

Computing

Lesson 5: Testing a Quiz

Selection in Quizzes

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Task 1 - Implementing design

Open oaknat.uk/comp-scratch

This will include:

Implement the **first part** of your algorithm.

- Asking the first question
- Checking the answer
- Programming the actions for the outcomes



Task 2 - Testing selection

Section 1

1. Was your question displayed when you ran the program?
2. What is the correct answer to your question?
3. What should the outcome be when the question is answered correctly?
4. Was this outcome selected?
5. What should the outcome be when the question is answered incorrectly?
6. Was this outcome selected?



Task 2 - Testing selection

Section 2

Check the following:

- Have you used the If... Then... Else... structure for selection?
- Have you included the correct answer as part of your condition?
- Have you spelt the answer correctly in your condition?
- Have you placed the command blocks for the true outcome in the 'then...' section of the selection command block?
- Have you placed the command blocks for the false outcome in the 'else...' section of the selection command block?

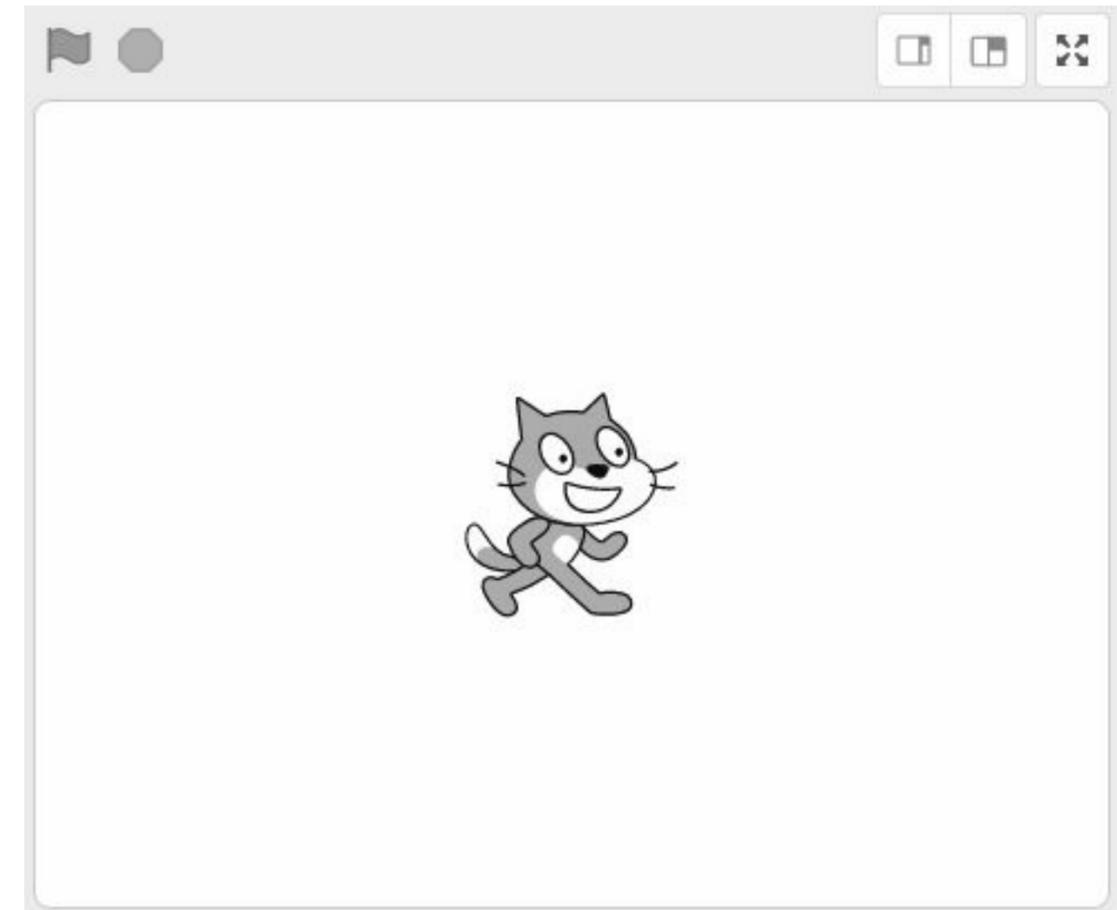


Task 3 - Implementing design

Open your project.

Implement the **rest** of your algorithm.

Test your program as you go!



Credit: Scratch



Task 4 - Final test

Open your project.

Complete a final test of your program.

Check by:

- Choosing **all** incorrect answers
- Choosing **all** correct answers

