

Computing

Lesson 4: Planning a Quiz

Selection in Quizzes

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¹ Materials from the Teach Computing Curriculum created by the National Centre for Computing Education



Task 1 - Planning a quiz - part 1

Task: Create an interactive quiz using selection.

What will the theme of your quiz be?

Write down two questions and answers that you will use in your quiz

Question 1:

Answer:

Question 2:

Answer:



Task 2 - Planning a quiz - part 2

Task: Create an interactive quiz using selection.

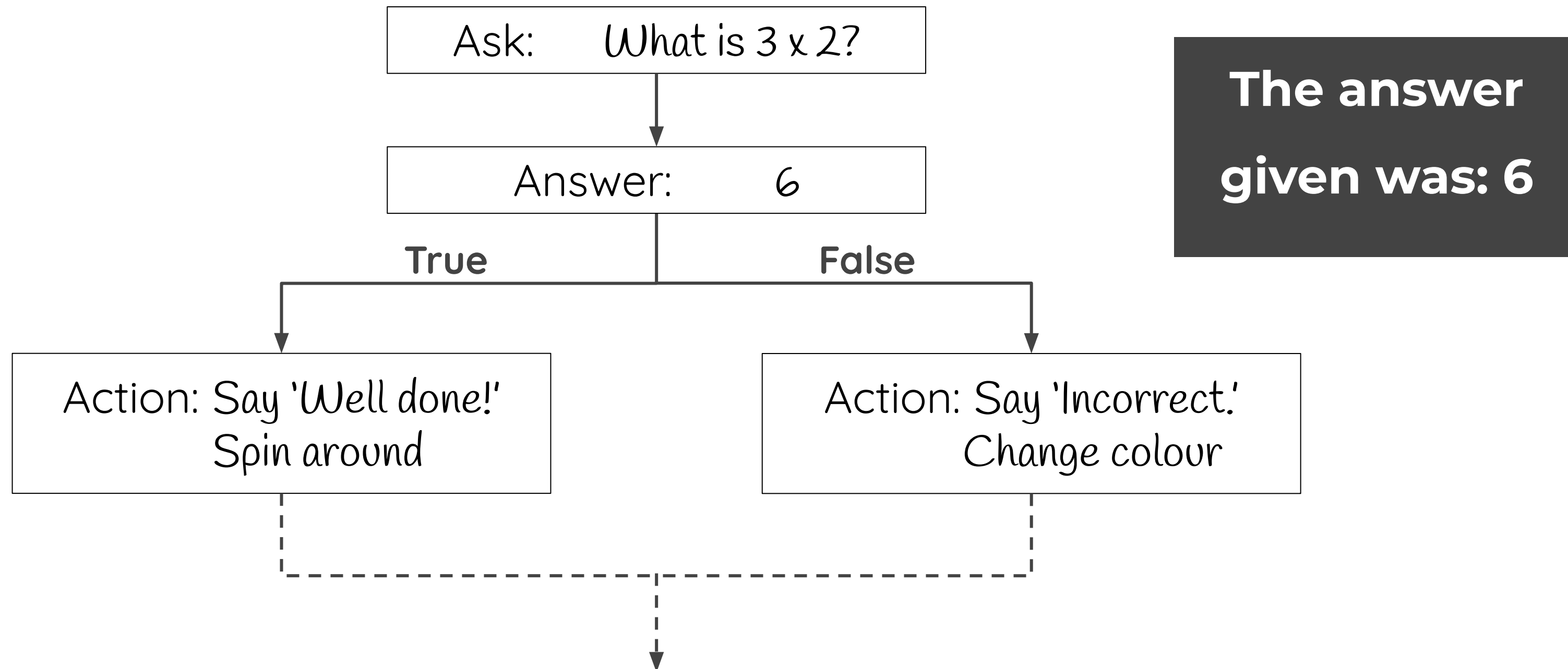
Possible outcomes that will be given if the question is answered correctly.

Possible outcomes that will be given if the question is answered incorrectly.

