Design Technology
Grade 4 – Scratch – Teacher's Guide
Practical Summative Assessment – Term 1
Date: Week 12 (18th – 22nd November)
Administered during the timetabled DT lessons for each class group

Teacher Directions:

- Please make sure that each student in the class have individual access computer during the SA week to complete the SA task.
- Teachers must print out the Summative Assessment Task Sheet provided and should be evenly distributed per class group. Each student completes one paper only.
- Final mark needs to be entered onto the DT tracking sheet and copies of the tracking sheet should be given to school management. This should be completed before finalising and approving entry on the Al Manhal system.

Task Requirements: www.almanahj.com

- The paper consists of the following tasks –

Task	Marks Breakdown	Type of task	Guidance
1: Name the missing block categories.	5 Marks	Paper task	-
2: Circle the correct answer.	5 Marks	Paper task	-
3: Program in Scratch	5 marks	• 3.1 & 3.3: Practical Task on Computers using Scratch • 3.2: Paper Task	• These tasks need visual checks. • Teacher must check the outcomes of task when the students are performing the tasks on computers. • Teachers can mark students' work 'on-the-spot' during the SA task. • Students must save their work on their computers for future reference in the following format – "Task No – Student Name – Grade"
4: Program in Scratch	5 Marks	• 4.1 & 4.3: Practical Task on Computers using Scratch. • 4.2: Paper Task	

Data entry for Abu Dhabi DT Teachers calculated as percentage: For example, a student scoring **18** out of **20** would achieve a percentage mark of: **(18 ÷ 20) x 100 = 90%**. In case of any decimal figures,it would be rounded to the nearest whole number e.g. **83.33% to 83%.**

Grade 4 - Scratch	
Student Name –	**Grade -**
	Student ID No. -

Task 1:	**5 marks**

Name the missing block categories. Some of them have been done for you.

	Motion			**Event**
	Looks			**Control**
	Sound			Sensing
	Pen			**Operators**
	Data			More Blocks

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1 mark for each correct answer

Task 2:	**5 marks**

Read the questions and circle the correct answer.

	What does this block do?	play note 60 ▼ for 0.5 beats
2.1	A) It writes notes for you	
	B) **It plays a musical note**	
	C) It beats the drum	

2.2	What does this block do?	broadcast message1 ▾
	A) **It allows sprites to talk to each other**	
	B) It plays music on the radio	
	C) It writes a message in a bottle	

2.3	This block is also known as a:	if ⬡ then
	A) Movement sentence	
	B) **Conditional statement**	
	C) Then statement	

2.4	What is the variable in this code?	when 🚩 clicked go to random position set keep score ▾ to 0 repeat touching edge ▾ ?
	A) **keep score**	
	B) random position	
	C) edge	

2.5	What does this code do?	when this sprite clicked forever pen down go to mouse-pointer ▾
	A) It clicks the sprite forever	
	B) **It allows you to draw shapes**	
	C) It generates sprites forever	
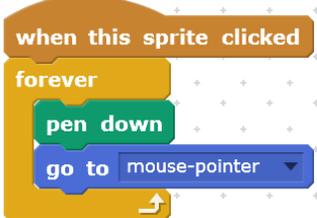
1 mark for each correct answer

Task 3:

