

Raspberry Pi

## Task 1 and 2: Translation quiz support sheet

### Task 1 Tell the player which language they will be tested on

| Steps                                                                                                          | Guidance                                                                                                                                                                                         |
|----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Create a subroutine that will keep the blocks of code required to give the player the startup instructions. | Name the block 'startup'.                                                                                                                                                                        |
| 2. Use a <b>Say</b> block to tell the player which language is being used for the quiz.                        | Decide which language your quiz is going to use.<br>Think of a sentence that can be read to the player.<br>Add the <b>Say</b> block to the 'startup' subroutine and add in your chosen sentence. |

### Task 2 Give the player some instructions for how to play

| Steps                                                                       | Guidance                                                                                                                                                                                                                                                       |
|-----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. Use a <b>Say</b> block to tell the player the instructions for the quiz. | Read the scenario carefully and write a few short sentences for the instructions to the player.<br>Add the <b>Say</b> block to the 'startup' subroutine and add in your chosen sentence.<br><b>Note:</b> You might want to use more than one <b>Say</b> block. |

## Testing Get the code to run and test it

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

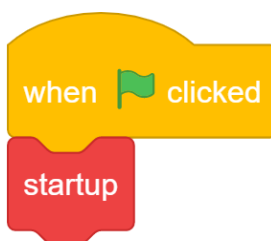
### Frequently encountered problems

### Guidance

When I press the green flag my code won't run. What should I do?

Have you called the 'startup' subroutine?

Make sure that you have this block of code for your sprite.



The text appears on the screen too quickly for me to read. How can I slow this down?

You can adjust the (2) seconds to a higher number if you need more time to read the words. It is good practice to test this to make sure that your user will have enough time to read the sentences.

**Note:** For testing purposes later on, you might want to set these to 0.5 seconds to speed up your testing of other areas, be sure to adjust them back after testing.

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