تم تحميل هذا الملف من موقع المناهج الإماراتية

*للحصول على أوراق عمل لجميع الصفوف وجميع المواد اضغط هنا

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* للحصول على أوراق عمل لجميع مواد الصف الخامس اضغط هنا

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* 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

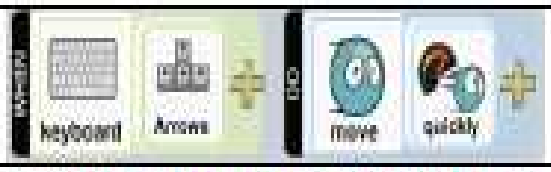
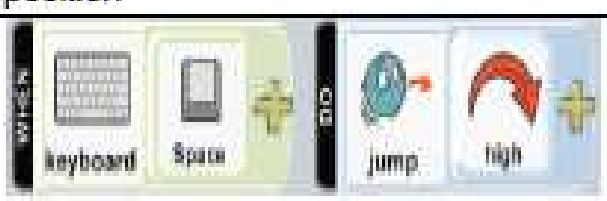
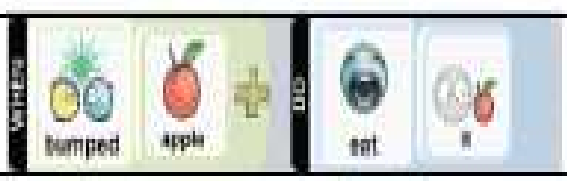
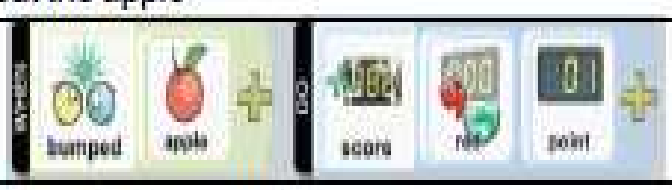
* لتحميل كتب جميع المواد في جميع الفصول لـ الصف الخامس اضغط هنا

https://almanahj.com/ae/grade5

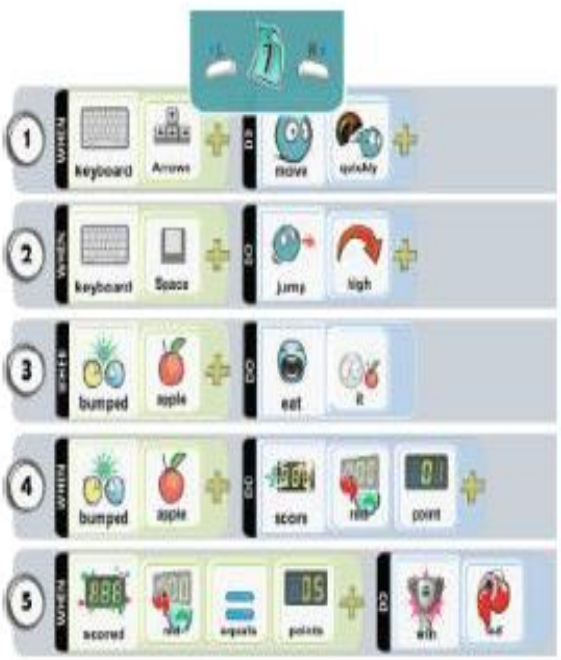
للتحدث إلى بوت المناهج على تلغرام: اضغط هنا

https://t.me/almanahj_bot

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

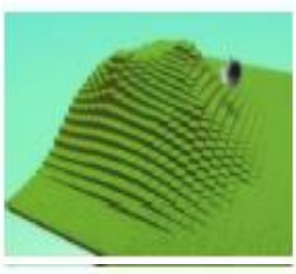
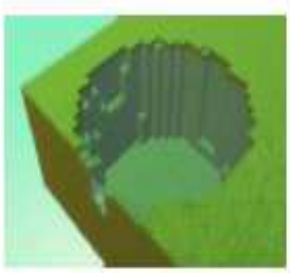
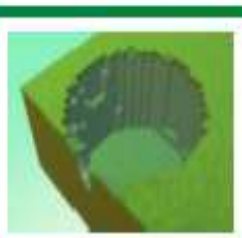
Task 1:	**5 marks**
What do the following tiles do? Circle the correct answer.	
1.1	
	A) **Move the character using the arrow keys**
	B) Move the keyboard using the character
	C) Arrows move the position
1.2	
	A) The character will jump over any spaces
	B) **The character will jump when the spacebar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

