

Extend in Storymode - Lesson 4.1 Formative Assessment Questions

- 1) What did you build in Snake Trap?
 - a) A buzzer that plays a tune.
 - b) Three LEDs that flash
 - c) An LED to help light the maze
 - d) An LED that flashes

- 2) What are some types of puzzles? Circle all that apply.

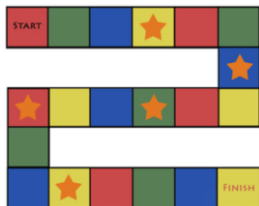
a)

			7	5			
7		1				4	
5				2			
	1	3	9				8
3		7	8	6			4
8			4	1	7		
	8						9
	5			3			
	4	6					

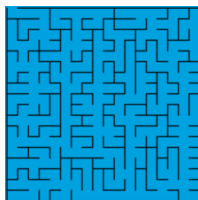
b)



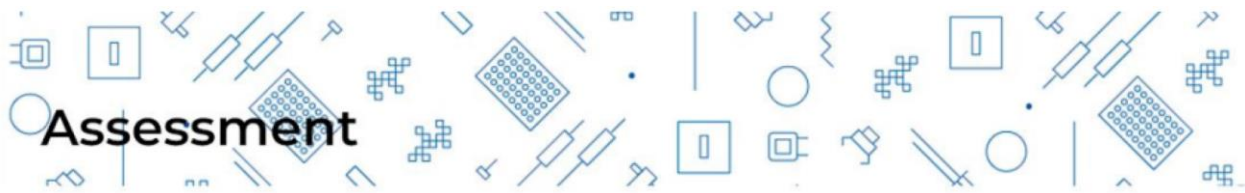
c)



d)



- 3) Why must a Buzzer connect to the circuit in a particular direction?
 - a) To prevent the circuit from overheating.
 - b) To ensure current can flow through and output sound.
 - c) To make sure the buzzer changes colors when activated.
 - d) To save battery life by reducing power consumption.



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- 4) What does Design mean in computer science?
 - a) To randomly assemble circuit components until they work.
 - b) To focus only on the aesthetic appearance of a device.
 - c) To plan and create how a circuit or device will look and work before building it.
 - d) To write code without considering hardware requirements.

- 5) How do the MiniGames help you complete challenges on the planets?
 - a) They help build the skills you need to be successful.
 - b) They provide entertainment and are unrelated to the main challenges.
 - c) They unlock hidden bonuses for completing the planets.
 - d) They offer hints that skip the planet challenges altogether.

- 6) What must you complete to unlock and play the MiniGames?
 - a) MiniGames are unlocked immediately upon starting the project.
 - b) MiniGames unlock after watching an instructional video.
 - c) MiniGames are unlocked by entering a secret code.
 - d) MiniGames unlock after the main project is completed.

- 7) How does the practice of solving puzzles pertain to computing?
 - a) Puzzles and computing are unrelated activities.
 - b) Both involve problem-solving and logic.
 - c) Solving puzzles helps improve your hand-eye coordination, which is crucial in computing.
 - d) Puzzles focus more on creativity, whereas computing is purely technical.

- 8) How do you think your understanding of circuits and logic has improved through building and playing with the Piper Computer Kit?