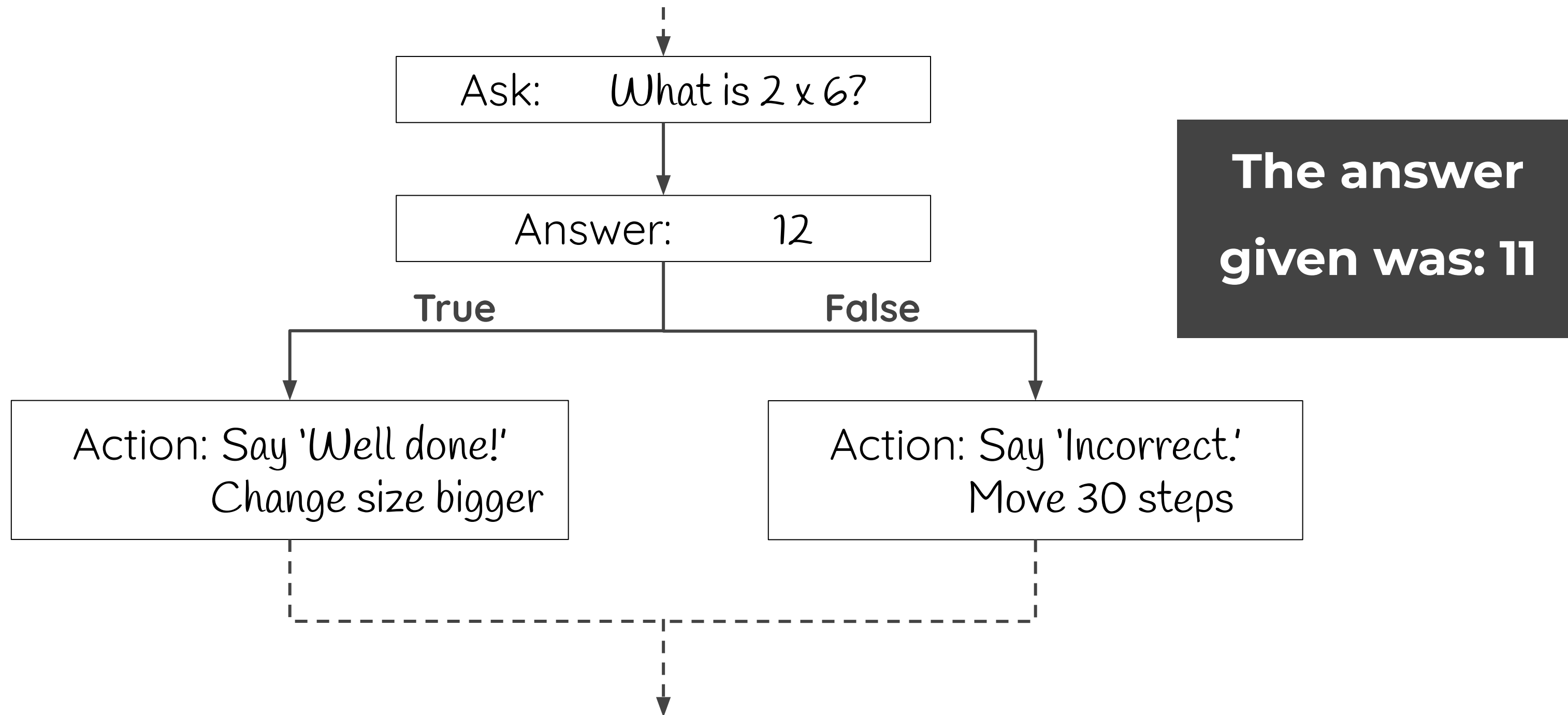


Task 3 - Tracing Algorithms

