



# Learn to program on phone with Pocket Code

## Lesson 9: Quiz Time

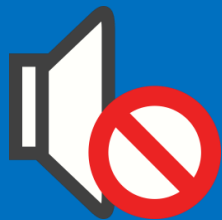
## About CEL

Code to Enhance Learning is nonprofit uses coding as a tool to build critical thinking, creativity, collaboration and perseverance in children in grade 5-9.



## Norms

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Keep your audio on mute when you are not speaking



Use chat box to ask question/comment/appreciate



Take notes

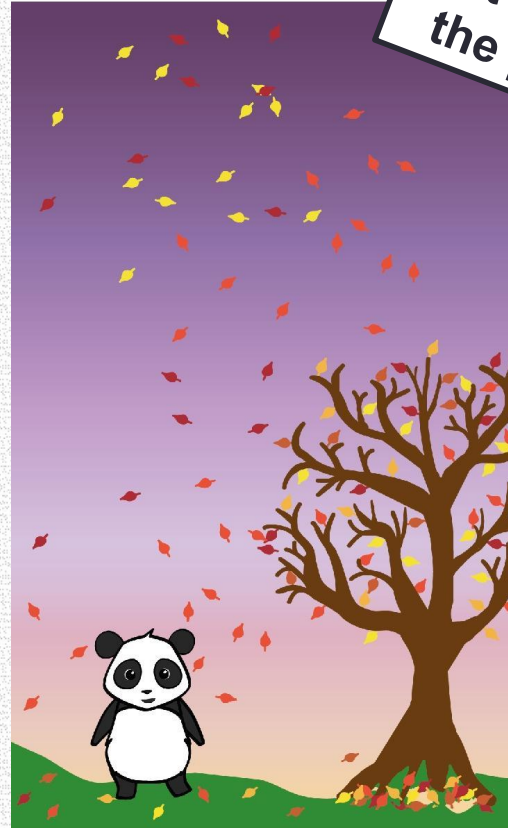
# Lesson 9

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## Quiz Time

## Objective:

We will make an application called “Quiz Time”.



Let's look at the project

# Let's Recall:

1. What is Sequence?

**A logical Order**

2. What are Events?

**An event in an action due to which something happens.**

3. What is Loop?

**Repeats a sequence of instructions**

4. What is Nested Loop?

**Loop within a Loop.**

5. What is Conditionals?

**Conditionals are expressions that evaluate to either true or false.**

# Let's Recall:

## 6. What is Parallelism?

**The ability to do many things (aka, processes) at once**

## 7. What is Broadcasting?

**Instructions are transmitted from a sprite or backdrop to cause other things to happen.**

## 8. What are Operators?

**Operators are a part of an expression and allows us to operate on values i.e. operands. The expression returns a value.**

## 9. What is Variable?

**Variables are used to store information to be referenced and manipulated in a computer program.**

# Let's learn Team up Coding/Collaboration :



If you want to make an application but there are a lot of codes in it and you have to make that application as soon as possible to present it in front of your teachers or someone else. So here is the solution.

Like in school when you make a project or assignment you divide the work, the same thing we can do here.





# Quiz Time: (Teacher Models)

Let's do abstraction (i.e. to identify important details) to make understand project and make it simple

1) What will happen on the stage?

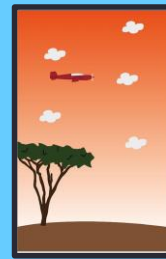
- We will tap on panda and then panda will ask us a question.
- With the help of input box we will enter our answer.
- If our answer is correct "Yeah" sound will play otherwise "lose" sound will play.

2) What sprite and backdrop will be needed on the stage?

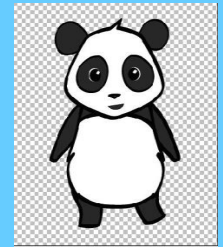
Backdrop



Backdrop



Sprite



# Quiz Time : (Teacher Models)

Let's make the project and write codes for the sprites...

Sprite

Codes/Programs



Scene 1: Panda-5

**When scene starts**

Place at  
X: -244 Y: -693

**When tapped**

Set variable  
Question  
to 'Who is known as the father of comp...'

Set variable  
Correct Answer  
to 'Charles Babbage'

Think "Question"  
for 3 seconds

Ask "Question"  
and store written answer in  
Answer

If "Correct Answer" = "Answ..." is true then

Start sound and wait  
yeah-1

Else

Start sound and wait  
lose

End If

Continue scene  
Scene 2

# Quiz Time : (Teacher Models)

Let's make the project and write codes for the sprites...

Sprite

Codes/Programs



Scene 2: Panda-5

**When scene starts**

Place at  
X: 215 Y: -572

**When tapped**

Set variable  
Question  
to 'Who wrote the first ever loop'

Set variable  
Correct answer  
to 'Ada Lovelace'

Think "Question"  
for 3 seconds

Ask "Question"  
and store written answer in  
Answer

If "Correct answer" = "Answ..." is true then

Start sound and wait  
yeah-1

Else

Start sound and wait  
lose

End If

Continue scene  
Scene 1

## Quiz:

1. What is Collaboration?

## Closing:

- What did we do today?
- What is one thing that you liked in the class the most?
- What did you learn?

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Website: [www.codetoenhancelearning.org](http://www.codetoenhancelearning.org)