. This is a important concept in programming.
- Point out that the variables added to the lists in this activity are similar words placed in a list when playing a Mad Lib. Once words or variables are placed in a list, they can be used later for some outcome. For example, in Mad Libs the input words are later placed in a story. In the activity, input numbers use a rule to calculate the outcome.

2. Ask students to complete this first part of the Mad Libs. In this part, they are inputting values similar to the way they will input variables in the activity.

Name: _____

Write out one word for each of the following variables:

Verb: _____

Noun: _____

Verb: _____

Place: _____

Verb: _____

Noun: _____

Verb with -ing ending: _____

3. Use the story below. The outcome in Mad Libs is this silly story when using the input words from the list created above. The outcome in the activity are the answers to the rule when using the input numbers found in the list.

Early last year, my mom _____ me an old
verb

_____. She told me about the days when she
noun

would _____ it from her school in
verb

_____. I tried to _____ it
place verb

once but tripped over my _____. It didn't take
noun

long before I decided that it was best to leave the

_____ to my mom.
verb with -ing ending