

**Name:**

**Class:**

**Learning Intention:**

**I am learning to code a quiz in Scratch that uses a selection (choice)**

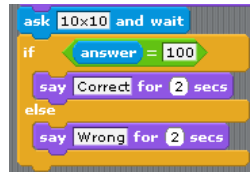
**Success Criteria:**

**How did I do?**

I can think through the steps (algorithm) to ask a quiz question

I can include a start block and a welcoming block of code

I can include a maths questions with the correct answer in the if else selection block



```
ask 10x10 and wait
if answer = 100
say Correct for 2 secs
else
say Wrong for 2 secs
```

How many Q?

How many Q?

How many Q?

I can create a variable called score and use it to collect the score throughout the quiz

I can test my code after making every question to make sure it works

I can fix (debug) any errors

**Extension**

I can add sounds if user gets question right or wrong

I can take away a point if the user gets the question wrong

I can change the background when the user gets the question correct

I can change the background when the user gets the question wrong

I can add a timer to the quiz

I can add congratulations if the user got all the answers correct

I can make the user redo a question if they got the answer wrong

- ☺ I can do it
- ☹ Did it a bit but didn't fully get it
- ☹ Didn't get it at all