



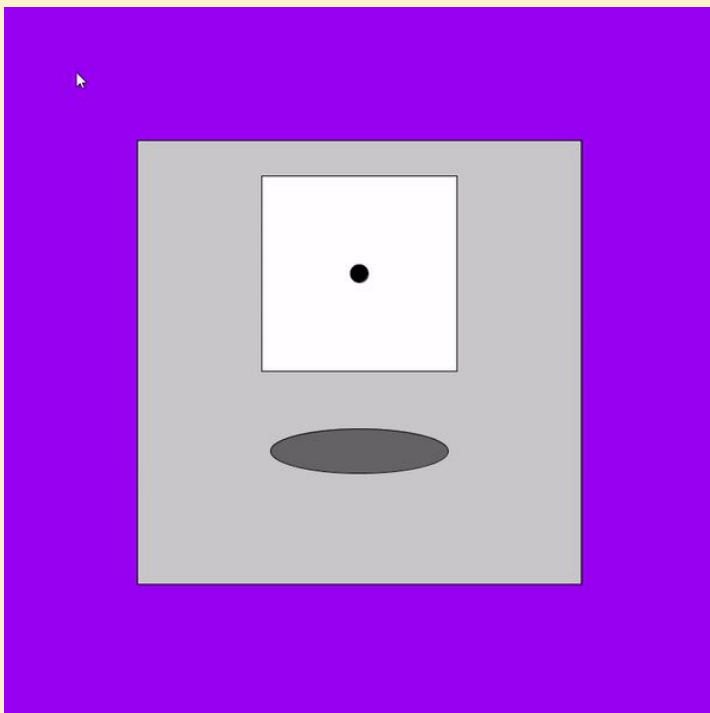
## Grade 4 - Unit 3 - Assessment

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**.

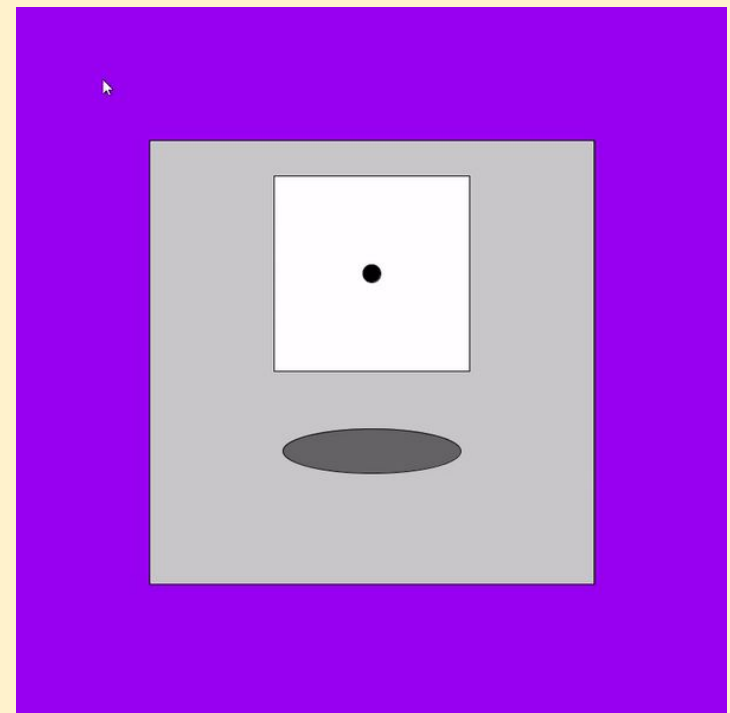
**Basic:** When you move the mouse up and down on the screen, the background colour should change depending on if it is in the top, centre or bottom of the screen. When you click the mouse the mouth should change to a rectangle shape and back to an oval when the mouse is not clicked

**Advanced:** Make the pupil move when keys are pressed. Then make them stop at the edges of the eye. Finally 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	Drawing the basic parts correctly
10	Appropriate use of <b>colours</b> (at least 3)
20	Correct use of <b>variables</b> (declare, initialise, update and good name -5 each)
20	Change the <b>background colour</b> when the <b>mouse</b> is on the <b>top, bottom and centre</b> of the screen (if, else if, else -5 each and 5 for all correct)
15	Have the mouth change shape when <b>mouse</b> is <b>pressed</b>
20	Pupils change position when different <b>keys</b> are <b>pressed</b> (5 for each position)
10	Pupils can <b>only move to the edge</b> of the eyes
10	Have the pupil <b>return to the centre</b> of the eye when <b>no key pressed</b>
5	Creativity (for example an extra detail, a theme)
<b>120</b>	<b>TOTAL</b>