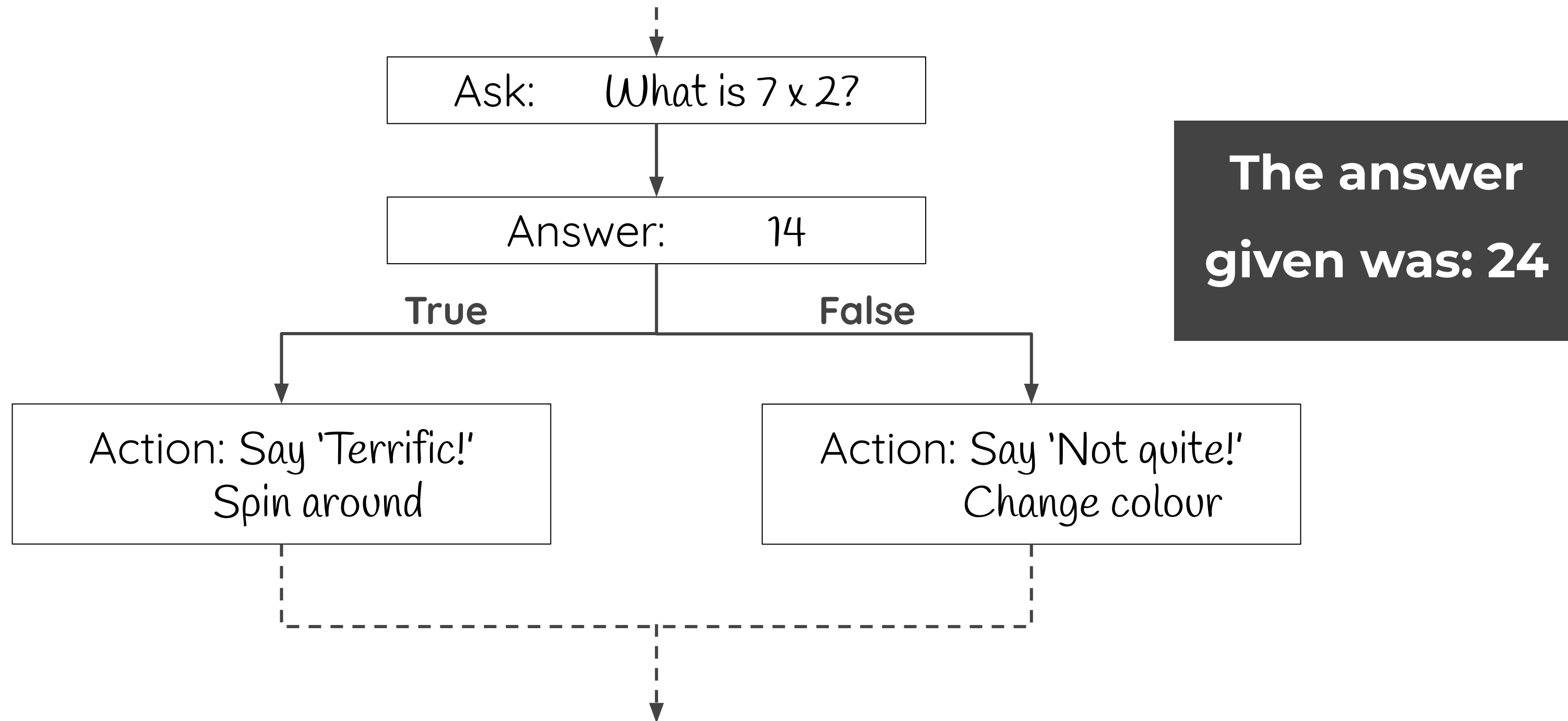
Trace the algorithm and identify the outcomes for the user inputs.



