

**Bit by Bit Computer Science**

**FREE GCSE Trace Tables Made**

**Easy**

**OCR • AQA • Edexcel**

- ✓ Worked Example
- ✓ Practice Questions
- ✓ Full Step-by-Step Answers

## 1. What is a Trace Table?

A trace table helps you follow a program one line at a time. Each time a variable changes, or the program prints something, you record it in the table. This is one of the most common GCSE programming skills — and one of the easiest marks to drop if you rush.

## 2. Worked Example

```
x = 3
x = x + 2
print(x)
```

| x | Output |
|---|--------|
| 3 |        |
| 5 |        |
| 5 | 5      |

 **Exam Tip:** Write down the new value of a variable on its own row, straight after the line that changes it. Only write something in the Output column on the row where the program actually prints — leave every other row in that column blank.



### 3. Your Turn

Complete the trace tables below. Add a new row every time the variable changes, and only fill in the Output column when the code prints.

#### Question 1

```
score = 4
score = score + 3
print(score)
```

| score | Output |
|-------|--------|
|       |        |
|       |        |
|       |        |

#### Question 2

```
count = 2
count = count * 5
print(count)
```

| count | Output |
|-------|--------|
|       |        |
|       |        |
|       |        |



## 4. Answers

### Question 1

| score | Output |
|-------|--------|
| 4     |        |
| 7     |        |
| 7     | 7      |

### Question 2

| count | Output |
|-------|--------|
| 2     |        |
| 10    |        |
| 10    | 10     |

## Exam Tips

- Read one line at a time.
- Only change a variable when the code changes it.
- Write every printed value in the Output column, on the row where it's printed.

## Enjoyed this free resource?

The complete Trace Tables Made Easy workbook is finished and publishing soon. It includes extended worked examples, exam-style practice and full answers. Visit the Bit by Bit TES shop for availability.

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