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	
	1 mark for each correct answer	

Task 2:		
2.1	Open Kodu Game Lab create a New World and add a Kodu character. 1 mark for completing the task correctly as shown aside.	1 mark
2.2	Program your new Kodu character by adding the following tiles:  • 1 mark for completing the code by selecting the correct tiles. • 1 mark for completing the code in correct order.	2 marks

Task 3:

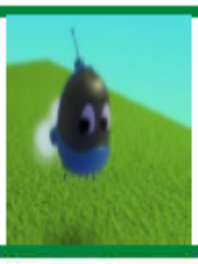
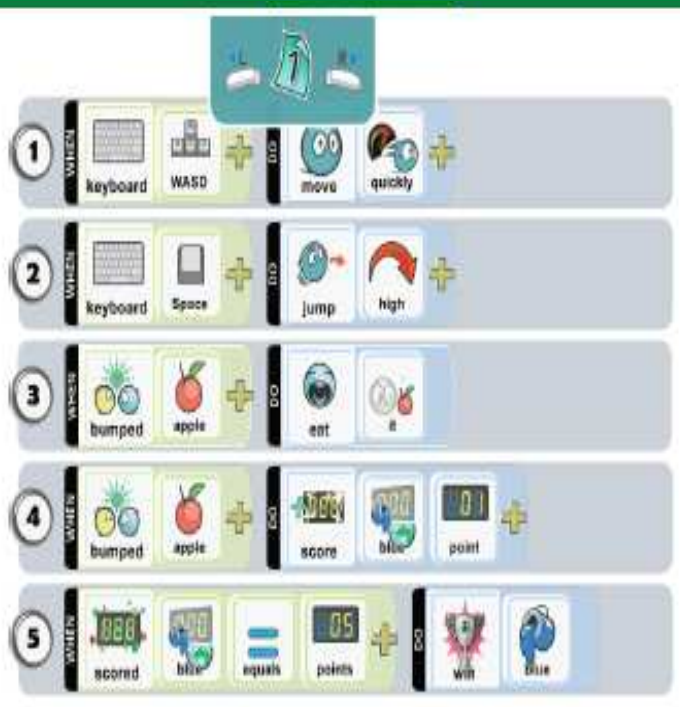
Make the following changes to your program.

3.1	Change the colour of your Kodu character to RED. 1 mark for completing the task correctly as shown aside. 	1 mark
3.2	Add a hill to your game.  1 mark for completing the task correctly as shown aside.	1 mark
3.3	Add a pond or lake to your game.  1 mark for completing the task (only creating the pond area) correctly as shown aside. 2 marks for completing the task (creating the pond area and filling it with water) correctly as shown aside. 	2 marks

Task 4:

Make the following changes to your program.

4.1	Create a second Kodu character to be controlled by another player: • 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**

1 mark for copy and pasting the original character correctly.	
1 mark for changing the character's colour to blue as shown aside.	
• 1 mark for changing controls to WASD • 1 mark for changing 01 score to blue • 1 mark for changing when blue score = 05, blue player wins. The correct code to attain these marks for this is as shown aside.	

4.2	The objective of the game you have created is to be the first player to collect 5 apples. What is the minimum number of apples your game needs for TWO players? Write your answer below and then add them to your game. *My game needs at least _____ apples.*	**2 marks**

0 mark if a student mentions a value less than 5 in the blank above and adds them respectively in the game as shown aside.	
1 mark if a student mentions a value between 5 - 8 in the blank above and adds them respectively in the game as shown aside.	
2 marks if a student mentions a value >= 9 in the blank above and adds them respectively in the game as shown aside.	

4.3	Read the following question once you have completed your game. Circle the correct answer below. Who will jump when the spacebar is pressed?	**1 mark**
	A) Red Kodu character	
	B) Blue Kodu character	
	C) **Red and Blue Kodu characters**	

1 mark for correct answer

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