

## KS3 Spelling Test Program Algorithm

1. Teacher input 10 correctly spelt words into list
  - 1.1.1.V2 Words are spell checked
    - 1.1.1.1.1. V3 Range of spell check languages available
2. Pupil starts program
3. Pupil welcomed to program
  - 3.1.1.V2 Pupil asked name
  - 3.1.2.V2 Name input into variable NAME
4. Pupil presented with rules
5. Pupil presented with word 1 from list
6. Wait 3 seconds for pupil to read word
7. Word 1 disappears
8. Pupil asked to input correct spelling
9. Pupil spelling is compared with word 1 spelling
10. If spellings are the same then pupil is told that he/she is correct
11. 1 point is added to variable score
  - 11.1.1. V2 Pupil notified by name using NAME variable
12. If spellings are not same then pupil is told that he/she is incorrect
  - 12.1.1. V2 Pupil notified by name using NAME variable
13. Repeat steps 5 to 12.1.1 using word 2 then word 3 etc. until word 10 has been tested
14. Present pupil with score
15. End game