



សាលាអន្តរជាតិ ហ្សាយអិន ភ្នំពេញ

ZION INTERNATIONAL SCHOOL OF PHNOM PENH

"GROWING THE FUTURE ONE CHILD AT A TIME"

Semester 1 Test

Academic Year 2024-2025

Date: December 10th, 2024

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Subject: Cambridge Computing
Level: Grade 3
Time: 15:30-16:15 PM
Duration: 45 minutes

Student's Name:

Instruction

- I. Login to your scratch account
- II. Go to class studio, open **Starter Grade3-Semester1-Test**, click on the project then **remix** or go to the starter project: <https://scratch.mit.edu/projects/1106891267/>
- III. Follow the instructions to complete the project
- IV. After you complete the project, click on **Share** then **Add to Studio**, add to **Grade3-Semester1-Test**

Topic

We will fix and finish a story, “The Frog Prince”.

The Frog is really a handsome prince, and the wizard will turn him back.

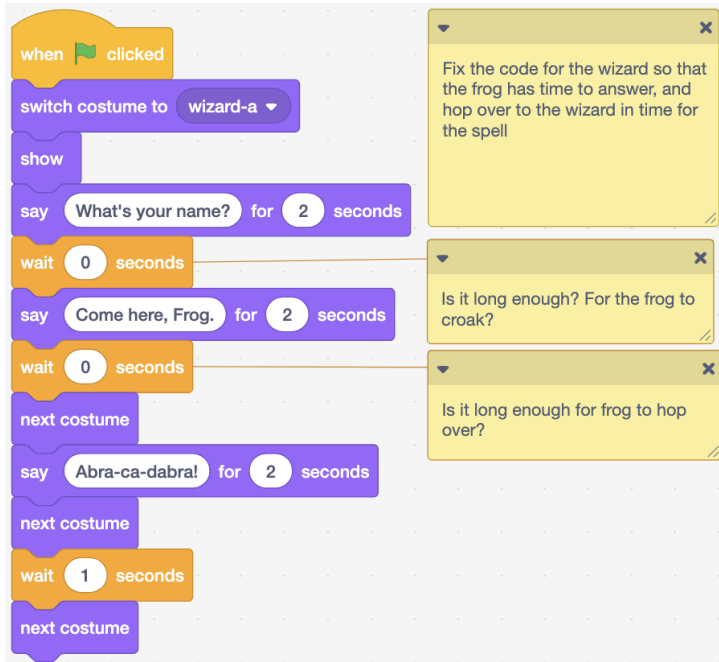


There are 3 tasks:

1. Make the wizard greet the frog, and cast a spell.
2. Make the frog hop over to the wizard, at the right time.

Make the wizard greet the frog, and cast a spell.

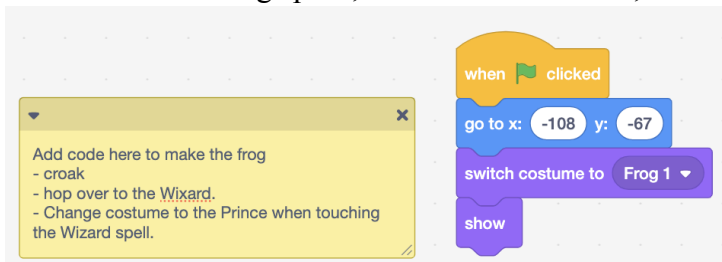
This is the algorithm for the Wizard:



Can you spot the errors in the timing? Fix them so that the wizard casts the spell after the frog has hopped.

Make the frog hop over to the wizard, at the right time.

Add code to the Frog sprite, to answer the wizard, and then hop over to him.




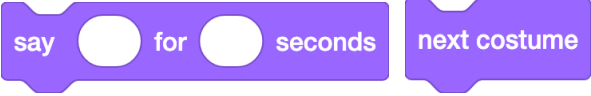

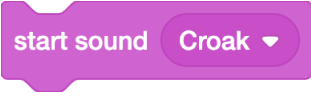





This is the algorithm for the Frog:

1.	Wait 2 seconds
2.	Start sound "Croak"
3.	Say croak for 20 seconds (Is this the right amount of time?)
4.	Next costume
5.	Wait 1 seconds
6.	Move 90 steps
7.	Next costume
8.	Wait 1 seconds
9.	Move 90 steps
10.	Next costume
11.	Wait until <touching Wizard>
12.	Next costume

Can you spot the error in timing? Fix the code so that the frog hops to the Wizard in time for the spell.

You will use the following blocks:

 Motion	
 Looks	
 Sound	
 Control	
 Sensing	