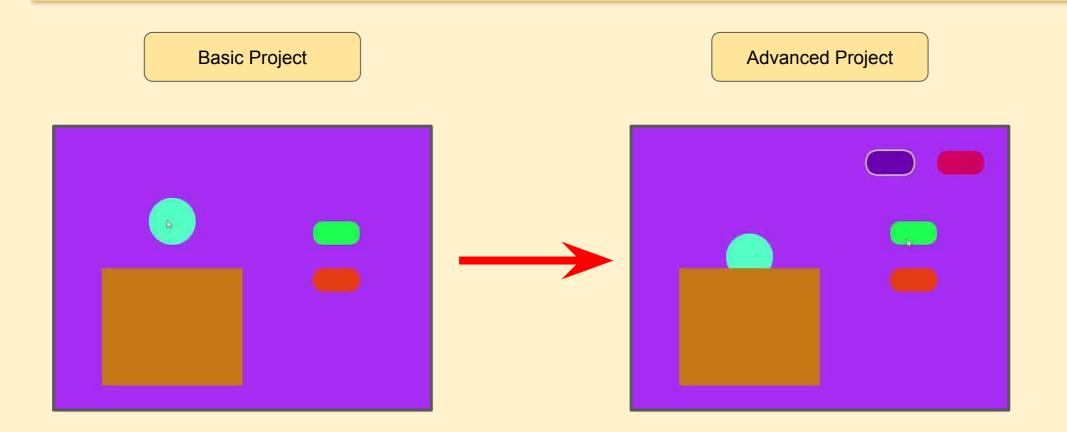


Grade 5 - Unit 1 - Assessment

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**.

Instructions are on the next page





Grade 5 - Unit 1 - Instructions

Basic Project

- 1. Draw the **box** with a **circle hidden behind it**
- 2. You have 2 buttons and 2 booleans (1 boolean to make it move up, 1 boolean to make it move down)
 - a. When you press the first button the ball starts to move up (you should only need to press the button 1 time and it should keep moving up)
 - b. When you press the second button the ball starts to move back down
- 3. When the circle reaches a certain height above the box (you can decide the specific value) the ball should stop moving, the ball should also stop moving when it reaches the bottom of the box (the ball shouldn't be able to go below the box)

Advanced Project

- 1. Add two additional buttons that controls the color scheme of the project (background, object colors)
- 2. You should give a visual signal of which button is selected. (the selected box should have a white outline to inform you it is the one that is selected)



Grade 5 - Unit 1 - Marking Scheme

Below you will find the marks breakdown for the assessment

Marking Criteria

<u>Marks</u> <u>Description</u>	
10	Create the base of the project (all the shapes, colors, background)
10	Create and initialise booleans
10	Have the booleans changing correctly when pressed
10	Have the booleans affect the circle (they move correctly) (5 each)
20	Have the circle stop moving when they reach certain distances (10 each)
10	Adding in the additional booleans for the extra buttons (5 each)
10	Have the additional booleans changing correctly (5 each)
10	Have the buttons affecting the color scheme
5	Highlighting the selected button
5	Creativity (visual aids, complex button designs etc)
100	TOTAL