



Terms

Algorithm	<u>B</u>
Kodu	<u>C</u>
Terrain	<u>F</u>
Console	<u>A</u>
VPL	<u>D</u>

Explanations

Land or Ground	F
Xbox,Ipad,Wii,....	A
Step by step of instruction to do a task	B
is set of tools to make games	C
Using blocks of graphics or images	D

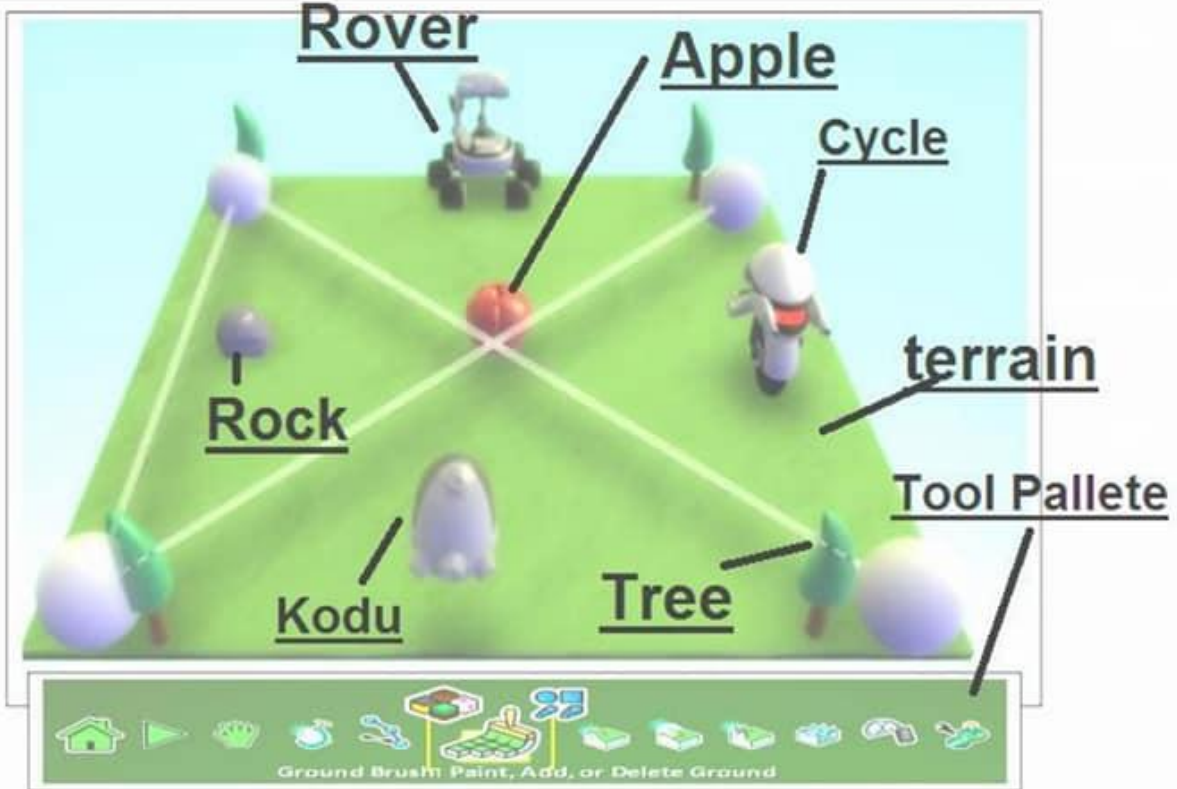
الإستاذ محمد



SECTION 2 – Fill in the Blanks

Terrain Kodu Rover cycle Apple Tree Rock

Tool palette





Choose and circle the correct answer – A, B, C or D.

(1 mark each)

1. To change the direction of an object ,we chose

A) Rotate

B) Size

C) Hiegh

2. To keeping scoring and extra levels ,it is

A) Feedback

B) Gameplay

C) Difficulty

3. To get 360 degree view of the terrain

A) Orbit Camera

B) Path Tool

C) Object Tool

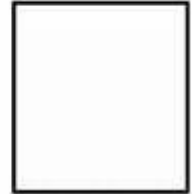
4. To close Kodu Game Lab

A) click X

B) Click Home – Exit To Main Menu –Quit Kodu

C) Click Close

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SECTION 4 – True or False

Choose and circle the correct answer TRUE or FALSE.

