

Breaking It Down

Can you deconstruct the code below, explaining what will happen to the sprite when this part of the algorithm is executed?



```
when clicked
go to x: -171 y: -40
say Get ready to race! for 2 seconds
say 3 for 1 seconds
say 2 for 1 seconds
say 1 for 1 seconds
say Go! for 0.5 seconds
```

```
if answer = Correct then
say Correct! for 0.5 seconds
play sound Coin until done
move 30 steps
else
say Oops! for 2 seconds
play sound Toy Honk until done
```

```
if touching edge ? then
say Winner! for 2 seconds
play sound Win until done
stop all
```

```
when clicked
ask What is 4 x 5? and wait
if answer = 20 then
say Well done! for 2 seconds
else
say Try again! for 2 seconds
```

Breaking It Down Answers

Can you deconstruct the code below, explaining what will happen to the sprite when this part of the algorithm is executed?



```
when green flag clicked
  go to x: -171 y: -40
  say Get ready to race! for 2 seconds
  say 3 for 1 seconds
  say 2 for 1 seconds
  say 1 for 1 seconds
  say Go! for 0.5 seconds
```

Pupils' own responses, such as: When the green flag is clicked, the sprite will move to a starting position. The sprite will then say, 'Get ready to race!' for 2 seconds, followed by '3,2,1' for a second on each count. The sprite will then say 'Go!' for 0.5 seconds.

```
if answer = Correct then
  say Correct! for 0.5 seconds
  play sound Coin until done
  move 30 steps
else
  say Oops! for 2 seconds
  play sound Toy Honk until done
```

Pupils' own responses, such as: If the answer given is correct, then the sprite will say, 'Correct!' for 0.5 seconds. The Coin sound will then play and the sprite will move forwards 30 steps. If the correct answer isn't given, the sprite will say, 'Oops!' for 2 seconds and the Toy Honk sound will play.

```
if touching edge ? then
  say Winner! for 2 seconds
  play sound Win until done
  stop all
```

Pupils' own responses, such as: If the sprite is touching the edge, then a message will appear which says, 'Winner!' for 2 seconds. The Win sound will play until it's finished and everything in the algorithm will stop.

```
when green flag clicked
  ask What is 4 x 5? and wait
  if answer = 20 then
    say Well done! for 2 seconds
  else
    say Try again! for 2 seconds
```

Pupils' own responses, such as: When the green flag is clicked, the sprite will ask the multiplication question 'What is 4 x 5?'. If the answer typed in is 20, then the sprite will say, 'Well done!' for 2 seconds. If an answer other than 20 is given, the sprite will say, 'Try again!' for 2 seconds.

Quiz Research

Research different quizzes and complete the table below.



Name of Quiz (e.g. online quiz or television quiz)	Features That Make the Quiz Exciting and Engaging (e.g. characters, sound effects, visual effects)

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Name of Quiz (e.g. online quiz or television quiz)	Aim of the Quiz	Features That Make the Quiz Exciting and Engaging (e.g. characters, sound effects, visual effects)	Types of Questions (e.g. open or closed questions) Can you give an example?