| 3.1 | Program the following code into Scratch.  Save it as "Task No – Student Name – Grade" and then run it.<br><br>```
when [flag] clicked
hide
go to x: 0 y: 0
point in direction 90
set pen color to [red]
pen down
repeat 3
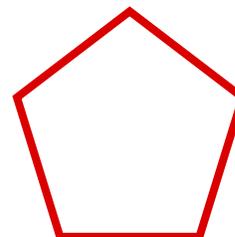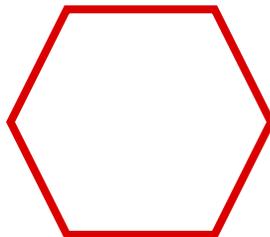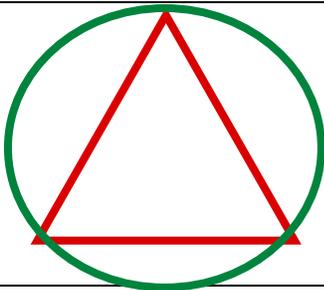  move 100 steps
  wait 1 secs
  turn ↺ 120 degrees
```<br><br>www.almanahj.com<br><br>**• 1 mark for correct block selection for the complete code.**<br>**• 1 mark for correct block order for the complete code.** | **2 marks** |
| 3.2 | What shape did the above code produce? Circle the correct one and name it below.

*My code drew the shape of a △ **or Triangle.***

1 mark for correct answer | **1 mark** |
| 3.3 | Modify the code so that it draws a square. Save your code. | **2 marks** |

| 3.3 | Modify the code so that it draws a square. Save your code. | **2 marks** |

Complete solution for Task 3.3:

when 🚩 clicked
hide
go to x: 0 y: 0
point in direction 90▾
set pen color to ■
pen down
repeat 4
  move 100 steps
  wait 1 secs
  turn ↻ 90 degrees

1 mark each for modifying the correct value of the highlighted numbers in the previous code.

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Task 4:

| | Program the following code into Scratch. Save it as "Task No – Student Name – Grade" and then run it.

when 🚩 clicked
set count to 0
repeat until count = 40
  change count by 4
  say count for 1 secs
  wait 1 secs

• **1 mark for correct block selection for the complete code.**
• **1 mark for correct block order for the complete code.** | **2 marks** |
| 4.1 | | |

4.2	Which times tables did the above code produce? Circle the correct one below.			**1 mark**
	4	**8**	**40**	

1 mark for correct answer

4.3	Modify your code so that it reads out a 5 *times table* up to 50. Save your code.	**2 marks**

Complete solution for Task 3.3:


```
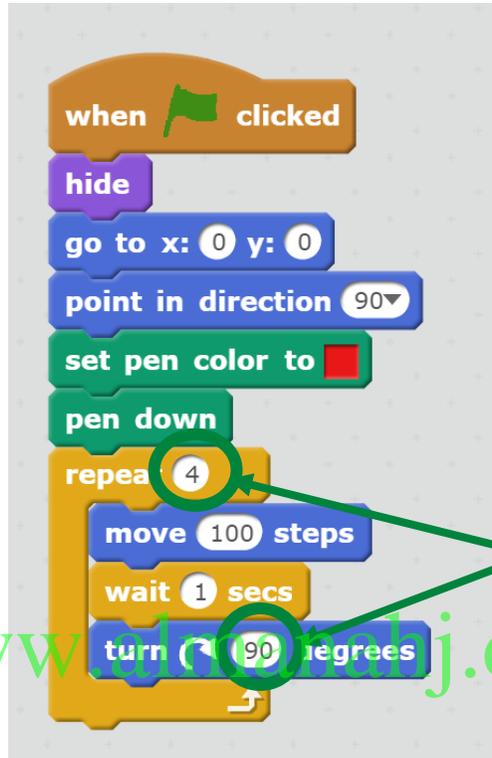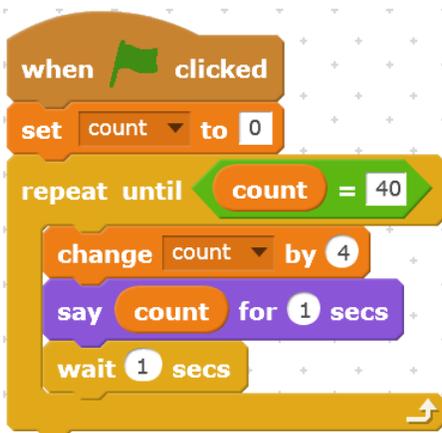when [green flag] clicked
set count ▼ to 0
repeat until < count = 50 >
    change count ▼ by 5
    say (count) for 1 secs
    wait 1 secs
```

1 mark each for modifying the correct value of the highlighted numbers in the previous code.

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