

## Lesson 2.5: The Quiz Game - Part 2

### Objectives

In this lesson, students will:

- ❖ Practice creating and editing lists
- ❖ Practice creating an interactive program with user input
- ❖ Create an open ended quiz game

### Preparation

- ❑ Projector for demonstrations

### Agenda

1. List Review	5 mins
2. Get Input from the User	5 mins
3. Student Activity: Creating Quiz Questions	15 mins
4. Follow Up Discussion: Questions and Answers	5 mins
5. Student Activity: Creating the Question and Answer Lists	10 - 15 mins
6. Wrap Up and Reflections	5 mins

### Resources & Links

- ❑ Lists explained:  
<https://en.scratch-wiki.info/wiki/List>

## 1. List Review (Optional)

Review some list commands from either the demo project at <https://scratch.mit.edu/projects/315371625>

or from the Scratch Wiki at:

<https://en.scratch-wiki.info/wiki/List>

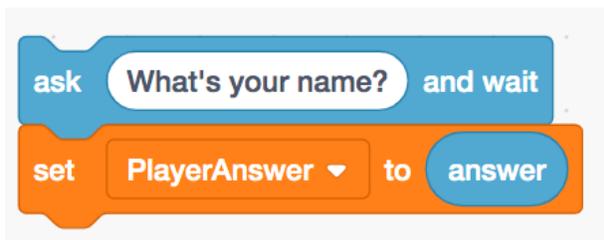
## 2. Get Input from the User



**Engage** students in an interactive demonstration and instruction.

Since we will be creating a quiz game we are going to need input from the user so they can give answers to the questions. The keyboard is a way for the user to communicate with the program. One way to establish communication between the program and the player is with the “ask” block.

The “ask” block from the sensing category allows the program to ask the player questions. The player’s answer is placed in the special block “**answer**,” which is like a variable.



The variable **PlayerAnswer** now has the player’s answer saved.

## 3. Student Activity: Create Quiz Questions



In this activity and all subsequent activities, students work in pairs with the same partner until the quiz game is complete. Partners should decide whose Scratch account they will use to code the game. At the end there will be time for students to share their project so that the partner whose account was not used can remix the game.

In this activity students first pick a theme for their quiz questions and come up with 3 quiz questions and the correct answers. Themes could be math, science, history or proficiency in any other area of their or your choosing. The questions could also be a mix of various things.

Explain the activity to students and ask them to write down their 4 questions and answers in their journal or workbook.

#### 4. Follow Up Discussion: Questions and Answers



Follow up the activity with a brief discussion prompting students for their themes and question style. This is also an opportunity to make sure all student teams are ready for the coding portion of the game. In the next activity students will create a list for their questions and another one for the answers. This follow up discussion is also an opportunity to ensure the questions and answers will be able to be added to a list.

#### 5. Student Activity: Create the Question and Answer Lists



In this activity student pairs create a quiz project, give it a name and create a list with their 4 questions and another list with the 4 answers to their questions.

Instructions to give to students:

1. Create a new Scratch project for your quiz game
2. Create a list for your questions and add your questions to your list
3. Create another list and add all your answers

#### 3. Wrap Up and Reflections



##### Reflection Points:

- What is your plan for coding your quiz game?
- Was it difficult to agree on your quiz theme and questions with your partner? How did you resolve any disagreements?
- How will storing the questions and answers in a list be helpful for the quiz?