



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 5
Time: 13:15-14:00 PM
Duration: 45 minutes

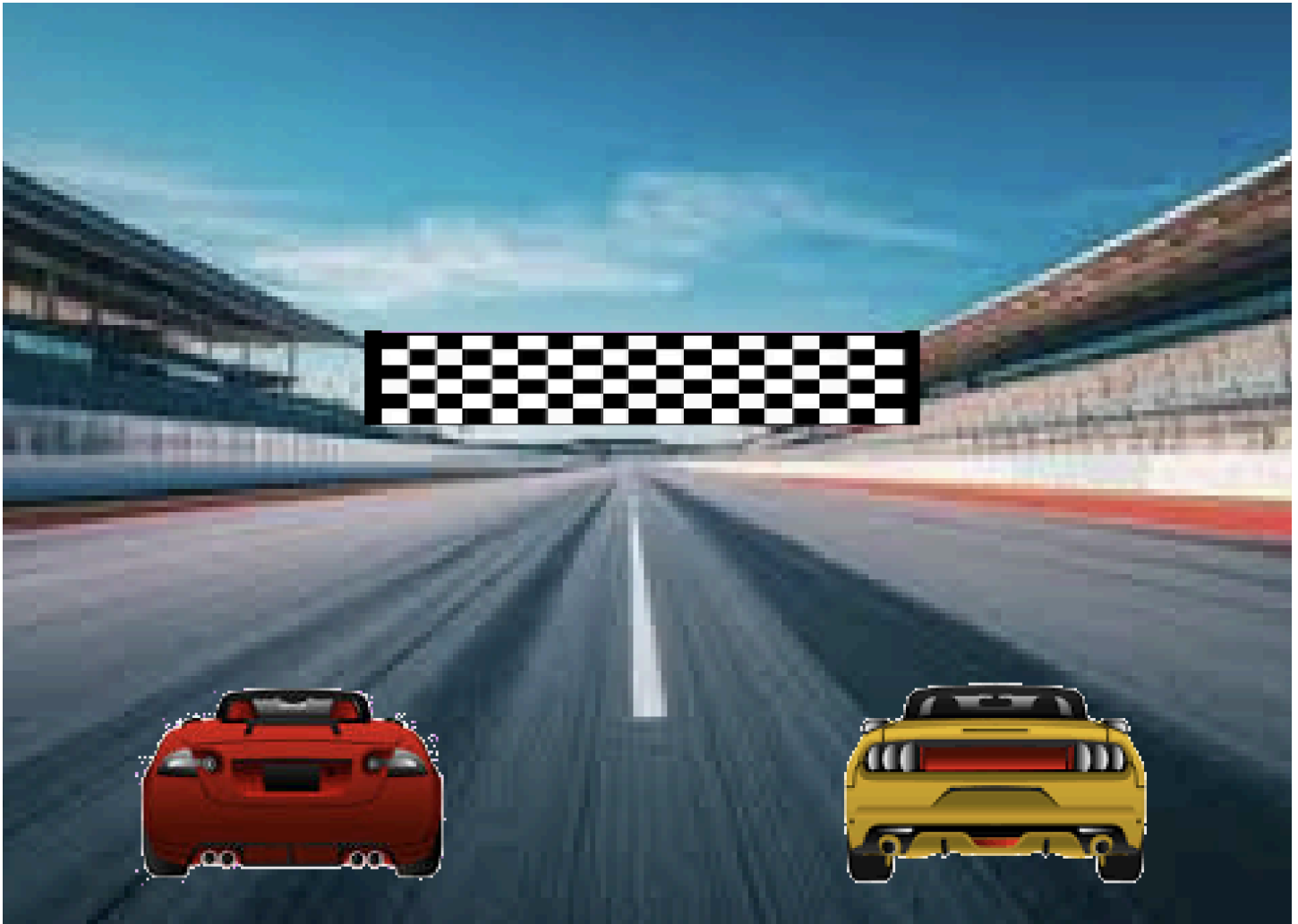
Student's Name:

Instruction

- I. Login to your scratch account
- II. Go to class studio, open **Starter Grade5-Semester1-Test**, click on the project then **remix** or go to the starter project: <https://scratch.mit.edu/projects/1106890700/>
- III. Follow the instructions to complete the project
- IV. After you complete the project, click on **Share** then **Add to Studio**, add to **Grade5-Semester1-Test**

Topic

We will code a car race game. Each car will only race **if** a key is pressed. The static flag will select which car wins and change to the right winning costume.

