Computing

Lesson 6: Evaluating a Quiz

Selection in Quizzes

Josh Crossman

Materials from the Teach Computing Curriculum created by the National Centre for Computing Education

Task 1 **- Identifying improvements**

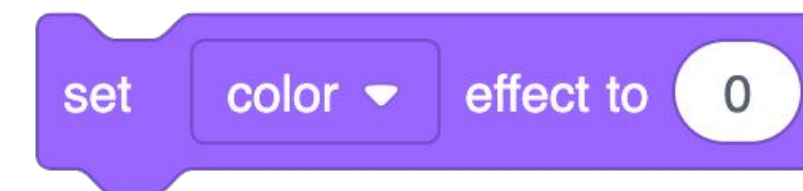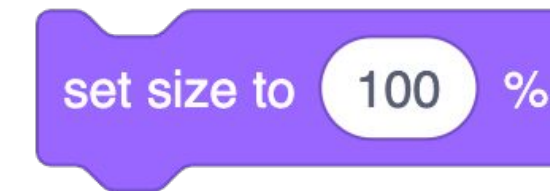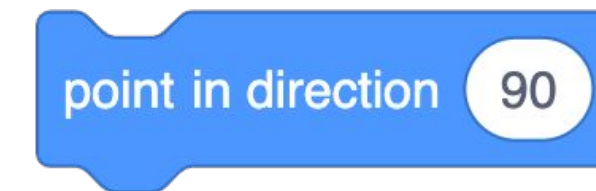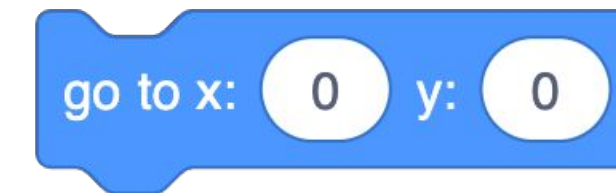Add some notes about some problems a user may experience when using your quiz.

What could you add to help the user?

Task 2 **- Setting Up**

Which setup blocks will you need for your project?

Remember, even if only one of your outcomes does an action, you need to include it in the setup, just in case!
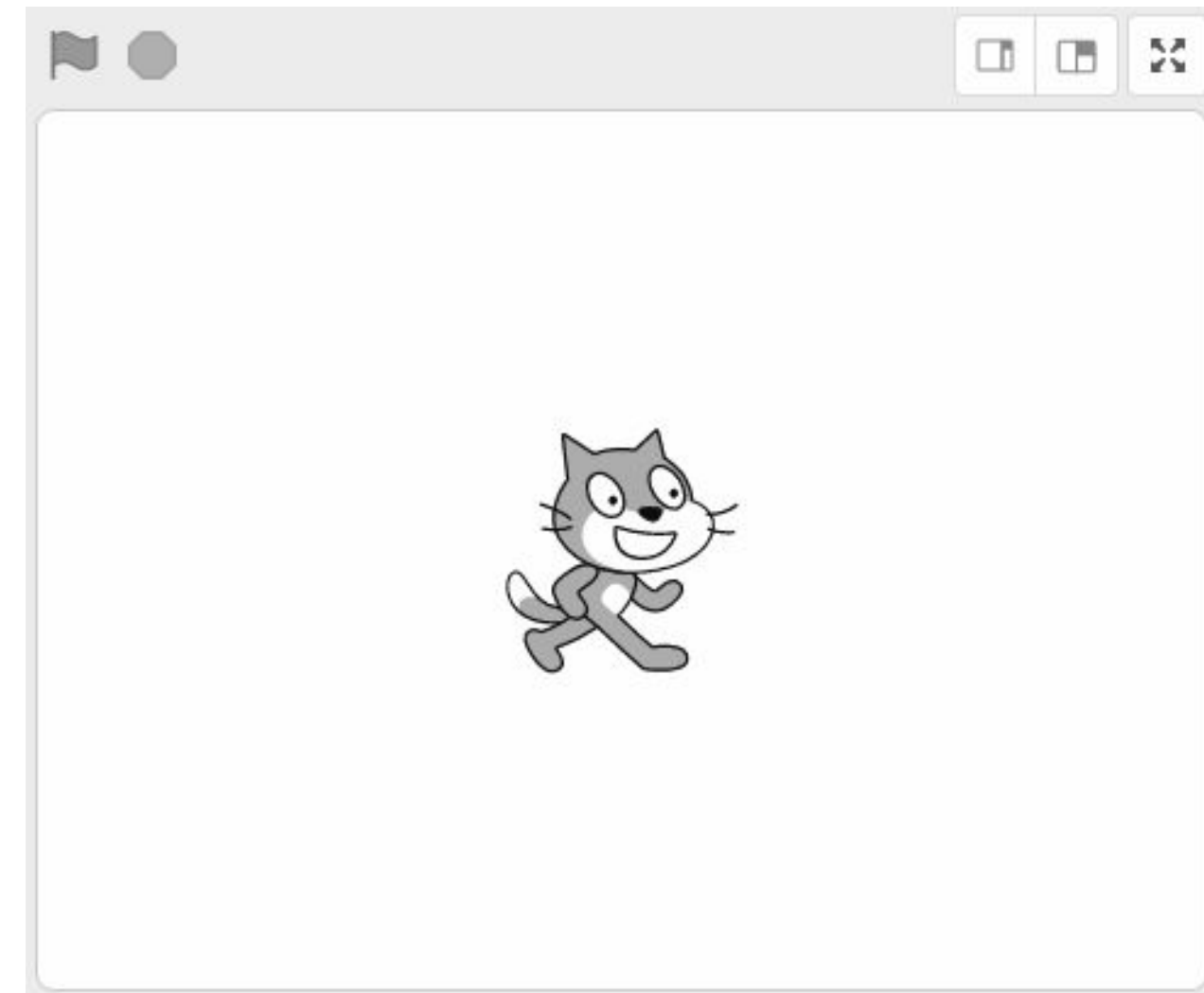
go to x: 0 y: 0

point in direction 90

set size to 100 %

set color ▼ effect to 0

Credit: Scratch

Task 3 - Extending your program

Open your project.

Implement any changes you have identified for your project!

Credit: Scratch