Lesson 1.9: Assessment Exercises

Objectives

After completing this lesson, students will:
- ❖ Have an understanding of how much they learned and understood during Unit 1

Agenda

1. Student Activity — 30 mins
2. Review Activity Solutions and Wrap Up — 20 mins

Preparation

- ❏ Print student activity worksheet (one per student)

Resources & Links

- ❏ None

1. Student Activity: Assessment Puzzles

Distribute one worksheet per student. This is an assessment activity for material covered in Unit 1.   Explain the activity to students.   Leave enough time at the end to go over the answers.

2. Review Activity Answers

Solutions to student activity:
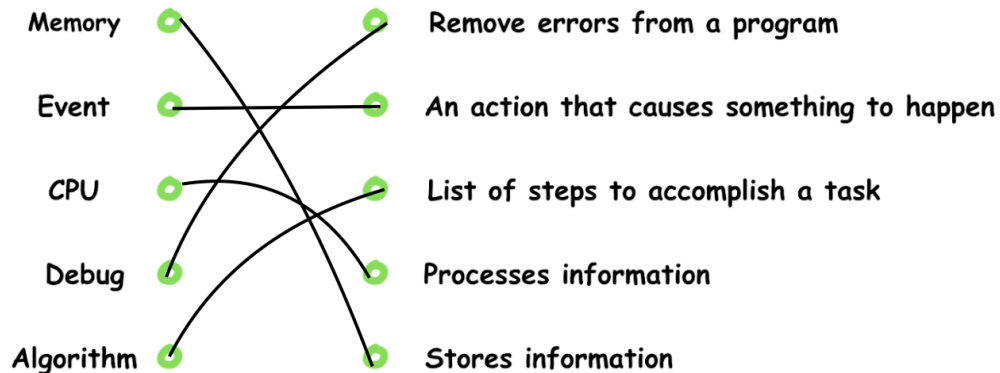
1. The following should be checked:
   - ❏ Must have your initials in it
   - ❏ ✅Must be 8 characters or longer
   - ❏ ✅Use at least 1 numeric (1,2,3,4,5…) or 1 special character (#&!_-)
   - ❏ Must be 3 characters long
   - ❏ ✅Combine lowercase and uppercase

2.

Credit: All images obtained from public domain

3.

4.

C   (The go to statement puts the sprite in the middle of the stage before moving. It is the important initialization code)

5. The terms are:
    - A. Password
    - B. Memory
    - C. Bug
    - D. Input
    - E. Stage

    Mystery word: **DEBUG**

Student Activity: Check Your Knowledge

1. Check everything that is part of a **strong password**:

    ❏ Must have your initials in it
    ❏ Must be 8 characters or longer
    ❏ Use at least 1 numeric (1,2,3,4,5…) or 1 special character (#&!_-)
    ❏ Must be 3 characters long
    ❏ Combine lowercase and uppercase

2. Circle all items that are a **computer** based on what you learned:

smartphone

Credit: All images obtained from public domain

3. Connect the words with a line to the corresponding definition.

Memory   ○   ○ Remove errors from a program

Event   ○   ○ An action that causes something to happen

CPU   ○   ○ List of steps to accomplish a task

Debug   ○   ○ Processes information

Algorithm   ○   ○ Stores information

4. Which script matches the description?

Every time the green flag is clicked, the sprite should move 100 steps from the middle of the stage and then say Hello! for 1 second.

A)

```
when [flag] clicked
move 100 steps
say Hello! for 1 seconds
```

B)

```
when this sprite clicked
move 100 steps
say Hello! for 1 seconds
```

C)

```
when [flag] clicked
go to x: 0 y: 0
move 100 steps
say Hello! for 1 seconds
```

5. For each letter, fill in the correct term and uncover the mystery word. Some terms have a few letters filled in to help you out.

A			S	S	W				
B						M				
C									G	
D			I	N					
E			S						

A   A secret code to protect you online:

B   The computer stores information in _____

C   A problem in a program is called a _____

D   To tell a computer what to do we must _____ information.

E   In Scratch, the background of a project is called the _____