End of Unit Assessment | Computing | Year 4 | Coding with Scratch: Questions and Quizzes

Working Towards the Expected Level	Working At the Expected Level	Working At Greater Depth
With support, children can understand and explain conditional statements and use if…then and if…then…else blocks in code. Children can select the appropriate blocks, including repeat loops, Sensing blocks and Operator blocks, to create a multiplication quiz. Children can explain how some simple algorithms work and identify errors within an algorithm. Children can suggest ways to add effects to improve a multiplication quiz for the player and implement some of these within an algorithm. With support, the children are able to create variables and implement these variables in code.	Children can understand and explain what conditional statements are, using if…then and if…then…else blocks in code. Children can select appropriate blocks for a desired outcome, including using repeat loops, Sensing blocks and Operator blocks to create a multiplication quiz. Children use logical thinking to explain how algorithms work and are able to to detect and correct errors in algorithms and programs. Children can add effects to improve a multiplication quiz and enhance the experience for the player. Children can create variables and implement these variables in code.	Children are able to confidently explain what conditional statements are, using if…then and if…then…else blocks in code. Children can independently select appropriate blocks, including using repeat loops, Sensing blocks and Operator blocks to create a multiplication quiz. Children can confidently: use logical thinking to explain how algorithms work, solve problems by decomposing them into smaller parts and detect and correct errors in algorithms and programs. Children can work independently to add a variety of effects to improve a multiplication quiz and enhance the experience for the player. Children can confidently create and use variables within their code.
33%	**33%**	**33%**
Name	Name	Name

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Insert 'y' against the criteria the child has met. If they have not met the criteria, insert 'n'

		Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	% of class
	% met by child	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Working Towards the Expected Level	With support, children can understand and explain conditional statements and use if…then and if…then…else blocks in code.																															0%
	Children can select the appropriate blocks, including repeat loops, Sensing blocks and Operator blocks, to create a multiplication quiz.																															0%
	Children can explain how some simple algorithms work and identify errors within an algorithm.																															0%
	Children can suggest ways to add effects to improve a multiplication quiz for the player and implement some of these within an algorithm.																															0%
	With support, the children are able to create and implement these variables in code.																															0%
Working At the Expected Level	Children can understand and explain what conditional statements are, using if…then and if…then…else blocks in code.																															0%
	Children can select appropriate blocks for a desired outcome, including using repeat loops, Sensing blocks and Operator blocks to create a multiplication quiz.																															0%
	Children use logical thinking to explain how algorithms work and are able to to detect and correct errors in algorithms and programs.																															0%
	Children can add effects to improve a multiplication quiz and enhance the experience for the player.																															0%
	Children can create variables and implement these variables in code.																															0%
Working At Greater Depth	Children are able to confidently explain what conditional statements are, using if…then and if…then…else blocks in code.																															0%
	Children can independently select appropriate blocks, including using repeat loops, Sensing blocks and Operator blocks to create a multiplication quiz.																															0%
	Children can confidently: use logical thinking to explain how algorithms work; solve problems by decomposing them into smaller parts and detect and correct errors in algorithms and programs.																															0%
	Children can work independently to add a variety of effects to improve a multiplication quiz and enhance the experience for the player.																															0%
	Children can confidently create and use variables within their code.																															0%

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Lesson Aim	Success Criteria	*Insert 'y' against the criteria the child has met. If they have not met the criteria, insert 'n'.*	% met by child
	% met by child (Name columns, all 0%)		
1 To understand how to use and compare different types of quizzes.			0%
	I can take part in a quiz.		0%
	I can identify what makes a successful quiz.		0%
	I can identify the pros and cons of different types of quizzes.		0%
	I can identify the difference between open and closed questions.		0%
2 To be able to use selection, duplication and sequencing to create a short quiz.			0%
	I can create a sequence of questions using Scratch.		0%
	I can identify how Operators work.		0%
	I can use the selection 'if…then…else…' statements to produce different outcomes.		0%
	I can use the duplicate function.		0%
3 To make a quiz more visually appealing by adding backdrops and changing sprites.			0%
	I can add and switch backdrops.		0%
	I can explore different ways to change backdrops.		0%
	I can select sprites.		0%
	I can change a sprite's Costume.		0%
4 To use special effects, sounds and scores to enhance a quiz.			0%
	I can add effects to a sprite.		0%
	I can add sounds to a sprite.		0%
	I can create a variable.		0%
	I can add a score to a quiz.		0%
5 To create a new racing quiz using Operators, Variables and Sensing blocks.			0%
	I can design a racetrack backdrop.		0%
	I can use Operators and Variables together.		0%
	I can use touching edge Sensing blocks.		0%
	I can use Motion blocks to move a sprite along in a quiz.		0%
6 To add additional features to complete a multiplication quiz.			0%
	I can add sounds to my quiz.		0%
	I can add a second sprite to my quiz.		0%
	I can use Costumes to improve my quiz.		0%
	To review a multiplication quiz.		0%
	I can evaluate how engaging a quiz is.		0%

NC Aims Covered in Coding with Scratch: Questions and Qu

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
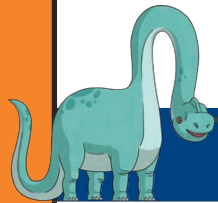
Using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

uizzes

Computing | Year 4 | Coding with Scratch: Questions and Quizzes

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
To understand how to use and compare different types of quizzes.	**To be able to use selection, duplication and sequencing to create a short quiz.**	**To make a quiz more visually appealing by adding backdrops and changing sprites.**	**To use special effects, sounds and scores to enhance a quiz.**	**To create a new racing quiz using Operators, Variables and Sensing blocks.**	**To add additional features to complete a multiplication quiz.**
I can take part in a quiz.	I can create a sequence of questions using Scratch.	I can add and switch backdrops.	I can add effects to a sprite.	I can design a racetrack backdrop.	I can add sounds to my quiz.
I can identify what makes a successful quiz.	I can identify how Operators work.	I can explore different ways to change backdrops.	I can add sounds to a sprite.	I can use Operators and Variables together.	I can add a second sprite to my quiz.
I can identify the pros and cons of different types of quizzes.	I can use the selection 'if...then...else...' statements to produce different outcomes.	I can select sprites.	I can create a variable.	I can use touching edge Sensing blocks.	I can use Costumes to improve my quiz.
I can identify the difference between open and closed questions.	I can use the duplicate function.	I can change a sprite's Costume.	I can add a score to a quiz.	I can use Motion blocks to move a sprite along in a quiz.	**To review a multiplication quiz.**
					I can evaluate how engaging a quiz is.

Coding with Scratch: Questions and Quizzes

K	W	L
What I know	**What I want to know**	**What I have learnt**

switch costume to dinosaur2-d