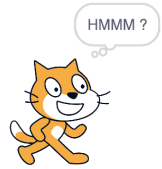# Lesson 3.8: Assessment Exercises

HMMM ?

Objectives

After completing this lesson, students will:
- ❖ Have an understanding of how much they learned and understood during Unit 3

Agenda

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

Resources & Links

- ❏ None

Preparation

- ❏ Print student activity worksheet (one per student)

HMMM ?

1. Student Activity: Assessment Exercises

Optionally do a quick review of material covered in Unit 3 or you can use the exercise solutions discussion as a means to review the material.

Distribute one worksheet per student. This is an assessment activity for material covered in Unit 3. Explain the activity to students. Leave enough time at the end to go over the answers.
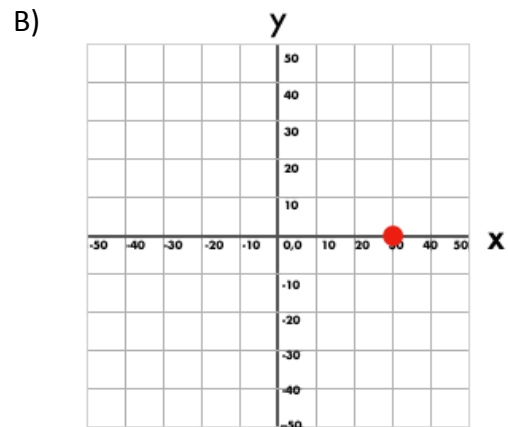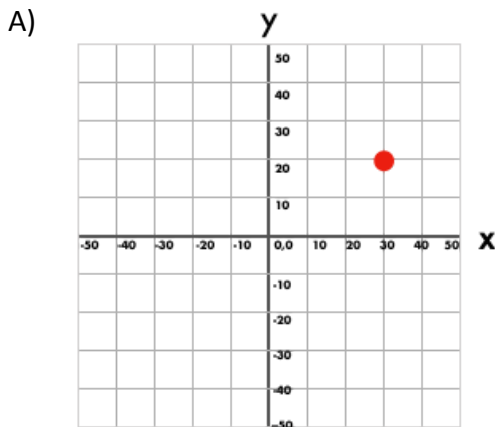
2. Review Activity Solutions

Engage students in an interactive discussion and review of the answers to each of the exercises.

<u>Note:</u> For exercise 6 the color is not important unless students have colored pens available.
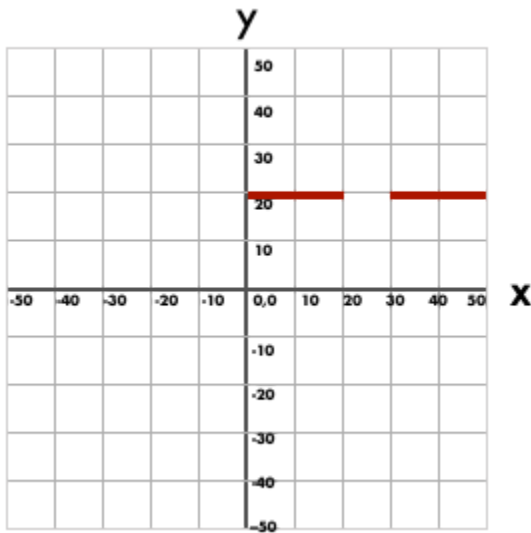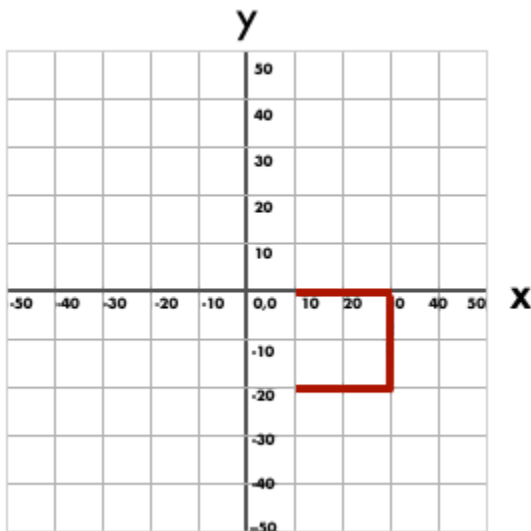
1) C
2) C
3) True
4)

A)

B)

HMMM ?

5)

Loop ⊙ ── ⊙ Any number chosen by chance

X axis ⊙ ── ⊙ Repeats the same instructions multiple times

Random Number ⊙ ── ⊙ The horizontal axis in the coordinate plane
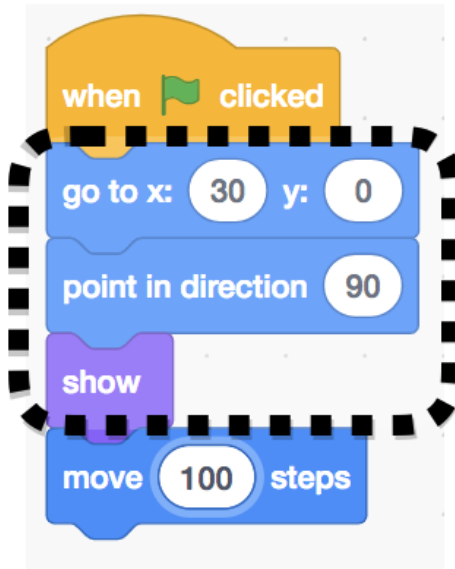
6)

A)

B)

3

HMMM ?

