

تم تحميل هذا الملف من موقع المناهج الإماراتية



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للتحدث إلى بوت المناهج على تلغرام: اضغط هنا

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PSA - Revision  
Grade-5



Teacher \ Shamsa Alhassouni



السادة أولياء الأمور الكرام.. يرجى العلم أن الأثنين القادم 11-11-2019 هو موعد اختبار مادة التصميم والتكنولوجيا للصف الخامس 1 والأربعاء الموافق 13-11-2019 للصف الخامس 2 – الإختبار الوزاري النهائي .. حيث يشمل الإختبار:

- الجزء عملي: يقوم الطالب بتنفيذه على برنامج ال (kudo) تصميم لعبة بتضاريسها وإضافة البرمجة الخاصة لجمع النقاط وإظهار رسالة الفوز.
- الجزء نظري: (عبارة عن أسئلة ويجب عليها الطالب)

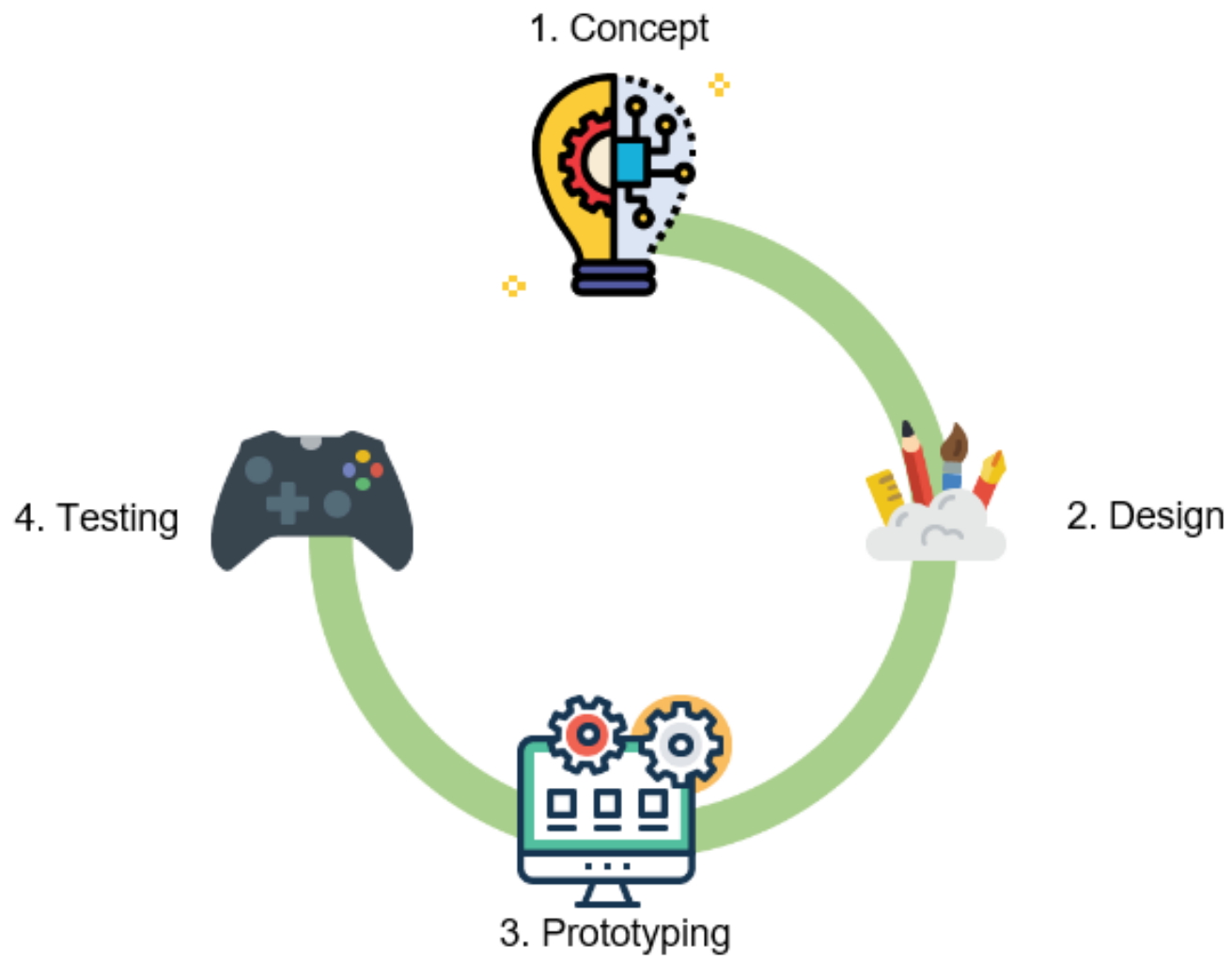
ملاحظة مهمة:

أرجو الالتزام بالحضور – حيث أن درجة الاختبار 50 درجة

معلمة المادة – شمسة الحسوني

Grade 5				
Marks	Time	Unit	Task Description	Domain/Skills
50 marks	90 mins	3 & 4	<b>Practical (30 marks):</b> Students will design and make a 3D game with a scoring system.  <b>Theoretical (20 marks):</b> Students will answer 5 questions identifying characters and actions. Students have to understand and identify programming commands.	This task will ask students to demonstrate: <ul style="list-style-type: none"><li>• How to create a new world with a terrain.</li><li>• Modify and enhance the terrain to make it interesting.</li><li>• Program a character to move, jump, bump and inspect objects in this terrain.</li><li>• Allocate points for completing certain actions.</li><li>• The game should display a message when a certain number of points are scored.</li></ul>

# Games Development



# 1. Concept

First Stage in game development which means finding or setting the **idea for a game**.

