YEAR 2 COMPUTING

Programming quizzes

How can we design, build and improve a quiz in ScratchJr?

1. Plan a question

Ask “Which picture shows winter?” Choose two pictures.

2. Build the answer

Add Start on Tap and Go to Page to the winter picture.

3. Test and improve

Tap the winter picture. Does it take you to the right page?

What we need to know

A sequence needs a start
Use a green flag block to start when the flag is pressed. Start on Tap runs the sequence when you tap its sprite.

We can predict what happens
Read the blocks in order to work out the outcome. Different sequences can sometimes have the same outcome.

We plan our quiz before we build it
Choose a question, sprites and backgrounds. Plan what each sprite should do when someone taps it.

We choose blocks to match our plan
Join blocks in the right order. Go to Page takes the player to another page, such as a page that says “Well done!”

We test, debug and improve
Try every answer. Compare what happens with your plan. Fix any mistakes, then test the quiz again.

Key words

sprite A character or object you can program.

block A piece of code that gives an instruction.

sequence Instructions in a set order.

algorithm A plan of clear steps to do a task.

outcome What happens when a program runs.

debug Find and fix mistakes in a program.

Can you remember?

1. What does Start on Tap do?
2. How can you predict the outcome?
3. Which block takes you to another page?
4. What does it mean to debug?

Adapted from a unit guide created by Raspberry Pi Foundation and updated by STEM Learning for the National Centre for Computing Education. OGL v3.