Student Activity: Assessment Puzzles

1. What is the purpose of the code in the dotted line box? Circle the correct answer.

a) Let you know you are using Scratch

b) It is not needed

c) Set the starting position and state of the sprite

d) It is needed to move the sprite

2. What is the section inside the dotted box called? Circle the correct answer.
    a) Redundant code
    b) Starter code
    c) Initialization code
    d) It has no name

3. Computer scientists often ask users for feedback so they can improve a project.

        ☐ True   ☐ False

HMMM ?

4. **After** each script runs, mark with a dot or circle the position (as close as possible) of where the sprite will be located in the x/y plane. The sprite is at position (0,0) pointing to the right.
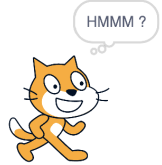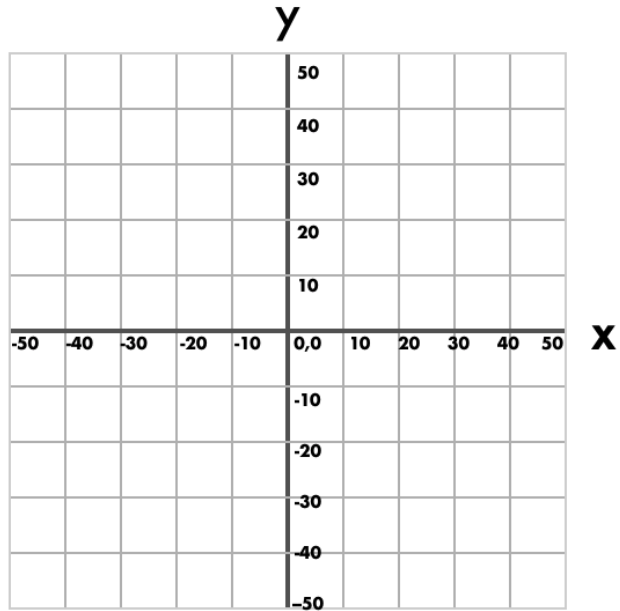
    1 square = 10 steps.

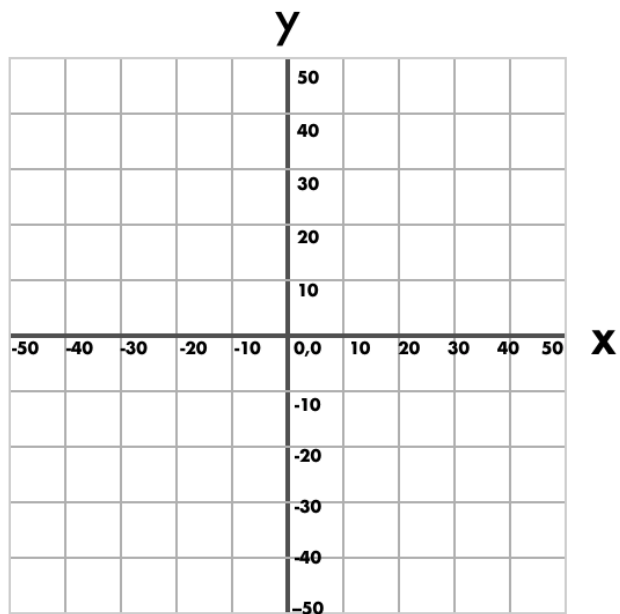**A)**

```
go to x: 20 y: 20
move 10 steps
```

y

B)

```
point in direction 90
repeat 3
    move 10 steps
```

y

HMMM ?

5. Connect the words with a line to the correct definition.

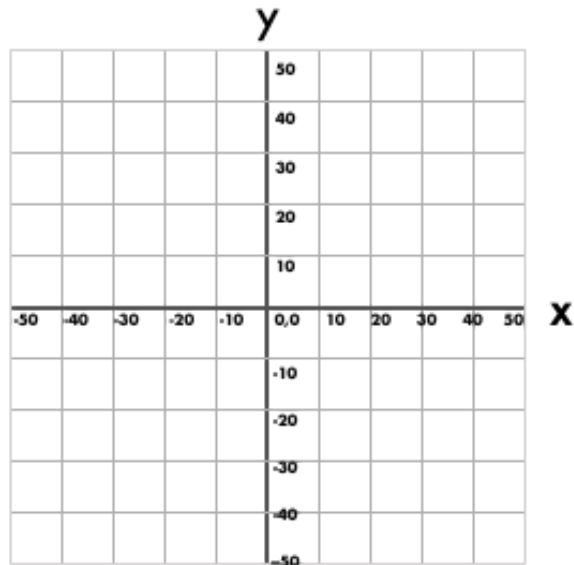Loop ⬤   ⬤   A number chosen by chance

X axis ⬤   ⬤   Repeats the same instructions multiple times

Random Number ⬤   ⬤   The horizontal axis in the coordinate plane

6. Can you figure out what each script does?   Draw your answer in the grid.

a)

```
erase all
pen up
point in direction 90
go to x: 0 y: 20
set pen color to ⬤
pen down
change x by 20
pen up
change x by 10
pen down
change x by 20
```

b)

```
erase all
pen up
point in direction 90
go to x: 10 y: 0
set pen color to ⬤
pen down
repeat 3
  move 20 steps
  turn ↻ 90 degrees
```