

## 'Quiz time with Scratch' - Assessment

### NC objectives covered in this unit:

- understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem
- use 2 or more programming languages, at least 1 of which is textual, to solve a variety of computational problems; make appropriate use of data structures [for example, lists, tables or arrays]

<p><b>Below ARE</b> - Some children will not yet be working at the level described in the central column.</p>	<p><b>@ARE - Most children will be able to:</b> Use sequence, selection, and repetition in programs; <b>Understand, explain and use variables effectively;</b> Generate appropriate inputs and predicted outputs to test programs; <b>Understand, explain and use lists effectively and relate them to variables;</b> Combine the use of variables and lists effectively; <b>Use arithmetic operators, if statements, and loops, within programs;</b> Design algorithms that use repetition and two-way selection i.e. if, then and else; <b>Uses post-tested loops e.g. 'until';</b> Uses a variable and relational operators within a loop to govern termination.</p>	<p><b>Above ARE</b> - Some children will have progressed further. <b>They will also be able to:</b> Independently use and explain the use of variables in a program for a variety of purposes; <b>Independently compare and contrast the purpose and use of variables and lists in a program;</b> independently use a variety of loops, explain the purpose of each and when each should be used.</p>
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