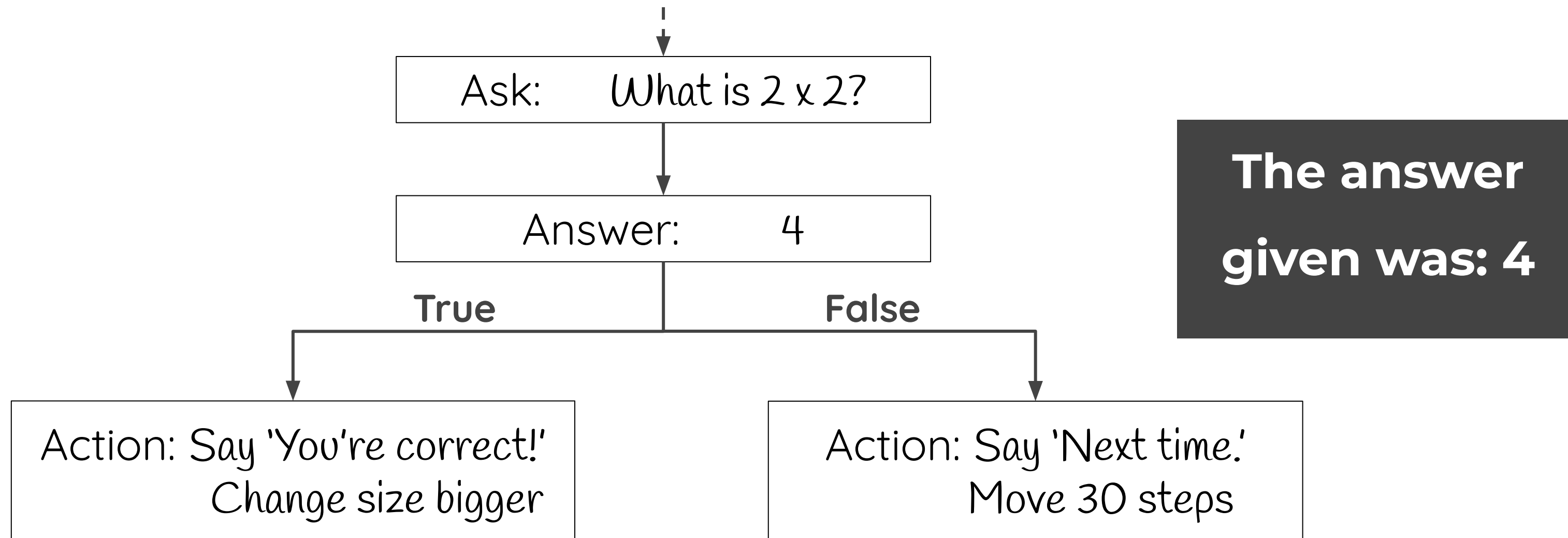
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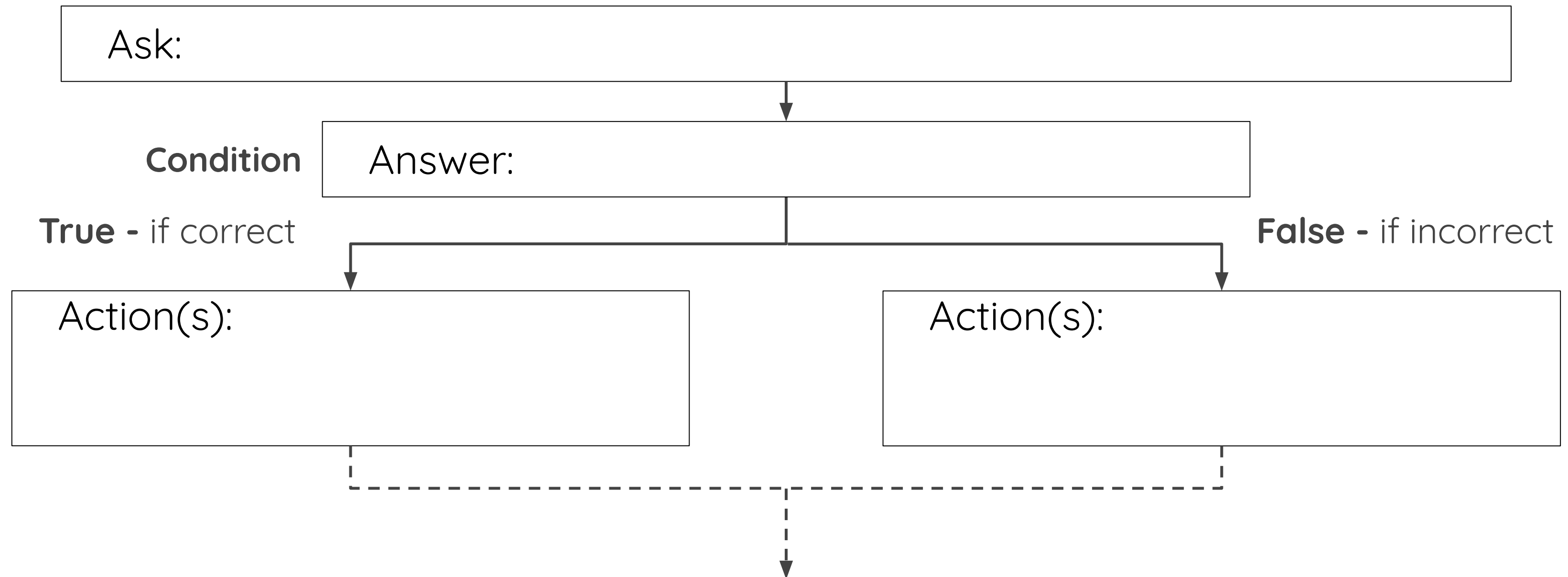


