# Lesson 1.7: 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: Assessment Puzzles — 30 mins
2. Class Activity: Review Answers — 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.
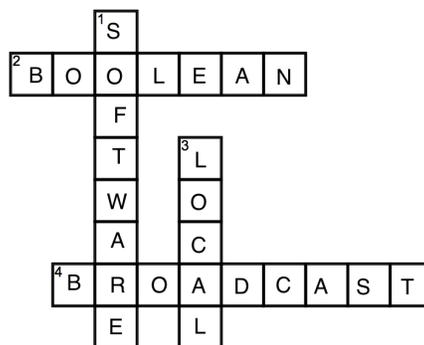
## 2. Class Activity: Review Answers

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

**Solutions to student activity:**

1. Check everything that an Operating System does?

   - ❏ ✅Install new programs
   - ❏ Write code
   - ❏ ✅Decide when a program is run by the CPU
   - ❏ Scan the computer for viruses
   - ❏ ✅Decide whether a program can access an input or output device
   - ❏ ✅Control computer hardware

2. Find the word corresponding to each clue!

```
          ¹S
    ²B  O  O  L  E  A  N
          F
          T      ³L
          W      O
          A      C
    ⁴B  R  O  A  D  C  A  S  T
          E      L
```

**Across**

**2** A variable that can only be true or false

**4** A message sent from 1 sprite to all others

**Down**

**1** Programs and instructions are called ...

**3** A variable that can only be changed by the sprite that owns it is called a ... variable

3. A smartphone screen is an example of both an input and an output device.

   True

4. The input and output devices, the CPU, memory and many other components that you can see inside a computer are called *Hardware.*

   True

5. When creating a new variable, the *For this sprite only* option will create a global variable.
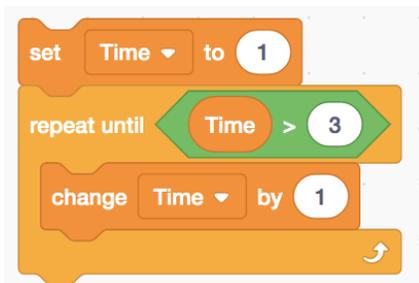
   **New variable name:**

   | Time |

   ○ For all sprites   ● For this sprite only

   False

6. What does the following operator return?   D. False   (6>3 is true, not true = false)

   a. 3

   b. True

   c. Nothing

   d. False

   not ( 6 > 3 )

7. What is the value of the **Time** variable after this script runs?

   ```
   set Time ▾ to 1
   repeat until  Time > 3
       change Time ▾ by 1
   ```

   B. 4

   Bonus question:  How many times does the loop run?     ___3_____

8. A keyboard with large keys is an example of an assistive technology device?

   True

9. A keyboard with large keys is helpful to:

   C. A person with low vision (can't see well)

10. Give an example of a problem that has been solved or made easier by computers.

   ● Communicating across the world via text and email
   ● Counting votes in an election
   ● Online research for a project
   ● Voice to text and speech to text
   ● Help people with disabilities communicate

# Student Activity: Check Your Knowledge

1.  Check everything that an Operating System does?

    ❏ Install new programs
    ❏ Write code
    ❏ Decide when a program is run by the CPU
    ❏ Scan the computer for viruses
    ❏ Decide whether a program can access an input or output device
    ❏ Control computer hardware

2.  Find the word corresponding to each clue !
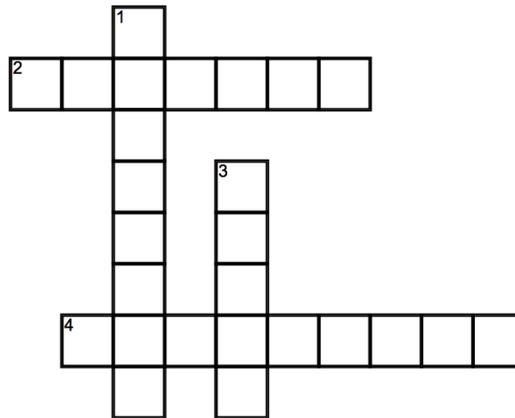


**Across**

**2** A variable that can only be true or false

**4** A message sent from 1 sprite to all others

**Down**

**1** Programs and instructions are called ...

**3** A variable that can only be changed by the sprite that owns it is called a ... variable

Word List:    local       broadcast       hardware       memory
              global      event           boolean        software

3.  A smartphone screen is an example of both an input and an output device.

    ❏ True
    ❏ False

4. The input and output devices, the CPU, the memory and many other components that you can see inside a computer are called **Hardware.**

   ❏ True

   ❏ False

5. When creating a new variable, the "**For this sprite only**" option will create a global variable.
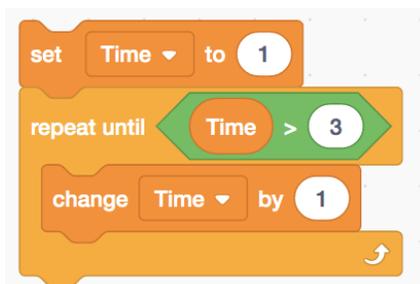
   **New variable name:**

   [ Time ]

   ◯ For all sprites  ⬤ For this sprite only

   ❏ True
   ❏ False

6. What does the following operator return?

   a. 3

   b. True

   c. Nothing

   d. False

   > not ( 6 > 3 )

7. What is the value of the "**Time**" variable after this script runs?

   > set Time ▾ to 1
   > repeat until ( Time > 3 )
   >   change Time ▾ by 1

   a. 3

   b. 4

   c. 1

Bonus question:  How many times does the loop run?  _____

8. A keyboard with large keys is an example of an assistive technology device?

    ❏ True

    ❏ False

Image source: washington.edu/doit

9. A keyboard with large keys is helpful to:

    a. A person who is blind
    b. A person who can hear
    c. A person with low vision (can't see well)
    d. Nobody really

10. Give an example of a problem that has been solved or made easier by a computer.

_____

_____

_____