

تم تحميل هذا الملف من موقع المناهج الإماراتية



* للحصول على أوراق عمل لجميع الصفوف وجميع المواد اضغط هنا

<https://almanahj.com/ae>

* للحصول على أوراق عمل لجميع مواد الصف الخامس اضغط هنا

<https://almanahj.com/ae/5>

* للحصول على جميع أوراق الصف الخامس في مادة تصميم ولجميع الفصول, اضغط هنا

<https://almanahj.com/ae/5design>

* للحصول على أوراق عمل لجميع مواد الصف الخامس في مادة تصميم الخاصة بـ الفصل الأول اضغط هنا

<https://almanahj.com/ae/5design1>

* لتحميل كتب جميع المواد في جميع الفصول للـ الصف الخامس اضغط هنا





<https://almanahj.com/ae/grade5>

للتحدث إلى بوت المناهج على تلغرام: اضغط هنا

https://t.me/almanahj_bot



Grade 6 - Kodu	
Student Name –	Grade -
	Student ID No. -


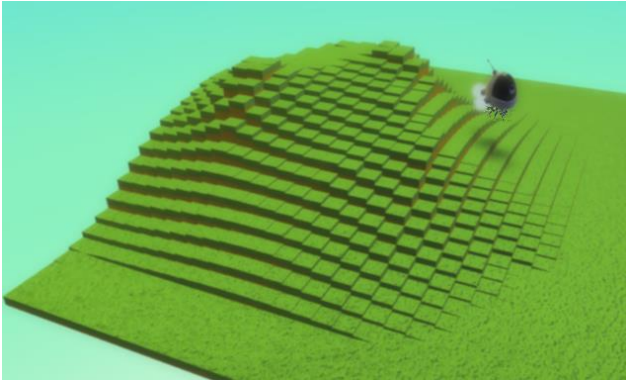
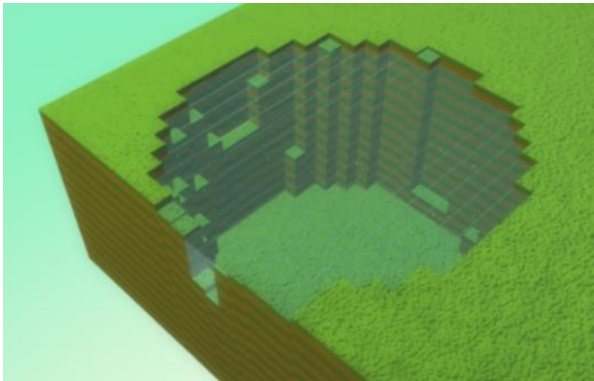
Task 1:	5 marks
What do the following tiles do? Circle the correct answer.	
1.1	 <p>A) Move the character using the arrow keys</p> <p>B) Move the keyboard using the character</p> <p>C) Arrows move the position</p>
1.2	 <p>A) The character will jump over any spaces</p> <p>B) The character will jump when the spacebar is pressed</p> <p>C) Spacebar controls the terrain</p>
1.3	 <p>A) The character will eat any apple it bumps into</p> <p>B) The character will eat itself when it bumps into an apple</p> <p>C) The bump will eat the apple</p>
1.4	 <p>A) The apple will lose a point when it is bumped</p> <p>B) The character will earn 1 blue point for every apple bumped</p> <p>C) The character will earn 1 red point for every apple bumped</p>

1.5		
	A) The screen will turn red when the score reaches 05	
	B) The character wins when they have five points	
C) The character wins 5 points when they turn red		

Task 2:

2.1	<p>Open Kodu Game Lab create a New World and add a Kodu character.</p> <div style="text-align: center;"> </div>	1 mark
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2.2	<p>Program your new Kodu character by adding the following tiles:</p> <div style="text-align: center;"> </div>	2 marks
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Task 3:		
Make the following changes to your program.		
3.1	<p>Change the colour of your Kodu character to RED.</p> 	1 mark
3.2	<p>Add a hill to your game.</p> 	1 mark
3.3	<p>Add a pond or lake to your game.</p> 	2 marks



Task 4:		
Make the following changes to your program.		
4.1	<p>Create a second Kodu character to be controlled by another player:</p> <ul style="list-style-type: none"> • Use Copy and paste using your original character • Change your new character's colour to BLUE • Make your new character controlled using the WASD keys • Make sure your new character collects BLUE points when it bumps an apple • Make sure when the score = 5, the player wins 	5 marks
4.2	<p>The objective of the game you have created is to be the first player to collect 5 apples.</p> <p>What is the minimum number of apples your game needs for TWO players?</p> <p>Write your answer below and then add them to your game.</p> <p style="text-align: center;"><i>My game needs at least _____ apples.</i></p>	2 marks
4.3	<p>Read the following question once you have completed your game. Circle the correct answer below.</p> <p>Who will jump when the spacebar is pressed?</p> <p>A) Red Kodu character</p> <p>B) Blue Kodu character</p> <p>C) Red and Blue Kodu characters</p>	1 marks

Task 1	Task 2	Task 3	Task 4
/ 5	/ 3	/ 4	/ 8
Summative Assessment Total			/ 20