Lesson 2.8: Assessment Exercises

Objectives

After completing this lesson, students will:
- ❖ Have an understanding of how much they learned and understood during Unit 2

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 2. Explain the activity to students. Leave enough time at the end to go over the answers.
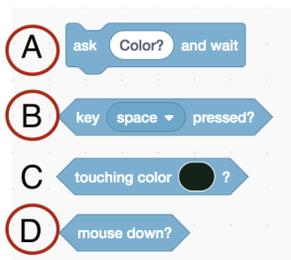
2. Class Activity: Review Answers

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

Solution to student activity:

1. Circle all Scratch blocks that are related to **user input**.

- (A) ask Color? and wait
- (B) key space ▾ pressed?
- C touching color ⬤ ?
- (D) mouse down?

2. Being able to choose a game level allows players of different skill levels to play a game.

✅ True

3. Given this Scratch list, what do these scratch blocks return?

Packing List
1 book
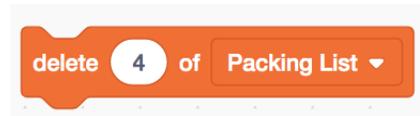2 pen
3 lunch
4 water
5 notebook

a) length of Packing List ▾   _____5_____

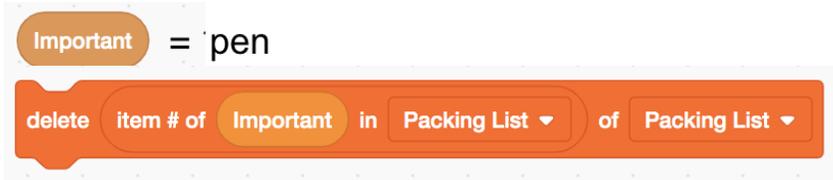b) item # of lunch in Packing List ▾   _____3_____

c) Important = water

item # of Important in Packing List ▾   _____4_____

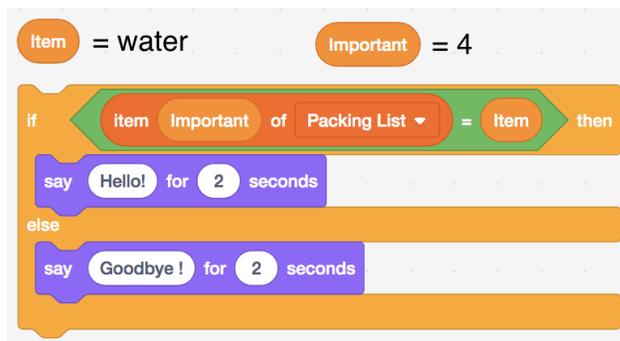d) Which item from the list is deleted by this block:
_____water_____

`delete  4  of  Packing List ▼`

e)

`Important  = pen`

`delete  item # of  Important  in  Packing List ▼  of  Packing List ▼`

Which item will be deleted from the list ? _____pen_____

f) What will this script say, Hello or Goodbye?_____Hello_____

`Item  = water      Important  = 4`

`if  < item  Important  of  Packing List ▼  =  Item >  then`
`say  Hello!  for  2  seconds`
`else`
`say  Goodbye !  for  2  seconds`

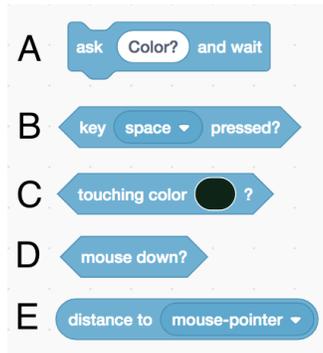4. Circle all statements that are true about clones and cloning ?

(A.) In Scratch, each sprite can create a clone of itself
B. When a clone is created, it inherits the position and the current costume but not the local variables.
C. In Scratch, only some sprites can create a copy of themselves
(D.) Cloning means making an exact copy of an object

5. Circle all statements that are true about **procedures** ?

A. Procedures are implemented in Scratch using the ***Make a List***
(B.) Procedures are small sections of code that perform a particular task
(C.) Procedures make a program easier to read and maintain
(D.) Procedures are an example of **abstraction**

Student Activity: Check Your Knowledge

1. Circle all Scratch blocks that are related to **user input**.

    A ⟨ ask (Color?) and wait ⟩

    B ⟨ key (space ▾) pressed? ⟩

    C ⟨ touching color (⬤) ? ⟩

    D ⟨ mouse down? ⟩

    E ⟨ distance to (mouse-pointer ▾) ⟩
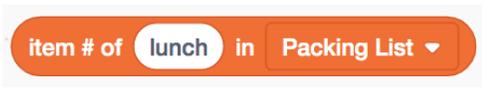
2. Being able to choose a game level allows players of different skill levels to play a game.

    ❏ True
    ❏ False

3. Given this Scratch list,   what do these scratch blocks return?

Packing List	
1	book
2	pen
3	lunch
4	water
5	notebook

    a) (length of Packing List ▾)   _____

    b) (item # of (lunch) in Packing List ▾)   _____

    c) (Important) = water   _____

    (item # of (Important) in Packing List ▾)

    d) Which item from the list is deleted by this block: (delete (4) of Packing List ▾)

    _____

e)   **Important** = `pen`

delete   item # of   **Important**   in   **Packing List ▾**   of   **Packing List ▾**
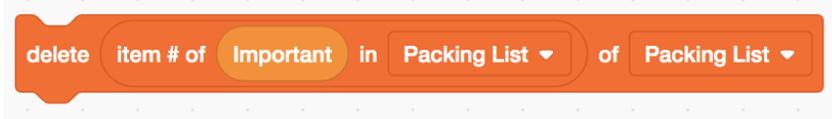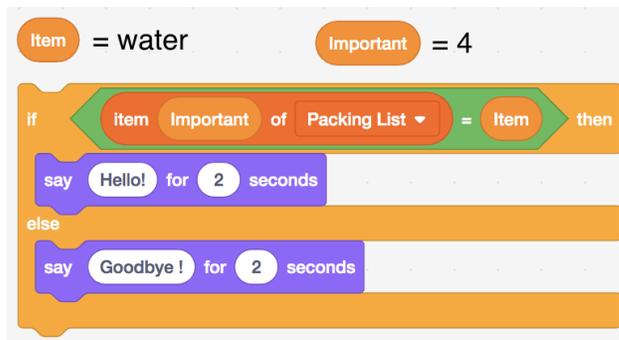
Which item will be deleted from the list after the delete block ? _____

f) What will this script say, *Hello* or *Goodbye*?_____

Item = water   **Important** = 4

if   (item **Important** of **Packing List ▾** = **Item**)   then

say   Hello!   for   2   seconds

else

say   Goodbye !   for   2   seconds

4. Circle all statements that are true about clones and cloning ?

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