شكراً لتحميلك هذا الملف من موقع المناهج الإماراتية





1 Checkpoint أول

موقع المناهج ← المناهج الإماراتية ← الصف السابع ← تصميم ← الفصل الأول ← الملف

تاريخ نشر الملف على موقع المناهج: 19-10-2023 15:33:54

التواصل الاجتماعي بحسب الصف السابع









روابط مواد الصف السابع على تلغرام

التربية الاسلامية اللغة العربية العربية الانجليزية الانجليزية الرياضيات

المزيد من الملفات بحسب الصف السابع والمادة تصميم في الفصل الأول			
B Part - 2 Checkpoint حل تشيك بوينت	1		
امتحان Checkpoint مع الحل	2		
اختبار Checkpoint مع الحل	3		
مراجعة هامة	4		
كل ما يخص امتحان التصميم والتكنولوجيا استعداداً للتقييم النهائي العملي للفصل الأول	5		





Computing Creative Design and Innovation – Grade 7 Checkpoint 1 – Activity

(40 marks total)

Student Name		Student ID	
School Name	Grade / Section		Date

Practical Activity A - (20 marks) A die usually has 6 sides. But some have more sides. This is a picture of a 10-sided die. Create a program that will act like a 10-sided die. So, when you run it, it will give you a random number from 1 to 10.

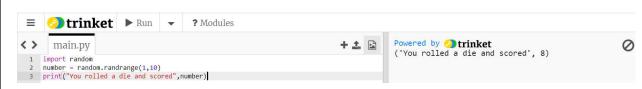
The program will:

- 1. import the random library.
- 2. use a random.randrange command to return a value from 1 to 10.
- 3. use a variable to store the random number.
- 4. use a casting command to format the output for example: "You rolled a die and scored 9."

When you have finished, save the file with your name with the following pattern:

Firstname-surname-G7CP1a.py

e.g., sarah-ahmed-G7CP1a.py









Practical Activity B - (20 marks)

In Activity A, you used the random library to create a counting program. Now create a game that will give you 3 attempts to guess a number. The program should generate a number from 1 to 10, but it must not tell you that number until the end.

Your code must

- 1. Generate a secret number from 1 to 10 without telling you.
- 2. Generate a loop which will repeat 3 times and do this:
 - a. Ask you to input a number.
 - b. Compare the numbers to the secret number.
- 3. At the end of the program, it will tell you the secret number and
 - a. if you guess the number it will say "Well done. You guessed the number."
 - b. if you did not guess the number it will say "Sorry. You did not guess the number."

When you have finished, save the file with your name with the following pattern:

Firstname-surname-G7CP1b.py

e.g., sarah-ahmed-G7CP1b.py

