



Grade 4 - Unit 3 - Assessment

You are required to recreate the project on the left. If, **AND ONLY IF**, you **complete** that, you are to try and upgrade that project to the **advanced project**.

Basic: When you move the mouse up and down on the screen, the background colour should change depending on if it is in the left, centre or right side of the screen. When you click the right mouseButton the mouth should get taller and when you click the left mouseButton the mouth should get shorter

Advanced: Make it so the mouth can only grow or shrink to a max/min height. Make the pupil move when keys are pressed. Then when no key is pressed the pupil should go to the centre

Basic Project



Advanced Project





Grade 4 - Unit 3 - Marking Scheme

Below you will find the marks breakdown for the assessment

Marking Criteria

<u>Marks</u>	<u>Description</u>
10	<i>Drawing the basic parts correctly</i>
10	<i>Appropriate use of colours (at least 3)</i>
20	<i>Correct use of variables (declare, initialise, update and good name -5 each)</i>
20	<i>Change the background colour when the mouse is on the left, right and centre of the screen (if, else if, else -5 each and 5 for all correct)</i>
15	<i>Have the mouth grow and shrink in height depending on which mouseButton is pressed (5 each for grow/shrink, 5 for nesting)</i>
10	<i>Mouth can only grow/shrink to a max and min height</i>
20	<i>Pupils change position when different keys are pressed (5 for each position)</i>
10	<i>Have the pupil return to the centre of the eye when no key pressed</i>
5	<i>Creativity (for example an extra detail, a theme)</i>
120	TOTAL