(1 mark each)

objects and characters

1. All things that you can place on terrain are objects

TRUE

False

2. Kodu create 3D games

TRUE

FALSE

3. Press ESC to move between edit mode and play mode

TRUE

FALSE

4. Game play is the طريقة اللعب way the game plays

True

False

5. To create new game click new world

True

False


6. we choose camera tool to add objects

True

False



SECTION 5 – Fill in the blanks

 ICT Homework **Pathway 1:**
Basic (Kodu – Introduction to Programming)

play game object tool ground brush flatten brush water tool change world

home move camera path tool up/down brush roughen brush delete tool

Move Ground Brush Water Brush Up / Down Brush Delete Tool Roughen Brush Flatten Brush Change World Home Path Tool Play Object



How to make a game more fun ?

- ① game play ② difficulty ③ Feedback

To make a game , we need :

- ① Coding ② Programming ③ software

Some of programming ^{لغات البرمجة} languages are :

- 1 - Kodu 2 - scratch 3 - Project spark

The ^{الشاشة الرئيسية} main screen of Kodu game Lab includes :

- ① new world ② load world ③ Resume



Fill in the blanks : ^{املأ الفراغ}

- ① The main character in Kodu game lab is Kodu
- ② One of the softwares to creat a game is Kodu scratch
- ③ Two of the ^{شخصيات} characters found in the Kodu software are Kodu and Rover.
- ④ you select Resume to continue playing your game.
- ⑤ Terrain ~~is~~ means land or ground
- ⑥ you can add ^{أشياء} characters and ^{بأشياء} objects using object tool
- ⑦ A Feedback could be a simple score or ^{مراحل إضافية} extra levels.
- ⑧ we use ESC to move between edit mode and play mode.
- ⑨ glow means ^{ضوء} bright light or shine
- ⑩ To close ~~at~~ Kodu Game lab click Home then Exit to main menu then quit Kodu.
- ⑪ navigate means to move around.

أ. محمد



write (True) or (False) : أ. محمد

- ① gameplay is the ^{طريقة اللعب} way the game plays (T)
- ② difficulty is how the game is ^{الصعوبة} hard or ^{سهولة} easy (T)
- ③ A code is made up of alot of small numbers and letters (T)
- ④ ^{مرئية} visual ^{برمجة} programming is a process of creating a computer program using ^{صور} graphics (T)
- ⑤ VPL is using blocks of graphics or images (T)
- ⑥ ^{Kodu} Adobe flash ^{برمجيات} is a software to ^{عمل} creat games (T)
^{scratch}
^{Mission maker}
- ⑦ Kodu is a set of tools to make games (T)
- ⑧ Rover is the main character in Kodu game (F)
^{اللعبة (Kodu)}
- ⑨ we select New World ^{نقطة} to creat a new game (T)

Design and Technology

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SECTION 3 – Multiple Choice Questions

Choose and circle the correct answer for the images given below – A, B or C.

1. Which of the following makes games more fun?

- A) Zoom
- B) Glow
- C) Difficulty

2. You can create a new game by selecting _____

- A) New world
- B) Play world
- C) Edit world

حلول الأستاذ محمد

3. What is this icon for?



- A) Play Game
- B) Zoom
- C) Change size

4. To change the direction of object we choose

- A) change size
- B) Rotate
- C) program

5. To retrieve a saved game or to play a game we choose

- A) New World
- B) Resume
- C) Load World



Design and Technology

Name:.....

SAMPLE EXAM PAPER -Grade 6

1. SECTION 1-Matching

character		Set of tools to make games
Visual programming		A person in a video game
Kodu lap		Create games using graphics and pictures

2. SECTION 2 – Labelling

...../6

Ground tool –object Tool –camera tool-zoom

Mouse scroll	<u>zoom</u>
	... <u>camera tool</u>
	... <u>object tool</u>
	... <u>ground tool</u> <u>brush</u>

...../6



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