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| **Bloom taxonomy – cognitive dimension** | |
| Remembering | recognising and recalling |
| **Understanding** | Interpreting, Exemplifying, Classifying, Summarising, Inferring, Comparing, and Explaining. |
| **Applying** | Ability to execute algorithms, track and recognize their goals |
| Analyzing | Differentiating, Organising, and Attributing. |
| Evaluating | Checking and Critiquing |
| **Creating** | Ability to plan or produce programs or algorithms |

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|  | **Rembering** | **Understanding** | **Applyng** | **Analyzing** | **Evaluating** | **Creating** |
| **1.Loops** |  | **1** |  |  |  |  |
| **2.Parallelization** |  | **3** |  |  |  |  |
| **3.Coordination** |  | **2** |  |  |  |  |
| **4.Conditionals** |  | **1** |  |  |  |  |
| **5.Operators** |  |  | **6** |  |  |  |
| **6.Data/Variables** | **5** | **5** | **6** |  |  |  |
| **7.Procedures** | **4** | **4** | **6** |  |  |  |



1. U1,4 What would the sprite with this code do once the green flag is clicked?
   1. **It turns around continuously and when the mouse is clicked it says Hello for 1 second**
   2. It turns around 15 degrees and when the mouse is clicked it says hello for one second
   3. It turns around continuously and says hello every one second
   4. It turns around saying hello and when the mouse is clicked it stops



1. U3 Would this code make it behave similarly?
   1. Yes
   2. **No, with this it would turn only 15 degrees and then say hello and turn another 15 degrees whenever the mouse is clicked**
   3. No, with this it would turn continuously but stop when the mouse is clicked and say hello



1. U2 Would this code make it behave similarly?
   1. **Yes**
   2. No, this would turn indefinitely and nothis would happen when mouse is clicked
   3. No, this would turn 15 degrees and then the second block would execute making it say hello when the mouse is clicked



1. RU7Are there any custom blocks used in the example above? Which?
2. RU6Are any variables used in the example above? Which?
   1. No, there are no variables
   2. Yes, variable antwoord
   3. **Yes, variable antwoord in the first block and variable naam in the second**
3. Ap 5,6,7 What happens when we hit the green flag in the example above?
   1. **It will say “Hoi Kat” for 2 seconds and then “Ik ben Muis” for 2 seconds**
   2. It will say “Hoi Muis” for 2 seconds and then “Ik ben Kat” for 2 seconds
   3. It will say “Hoi naam” for 2 seconds and then “Ik ben Muis” for 2 seconds