Task 3 - Tracing algorithms

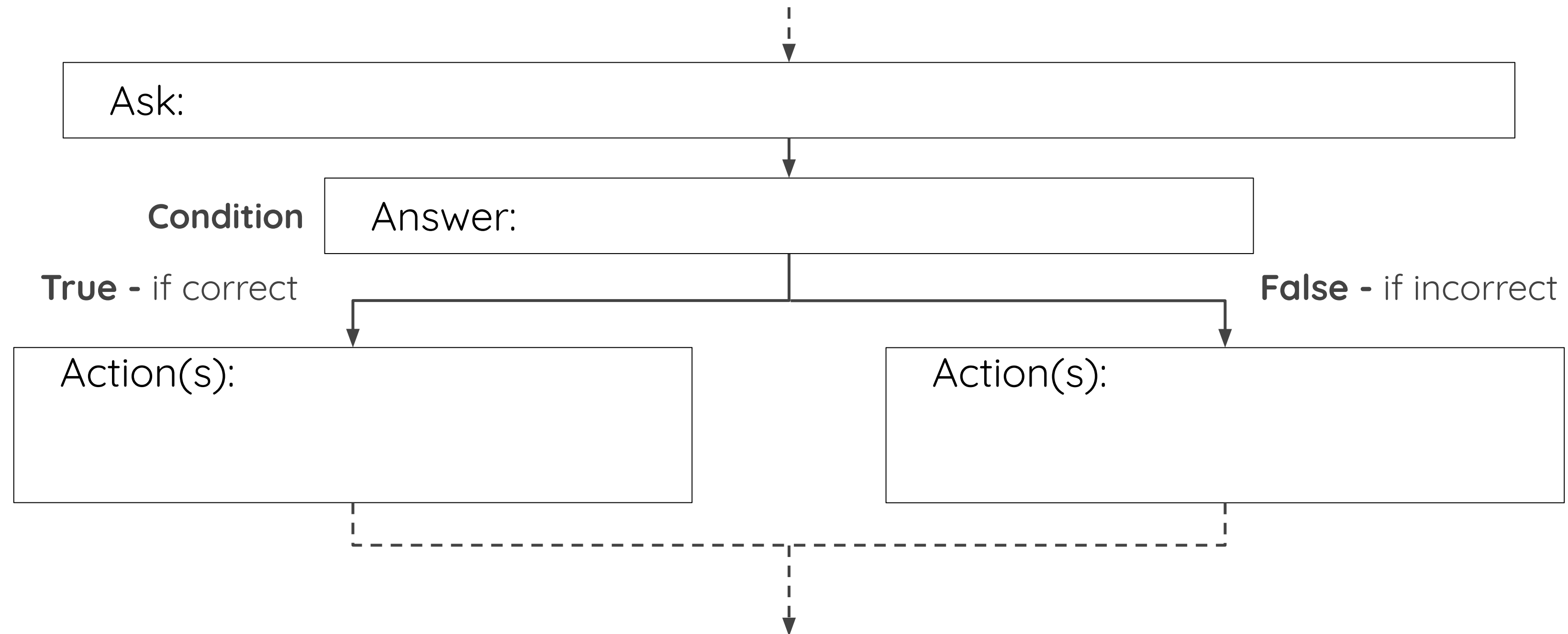


Task 4 - Programming two outcomes

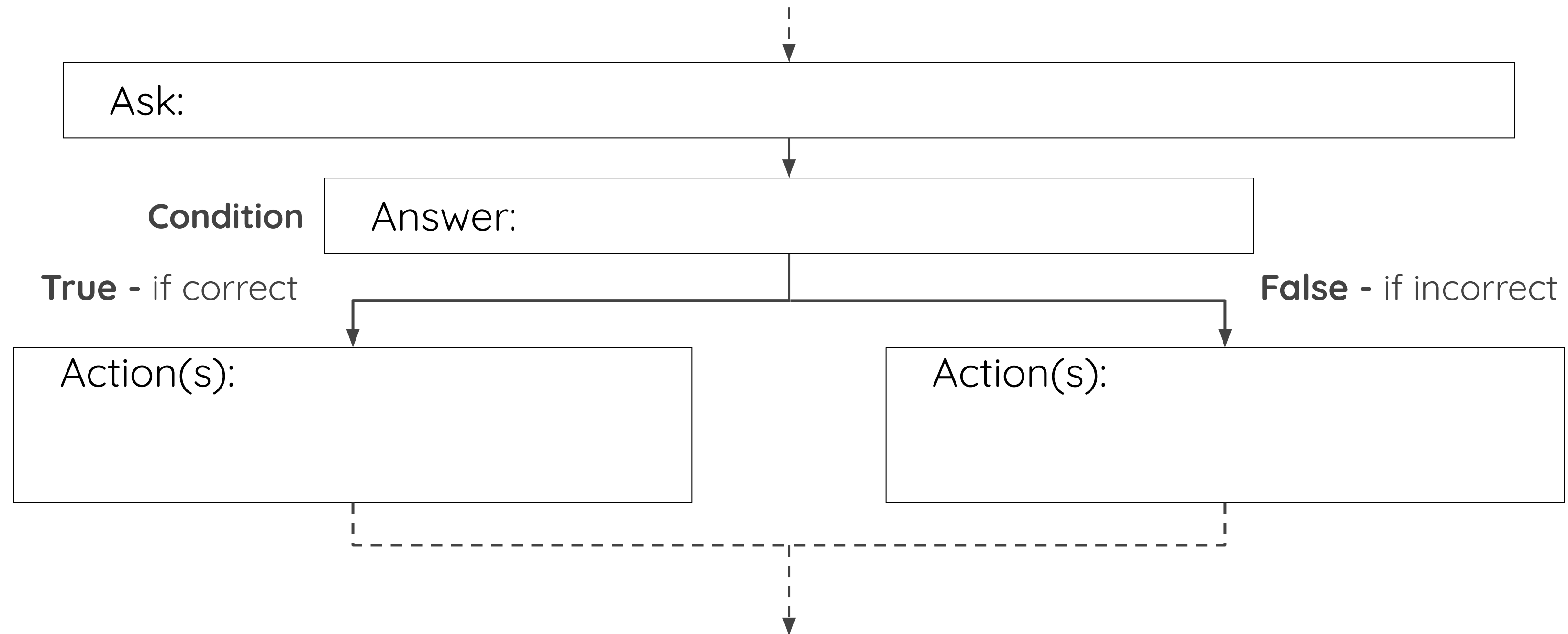
Use the branching structure below to plan out the questions your sprite will ask and the outcomes that will be carried out if the condition is true and false.



Task 4 - Programming two outcomes



Task 4 - Programming two outcomes



Task 4 - Programming two outcomes

