

تم تحميل هذا الملف من موقع المناهج الإماراتية



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Activity 1



Match the computer function to its description.

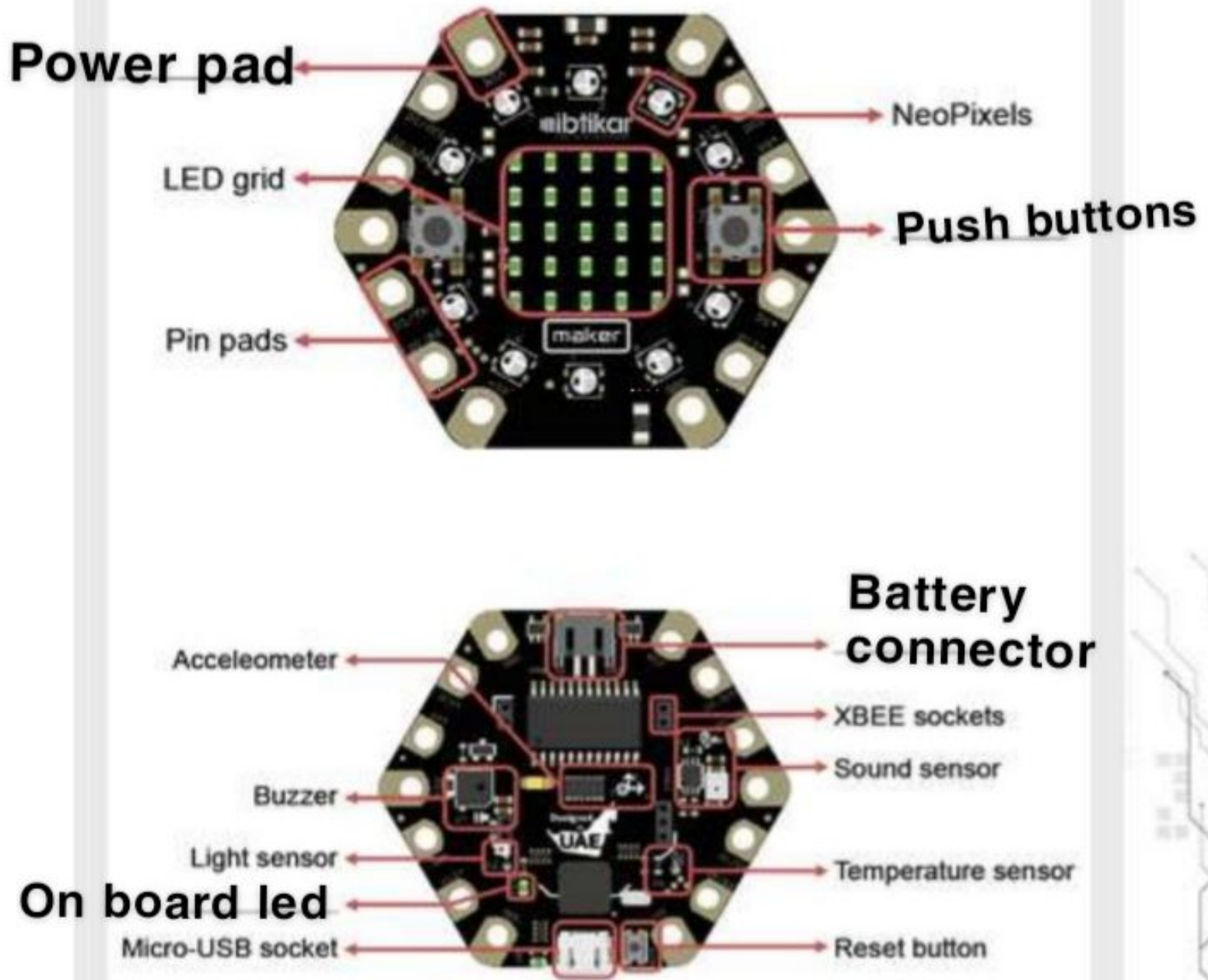
Function		Description
Input		This is how the computer processes input and software instructions.
Processing		This is how a computer takes in information from the world.
Memory		This is how a computer shows information after processing.
Output		This is how the computer stores information.



Activity 2



Look at the images. What are the Maker hardware features? Fill in the blank spaces.





Activity 3



Look at the sentences below. Fill in the blank spaces using the words in the table.

Python	physical	Maker	projects	text	program
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Unlike most microcontrollers, the Maker was designed to be used as a tool to teach programming skills. This means students can create code (programs) with Python. Then they can see the programs working on the Maker hardware.

Students can get programming experience. They can do this using

simple text-based programming with Physical inputs and outputs on the Maker. We cannot see how the Program works if we are only using text-based programming.

Students can program the Maker for Projects outside the computer lab. This is because the device can be carried everywhere.

Identify an operating system and how it works

An operating system (e.g. Microsoft Windows) is the software that manages computer hardware, software and resources. The operating system gives services for other software (e.g. Python IDLE) to work.



Activity 6



Look at the list of software. Is it an operating system? Write 'yes' or 'no'.

Software name	Operating system? (Yes or No)
Microsoft Windows	Yes
Python IDLE	
MAC OSX	
Microsoft Word	Yes
Ardublockly	
Linux	Yes



Activity 2



Match the variables to their data type.

Variable		Datatype
Name = "Mohammed"		Text
set Number to 1		Number
Age = 5		
set Text to "Hello"		



Activity 5



Practise adding comments to the code. One comment has been done for you.

Comments to use:

1 Pressbutton Right B. Set the score to 10 and output 'Reset' on the LED grid.

2 Pressbutton Right B. Set the score to 0 and output 'Reset' on the LED grid.

3 Pressbutton Left A. Add 1 to the score and output it on the LED grid.

4 When the score is more than 9, output 'Win' on the LED grid.

5 Set the score to 0.

Code	Comment
<code>Score = 0</code>	2
<code>if (IBMaker.ButtonL()): Score = Score + 1 IBMaker.Leds_Num(Score, 200)</code>	3 Press button Left A. Add 1 to the score and output it on the LED grid.
<code>elif (IBMaker.ButtonR()): Score = 0 IBMaker.Leds_Str("Reset", 200)</code>	5
<code>elif Score > 9 IBMaker.Leds_Str("Win", 200)</code>	4

End of unit quiz



Date

1 An event handler is code that responds to an event.

- A True
B False

A

2 How do we use variables?

- A Inputting information
B Storing information
C Processing information
D Outputting information

B

3 Sometimes a conditional statement is called _____.

- A If-Then
B If-When
C If-So
D If-What

A

4 Which code did you use to output Score on the Maker LED grid?

- A `Score = 0`
B `(IBMaker.ButtonR()):`
C `IBMaker.Leds_Num (Score, 200)`
D `elif Score > 9`

D

5 Which symbol do we need for comments in Python?

- A #
B *
C @
D \$

A