

Design a Bot & Make Music - Lesson 4.2 Formative Assessment

- 1) In Pip Hop, what is the goal of the game?
 - a) To solve math puzzles to unlock new levels.
 - b) To create and listen to your own music.
 - c) To solve math puzzles to unlock new levels.
 - d) To win by collecting the most points in a timed challenge.

- 2) In Pip Hop, which pins should the green button be connected to?
 - a) 10, 20
 - b) 15, 25
 - c) 5, 35
 - d) 40, 30

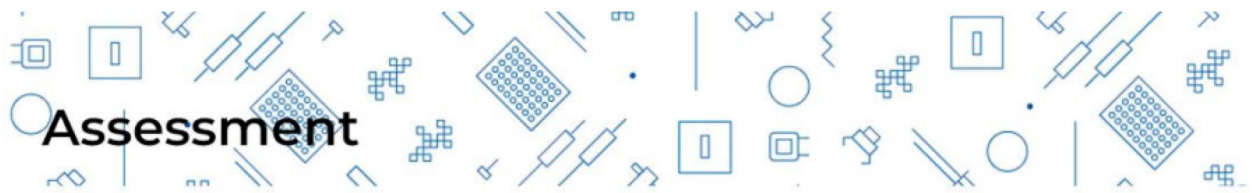
- 3) What should you do before designing your robot in Bot Builder?
 - a) Plan how my bot will look, connect, and the tasks I want it to perform.
 - b) Start assembling the robot without any prior planning.
 - c) Focus only on the color scheme of the robot.
 - d) Choose random parts and hope they fit together.

- 4) What is the purpose of this color grid in Bot Builder?



- a) To control the speed of the robot's movements.
 - b) To adjust the sound effects the robot makes.
 - c) To create customized skins for my robot design.
 - d) To determine the robot's power consumption.

- 5) What is the definition of an engineer?
 - a) Someone who designs, builds, or fixes things to solve problems.
 - b) Someone who only writes computer programs.
 - c) A person who studies natural phenomena without applying them.
 - d) Someone who performs music or other forms of entertainment.



Design a Bot & Make Music - Lesson 4.2 Formative Assessment

- 6) What is the last step of the engineering design process?
 - a) To start a new design without testing the current one.
 - b) To discard any unsuccessful prototypes.
 - c) To stop working after the prototype is built.
 - d) To share your results by creating a finished product.

- 7) How does experimenting with different designs in Bot Builder enhance your understanding of engineering and creativity?