

Task 4: 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

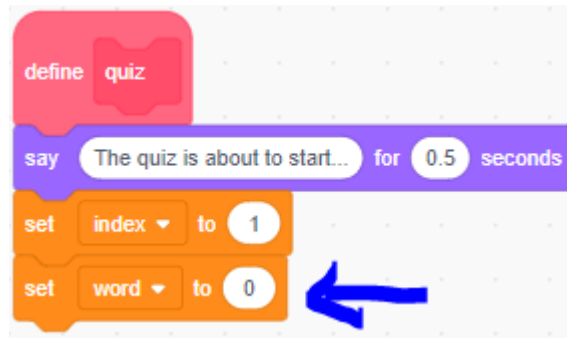
If you do not know how to do the above steps then ask for the 'Task 1 and 2' and 'Task 3' translation quiz support sheets.

Display the first word from the list in your chosen language

Steps	Guidance
1. Locate the first item in the 'words' list as part of the 'quiz' subroutine.	Locate your 'quiz' subroutine. This is where you will add the code for this section. The first item of the 'words' list is at location 1. Create a variable to hold the index number. Call this 'index'. Set the 'index' variable to 1 , think carefully about where this block of code should appear in your 'quiz' subroutine.
2. Test your code.	Press the Green flag to see if the index variable is set to 1 when the code is run.
3. Hold the first item of the list in a variable.	Create a variable that will hold the word to be translated. Name the variable 'word'.

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4. Add the set 'word' to 0 block to your 'quiz' subroutine.

Drag in the set 'word' to 0 block and place it in your 'quiz' subroutine.



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5. Hold the first item in the list in the 'word' variable.

The list blocks allow you to look for an item at an index location in a list. Drag this block over the 0 in your new block from Step 4.



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6. Use the 'index' variable to determine the location of the word in the list.

Replace the (1) with the variable 'index'.



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7. Display the first item in the list.

Use a **Say** block to display the 'word'.

You will need to decide where this block should go.

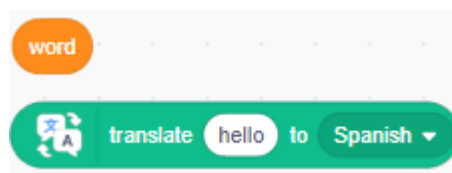
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8. Test your code.

Press the **Green flag** to see if "Hello" is displayed after the startup instructions.

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9. Display the word in your chosen language.

Make sure that you have installed the **Translate Extension**.

Take a look at these two blocks of code:



What does the first block do? Take a look at Step 7 if you aren't sure.

Where can the first block be placed to make the word translate?

The **Say** block from Step 7 needs to now contain the **Translate** block and the 'word' variable. Investigate how to do this.

Don't forget to set the **Translate** block to your chosen language.

10. Test your code.

Your code should now display the first item from the list in your chosen language.

Ask the player to translate the word into English and check if it is correct

Steps

Guidance

1. Ask for the translation.

Decide how to ask the player for the English word after the translated word has been displayed.

2. Check if the translation is correct.

Which programming construct can you use to check if something is true?

The code will need to say "correct" if they got it right and "incorrect" if they were wrong.

Create a block of code that will check if the answer is correct and then give the appropriate feedback.

3. Test your code.

Your code should now:

- Display the word in your chosen language
 - Ask for the translation
 - Check if it is correct
 - Say "correct" if they are right
 - Say "incorrect" if they are wrong
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Repeat the question for all ten items in the list

Steps

Guidance

1. Repeat the question ten times.

Which programming construct can you use to repeat something ten times?

Use this programming construct to repeat the question ten times.

You will need to think carefully about the blocks of code that will need to be repeated ten times for this to work.

You will also need to consider what should happen to the 'index' variable during each repetition.

Testing Get the code to run and test it

Use the frequently encountered problems below to help you debug your code:

Frequently encountered problems

Guidance

My quiz is always translating the first word in the list and not moving on to the other items.

- Check that the **Set index to 1** block is outside of the loop. It should be *just before* the loop begins.
- Check that you have included the block of code that **Changes the index by 1**. This should be the final block inside the loop.

The 'word' variable is displayed on the screen during game play. This makes it very easy to cheat.

- The variable needs to be hidden
 - Find the block of code that starts with **When green flag clicked**
 - Under **When green flag is clicked**, add the **Hide variable word** block
 - You might also want to hide the 'index' variable as well
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Resources are updated regularly — the latest version is available at: ncce.io/tcc.

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