QMEA Scratch Quiz Challenge

Challenge Outline

In this challenge, students will be taken through a variety of different Scratch Programming blocks that they can use to create a Quiz. Follow along with the video, pausing at the appropriate times to give students a chance to use the described blocks. I highly encourage the students to make up a silly quiz as they're following along. Ie. "An ant is taller than a skyscraper. True or False?" This allows them to concentrate on the mechanics of the quiz, before doing research for their submission.

Challenge

Once students have a good understanding of the blocks used, they are then ready to create their own quiz. Encourage them to use blocks that they have used in previous challenges to extend and improve their creation.

We would like to see the quiz build on the work done in the Animation Challenge. Imagine someone wanting to know more about the roles people perform at the GLNG plant. Could you use a quiz to test the knowledge gained from the animation? A job description can be pretty boring, so how could you use that information, along with your scratch skills to make it a little more interesting? It doesn't have to be all facts and figures, how could you incorporate the question/answer structure to make it a little more enjoyable.

Don't forget the resources provided on the website, to help you with all the challenges.

Challenge Submission

Once students have finished their project, it can be submitted. All submissions need to be received by Friday 21st of May 2021.

1. Give the Project a Name. We recommend the following format for Project Names "QuizChallenge_schoolname_studentname" ie - "QuizChallenge_WHSS_MaryBloggs"

2. Save your project to your computer

Scratch Projects are saved with a .sb3 extension.

3. Email your sb3 file to damien@damienkee.com
   Subject - "QMEA-Santos Quiz Challenge Submission"
   Don't forget to attach the file!

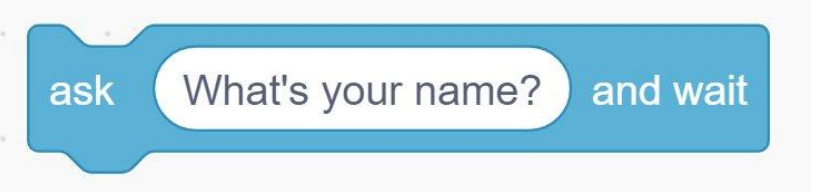
Judges consisting of Damien Kee, QMEA staff and Santos Staff will evaluate the submissions and select some to be recognised and showcased.

Judging Criteria

Judges will be looking at the following criteria when evaluating each submission.
(In no particular order)

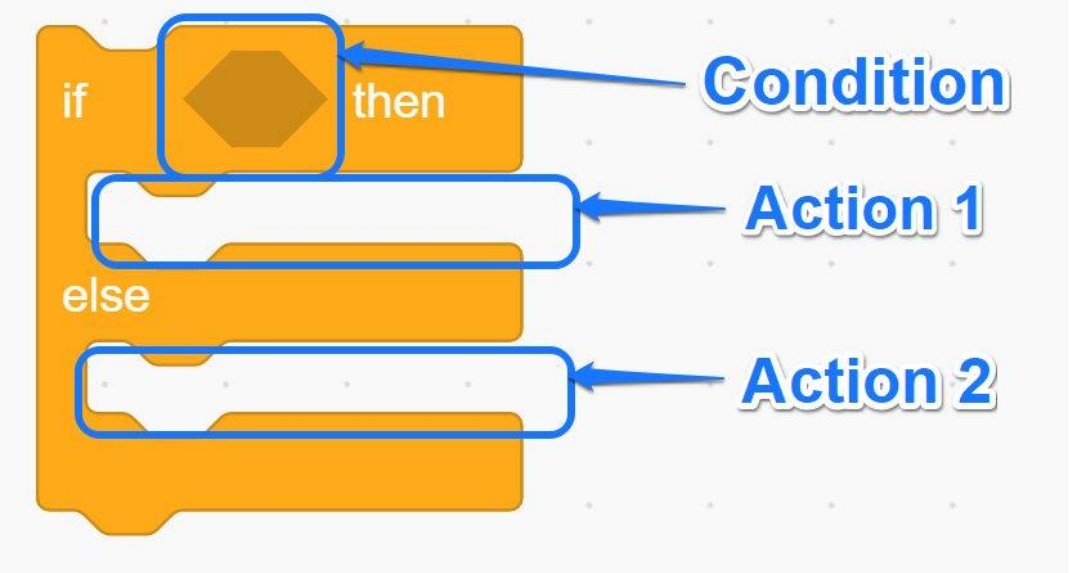
- Content. Has the student performed some research and come up with interesting and informative questions?
- Use of Code. Has the student used a variety of different Scratch coding blocks to enhance their submission? Have they gone above and beyond what has been present in the module?
- Relevance. Is their submission relevant to themselves, their school and/or their community?

Code Blocks



The sprite will ask the question in a speech bubble and wait for the user to enter some information.

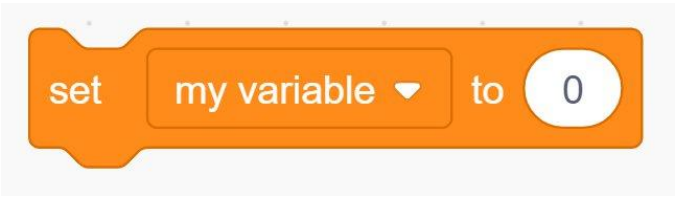
The information that the user enters via the ‘ask’ block is stored in this block



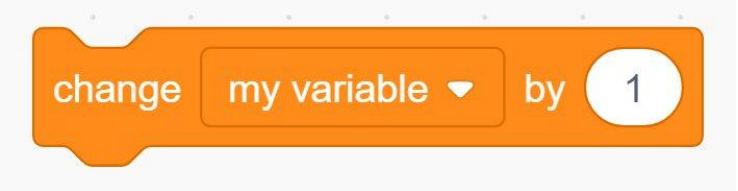
IF a particular condition happens, THEN run the instructions in Action 1. Otherwise (ELSE) run the instructions in Action 2.

Comparison block. Checks to see if the answer entered by the user is equal to the value in the right hand side. In this example it checks to see if the User typed in “True”

Create a new variable. Make sure it is set to be available “to all Sprites”



Set a starting value for your variable. This example will set ‘my variable’ to 0.



Change the variable by a set amount. This example will increase ‘my variable’ by 1 each time it is run.