Module B.1 - Level 2 Answers

1. - watch the game indicate the colours that need to be pressed by flashing a light in the

colour (pattern is red, green, blue)

- press the red button first and the game will make a pitch, which states that the right

button was pressed

- press the green button next and the game will make another pitch, which states that the

right button was pressed

- press the blue button last and the game will make a different pitch, which states that the

right button was pressed

- press wrong button and game will play a raspberry sound effect, which states that the

wrong button was pressed

1. i) If the user press the wrong button in the SOLO game, then it will go to the options

menu and the user will have to click the mode again to start a new pattern.

ii) If the user presses the wrong button in the PASS IT game, then the game will say

“pass it” and in a few seconds a new pattern will start.

1. i) If the user watches the game, then the game will show the pattern the user will have

to copy

ii) If the user presses the red button first, then the game will make a pitch, which states

that the right button was pressed.

iii) If the user presses the green button next, then the game will make another pitch,

which states that the right button was pressed

iv) If the user presses the blue button last, then the game will make a different pitch,

which states that the right button was pressed

1. i) If the game indicates to press the blue button and the user presses another button, then

the game will end with a raspberry sound effect due there being a mistake in the

pattern.

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| **Object** | **Action** | **Result** |
| Red Button | Push | Records the step in pattern  Records a mistake in pattern |
| Green Button | Push | Records the step in pattern  Records a mistake in pattern |
| Yellow Button | Push | Records the step in pattern  Records a mistake in pattern |
| Blue Button | Push | Records the step in pattern  Records a mistake in pattern |

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| **Object** | **Action** | **Result** |
| Red Button | Makes a pitch  Flashes light | Indicates a step in the pattern  Indicates a mistake in pattern  Indicates pattern is played correctly |
| Green Button | Makes a pitch  Flashes light | Indicates a step in the pattern  Indicates a mistake in pattern  Indicates pattern is played correctly |
| Yellow Button | Makes a pitch  Flashes light | Indicates a step in the pattern  Indicates a mistake in pattern  Indicates pattern is played correctly |
| Blue Button | Makes a pitch  Flashes light | Indicates a step in the pattern  Indicates a mistake in pattern  Indicates pattern is played correctly |
| Voice Box | Plays pitches for colours  Plays raspberry for mistakes  Plays a tune for correct pattern | Indicates steps in the pattern’  Indicates a mistake in the pattern  Indicates if pattern is played correctly |