

مراجعة
التصميم وتكنولوجيا للصف السادس
اسئلة شاملة للوحدات الثلاث الاولى للمادة
النظرية

Question 1 : Put True Or False

1. Computer Programming Is The Process Of Writing Or Editing Source Code ()
2. Computer Game Is Also Known Video Game()
3. Computer Games Make Up A 367 – Billion Dirham Global Industry ()
4. Games Programming Is Not Like Programming Any Other Software ()
5. Types Programming Is Graphical And Text Based ()
6. Graphical Programming Uses Text And Commands ().
7. Graphical Programming Can be Done Without Expert Skills And Knowledge ().
8. Text-Based Programming Uses Blocks And Shapes ().
9. Text-Based Programming Can be Done Without Expert Skills And Knowledge ()
10. Most Games And Programs Have Commands With Two Main Part : Input/Output().
11. Input Device Is (Monitor /Screen ,Headphones/Speaker, Printer)().
12. Output Device Is (Keyboard /Mouse ,Camera/Scanner)().
13. A.S Douglas Created OXO ()
14. Steve Russell Invented Prototype Multiplayer ().
15. Ralph Bear Referred To As The Father Of Video Game ()
16. In 1979 ,Activation Was Lunched Becoming The First Third –Party Game Developer()
17. Arcade Systems Is A Coin-Operated System
18. Rules Are Programed Into A Game Using Condition Only ()
19. Conditions Are Used So The Computer Can Decide What To Do ()
20. Action Are Input In A Game()
21. Kodu Is Text –Based Programming Language Made For Creating Games()
22. Concept Is An Idea For A Game ()
23. During Prototyping Details And Logical Rule Are Added()
24. During Design Player Play The Game To Find Error ()
25. Characters : Can Be Controlled By The Player ()
26. In kodu :To Navigate simply left click and hold and move the mouse ()

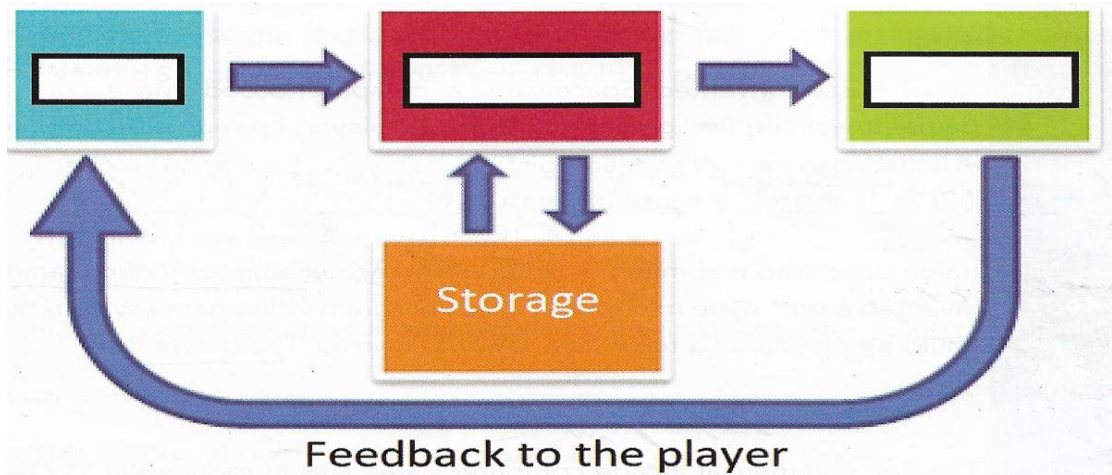
27. In kodu :To change the View , we can use the orbit camera feature ()
28. To switch between play mode and edit mode press ENTER key ()
29. You can also use page up and page down to Zoom In and Zoom Out()
30. New World : select option any time you want to find save game()
31. Resume : to continue playing your game ()
32. Load World : Select New World to create your game ()
33. We can run Kodu in XBox ()
34. To add object to the world we Right click in the object tool()
35. When press Y in the Keyboard helpful information()
36. To save your World , we can press left click save my World from the Object tool().
37. When add ground (terrain) in your word ,you will use ground brush ()
38. if select ground brush we can use left arrow key and right arrow key for change brush size ()
39. ground brush: add or delete object ()
40. up/down : create Hills or Valleys ()

Question 2: Classification This Word In The Table Below :

Sport	Resume	Simulation	Xbox Three	Decomposition	Processing
Out Put	New World	Setting A Goal	Input	PlayStation Three	3D Games
Load Word	RPGS	Delegation	Personal Computer	Time Management	Action – Adventure

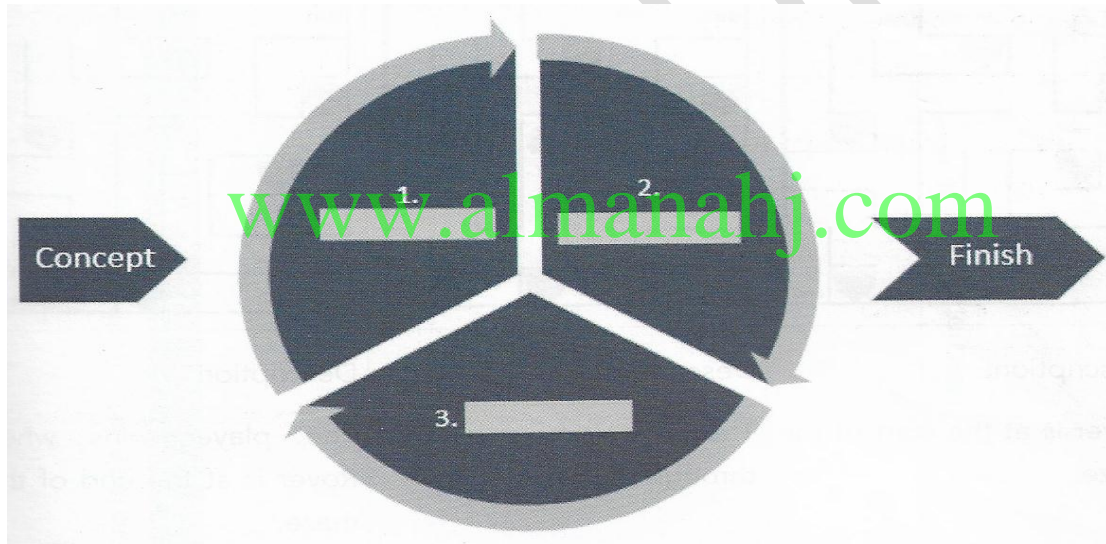
Game System	Type Of Game	Kodu Interface	Planning Steps	Key Programming Concept

Question 3 : Fill Key Programing Concept In The Diagram



Question 4 :Use The Words Below To Fill In The Blanks

(Test ,Design Prototype)



Question 5 : Put These Tools In The Picture

Flatten	Ground Brush	Up /Down	Move Camera	Play Game	Object Tool	path Tools	Home Menu
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