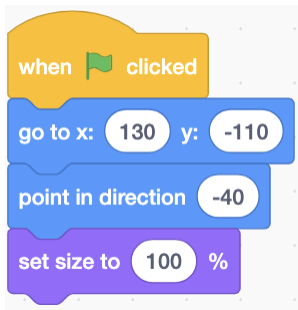


There are 3 tasks:

1. [Code for the yellow car](#)
2. [Code for the red car](#)
3. [Code for the flag](#)

Code for the yellow car

The reset code for the yellow car is as follows.

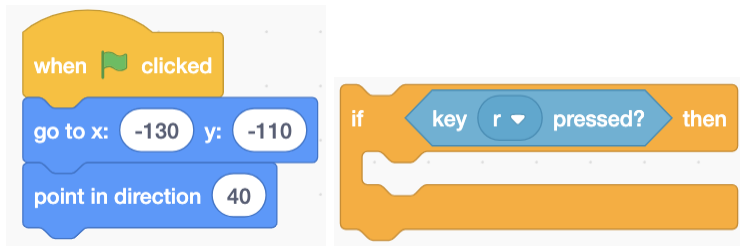


Add the following code underneath:

1.	Forever
1.1.	If <key "y" pressed>
1.1.1.	Move 5 steps
1.1.2.	Change size by -2.5
1.1.3.	Wait 0.1 seconds

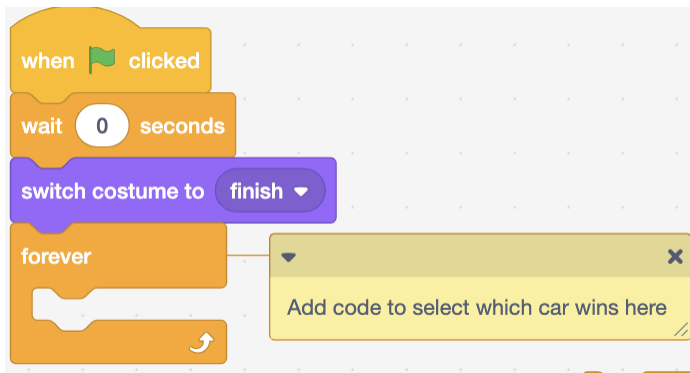
Code for the red car

The code for the red car is the same as the yellow car, apart from the reset position, and the key that is tested. You can drag the code from the yellow car to the red car, and make the following changes:



Code for the flag


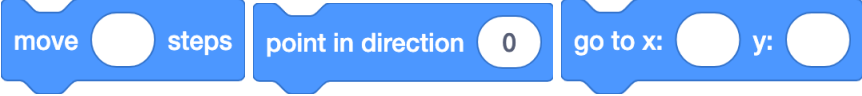

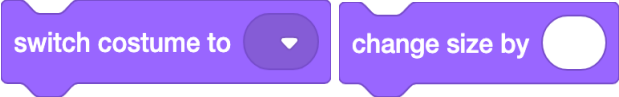

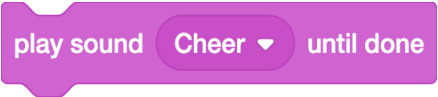

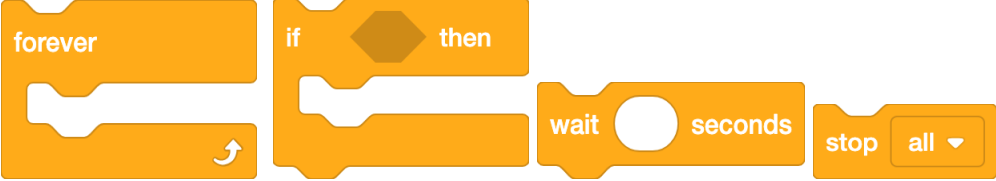

The flag will if it touches a car, and select which winning costume to change to.
Add the following code:



Add the following code in to the Forever loop, **for each car**:

1.	If <touching "red racecar">
1.1.	Switch costume to "red wins"
1.2.	Play sound "Cheer" until done
1.3.	Stop all

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 You will use the following blocks:

 Motion	
 Looks	
 Sound	
 Control	
 Sensing	