



**Reviving hands-on educational play for
learning skills of tomorrow**
PROJECT N° 2019-1-UK01-KA201-061466

MODULE 2

Scratch 2.0 - Assessment

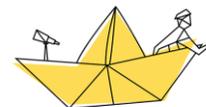
DEVELOPED BY IDEC & PLATON

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MODULE DESCRIPTION

Scratch is a visual programming tool which allows the user to create animations and games with a drag-and-drop interface. It allows you to create your own computer games, interactive stories, and animations using some programming techniques without actually having to write code. It's a great way to get started programming on the Raspberry Pi with young people.

The version of Scratch included with the Raspberry Pi has a number of unique features; one of the most useful is its ability to communicate with the GPIO pins (General Purpose Input Output). These pins allow you to connect your Raspberry Pi to a range of devices, from lights and motors to buttons and sensors.

1. If you want to make your character move, you use the command:
 - A. Go
 - B. Step
 - C. Move**

2. If you want your character to do something again and again for 10 times, you use the command:
 - A. wait
 - B. repeat**
 - C. Forever
 - D. If

3. If you want to start the program, you use the command when....:

TRUE

FALSE

4. You can add a backdrop to the stage.

TRUE

FALSE

5. Scratch 2.0 does not provide any Tips.

TRUE

FALSE

6. There are pins on the Raspberry Pi :

A. 12

B. 26

C. 40

7. You can light a LED but you cannot make it blink:

TRUE

FALSE

8. Matching exercise

- i. Loop
 - a. repeats (iterates) through a list of programming commands
- ii. Variable
 - b. can also be called as functions or methods in other programming languages
- iii. Concurrency
 - c. Scratch includes a built-in image editor that enables you to create graphics and sprites for your projects
- iv. Vector and Bitmap graphics
 - d. Stores text or numbers for reuse in the program
- v. Procedures
 - e. Creating two scripts to run on the same control enables parallel execution

i-a, ii-d, iii-e, iv-c, v-b



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