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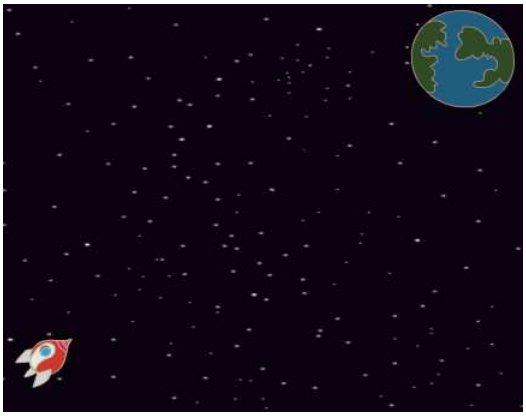
UNITED ARAB EMIRATES
MINISTRY OF EDUCATION

Design & Technology **Practical Summative Assessment** **Term 1 (2019 – 2020)** **Grade 4**	

STUDENT NAME:	
STUDENT NUMBER:	**CLASS:**

STUDENT MARKS	
Task 1 (Practical)	**Task 2 (Theory)**
/ 30	/ 20
Practical Summative Assessment Total	**/ 50**

SCENARIO

In a historical moment, on September 25, 2019, Hazzaa Al Mansouri became the first Emirati astronaut to go to space.

In honor of the first UAE space mission. You are going to program your own **spaceship animation**. You will animate the return of Hazzaa's spaceship to earth.

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- School Administrations, Exam Committees and Marking Centers shall take this into account, monitor violations and take necessary measures

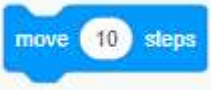
Task 1 – Perform the following:

Create the spaceship animation. You have to do the following (30 marks):

Steps	Check List
1. Add **earth** sprite to the stage area.	☐
2. Add **spaceship** sprite to stage area.	☐
3. Add '**stars'** from space backdrop library.	☐
4. Program **spaceship** to point to **mouse pointer**.	☐
5. Program **spaceship** to **bounce on edge.**	☐
6. Program **spaceship** to move **two** steps.	☐
7. Program **spaceship** to play **pop sound**.	☐
8. **Spaceship** program should **repeat** until **touching** earth.	☐
9. Program **earth** to turn **one** degree**.**	☐
10. Program **earth** to say, "Welcome Hazzaa", when **spaceship touches** earth.	☐
11. **Earth** program should **repeat forever**.	☐

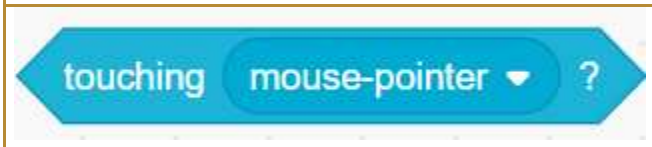
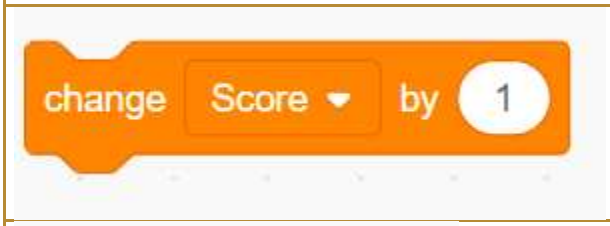
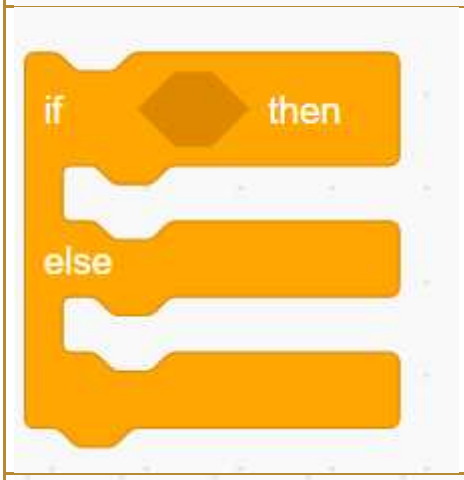
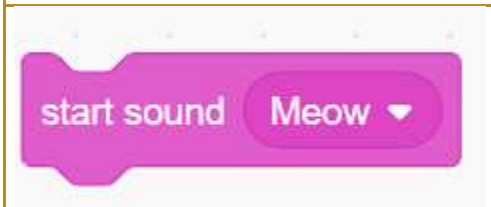
Task 2: Answer the following:

A. Fill in the blanks (5 marks):

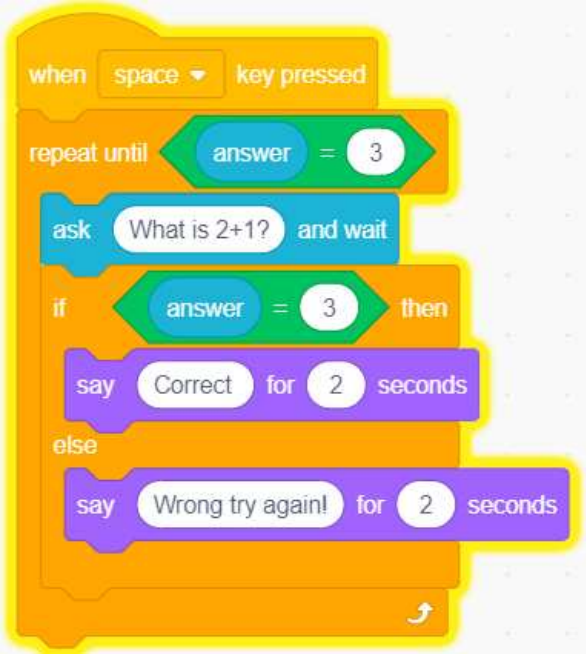
receive	variables	decisions	broadcast	moving
				

1. In computer programming, _____are used to store data.
2. Conditional statements are used for making _____.
3. Animation is making drawings or objects look like they are _____.
4. Sprites can send messages with _____blocks and get messages with _____blocks.

B. Match the blocks with their description (10 marks):

Block	Description
	**Adds one to a variable**
	**Senses mouse pointer.**
	**Conditional statements.**
	Add sound to program.
	**Sends a message to all sprites and waits**

C. Read the code below. Then answer the following question:



Read the statements and write True or False (5 marks):

Statements	**True (T)/False (F)**
1. The code **runs** when **space** key is pressed.	
2. **"Wrong try again"** message will show for **3 seconds**.	
3. When user enters **3**, **"Correct"** message will show.	
4. The user input is saved in variable answer (answer).	
5. The code **repeats until** the user enters the value **3**.	