

# Lesson 5.6: Assessment Exercises

### Objectives

After completing this lesson, students will:

Have an understanding of how much they learned and understood during Unit 5

| Agenda                               |         |
|--------------------------------------|---------|
| Student Activity: Assessment Puzzles | 30 mins |
| 2. Class Activity: Review<br>Answers | 20 mins |

### Preparation

☐ Print student activity worksheet (one per student)





#### 1. Student Activity: Assessment Puzzles

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.

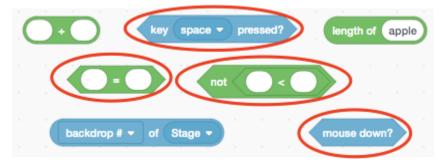
#### 2. Class Activity: Review Answers



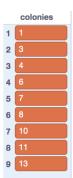
**Engage** students in an interactive discussion and review of the answers to each of the exercises.

#### **Solution to Student Activity:**

1. Circle all blocks that return a boolean.



- 2. Answer: When the broadcast message delaware is received, a costume number between 1 and 3 is displayed.
- 3. Given this Scratch list, what do these scratch blocks return?
  - a) 6
  - b) 9
  - c) 5
  - d) A number between 1 and 9
  - e) 11
  - f) 6



4. What will be the value of *counter* at the end of this script?

25

5.

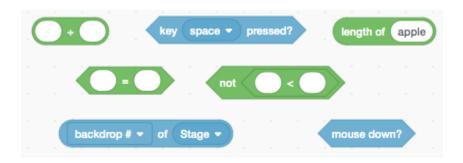


© Code for fun



## Student Activity: Check Your Knowledge

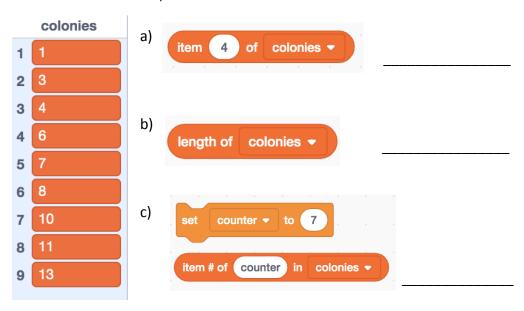
1. Circle all blocks that return a boolean.



2. What does this script do?



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











What value will be assigned to *counter*?

e) Which item will this block delete from the list?



f)



What value is assigned to "colony"?

4. What will be the value of "counter" at the end of this script?







5. What is the value returned by the following blocks?

| 7 > 9                   |  |
|-------------------------|--|
| 5 < pick random 8 to 22 |  |
| 1.00 = 1  and  4 < 8    |  |
|                         |  |