National Centre for Computing Education

Raspberry Pi

Task 3: Translation quiz support sheet

Before you start

Before working through this support sheet, make sure that your program:

- Has a subroutine for the startup called 'startup' instructions from Task 1 and 2
- Runs the subroutine **When the green flag is clicked**

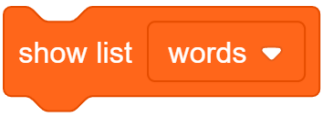
If you do not know how to do the above steps then ask for the 'Task 1 and 2: Translation quiz support sheet'.

Start the quiz

Steps	Guidance
1. Create a subroutine that will contain the blocks of code required for the quiz to run.	Name the subroutine 'quiz'.
2. Use a **Say** block to tell the player that the quiz is about to start.	Think of a sentence that you could say to the player just before the quiz starts. Add a **Say** block and add your chosen sentence to the block.
3. Add your new block so that it runs after the startup instructions.	Think carefully about where to call the new subroutine that you have created. It needs to run after the 'startup' instructions.
4. Test your code.	If your code is working correctly then after the green flag is clicked it should: • Let the player know the language for the quiz • Give the player some instructions • Let them know the quiz is about to start

Setting up the list of words

Steps	Guidance
1. Create a subroutine that will populate the list of words.	Name the subroutine ‘populate_words’.
2. Create a list that will hold the words for the quiz.	Name the list ‘words’. The ‘words’ list will appear on your stage, keep it there for now.
3. In the ‘populate_words’ subroutine, add each word to the ‘words’ list.	Each word will need to be added using its own block. Decide which block will be needed to perform this task. You will find it with the list blocks. Add all ten words from appendix 1 of the scenario to the ‘words’ list.
4. Add the ‘subroutine call’ so that it is executed when the green flag is clicked.	The ‘words’ list should populate when the green flag is clicked. Decide where the ‘subroutine call’ needs to go to make this happen.
5. Test your code.	Click the **Green flag** and see what happens when your code is run. Keep an eye on the list. What happens to the number of items in the list each time the green flag is pressed?
6. Fixing your code.	The ‘words’ list needs to be wiped clean each time the quiz is run. This will stop the list of items from doubling each time the code is run. Look at the list blocks available to you. Add a code block that will delete the contents of the ‘words’ list before the ten items are added.
7. Test your code.	Run your code again several times and make sure that only ten items are in your list.

8. Hiding the list.	Once you are happy that the code is working you will need to hide the list of words. Look at the list blocks and see which one could be used to hide the list. Decide where this block should be placed. Test your code to see if the list disappears at the right time (at the very beginning of the quiz). **Hint:** To keep testing you can click on this block in the code list to make the list appear again: 

Resources are updated regularly — the latest version is available at: ncce.io/tcc.

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