



Raspberry Pi

Task 5: Translation quiz support sheet

Before you start

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

- Has a subroutine for the startup instructions from Task 1 and 2
- Has a subroutine for the quiz code
- Runs the startup instructions and the quiz code **When the green flag is clicked**
- Populates a list of ten words to be used in the quiz
- Hides the list
- Asks for ten translations from the word list
- Provides feedback

If you do not know how to do the above steps then ask for the earlier support sheets.

Keep a score

Steps	Guidance
1. Create a variable to hold the 'score'.	Name the variable 'score'.
2. Set the 'score' to 0 .	Decide on the most appropriate place to set the score for the quiz to 0 and place the appropriate block there. Hint: A good place would be under When green flag is clicked .
3. Increment the score.	Every time the player gets a correct answer they should earn 1 point. Look at the code and decide where the score should increase by 1. Find the appropriate block to change the score by 1.

Add this in the correct place in the code.

Hint: This should take place in the 'quiz' subroutine as part of the conditional statement.

4. Test your code.

Run your code to test it.

Make sure that you enter correct and incorrect answers and see what happens to the score variable.

Frequently encountered problem

The score isn't incrementing when I get the answer right?

- Check that you have selected the correct variable to increment. You should be incrementing the 'score' variable.



- Check that you are writing the word using the correct spelling. To test this you could 'show' the word variable again and test it exactly as it is written.
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