# 2. Design

Storyboards and screen mock-ups are often used to design graphics like characters and the game setting.

# 3. Prototyping

Creating a draft version of a game. It is used for testing.

# 4. Testing

During testing, players play the game to find errors.



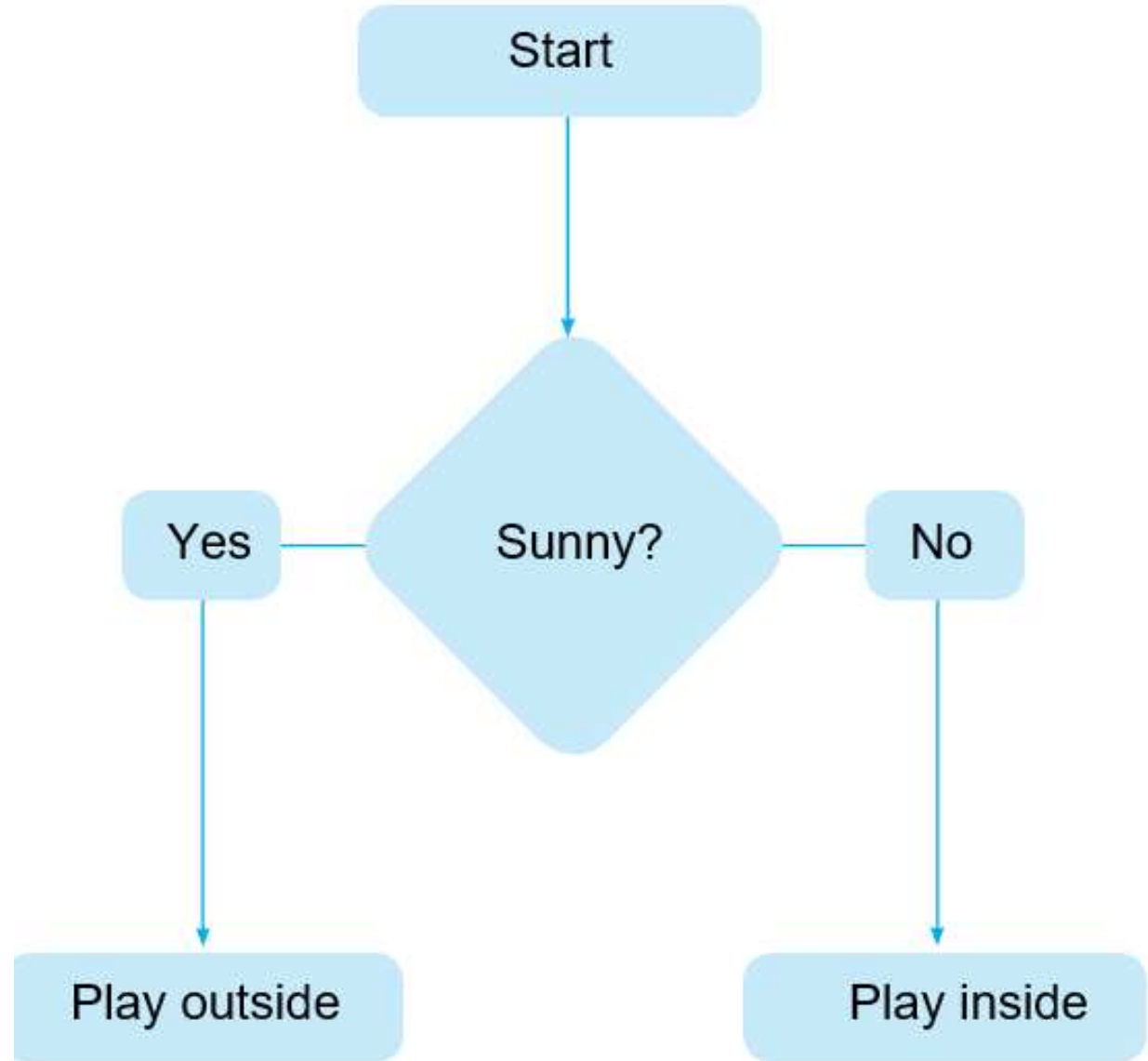
**Rules set the time-keeping,  
character's skills , abilities and  
player rights**

# Conditions

**Checks if a situation is there, then  
an action will happen**



# Conditions





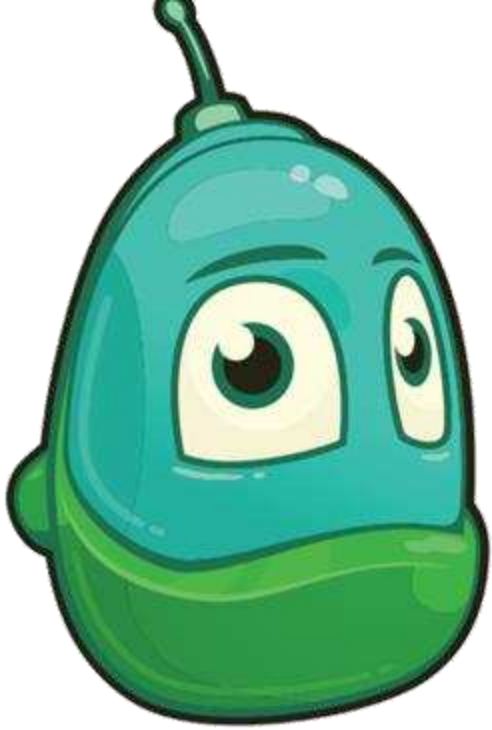
# ACTION!!!

When a condition completed there will be an action taken



# Creating our first game in Kudo

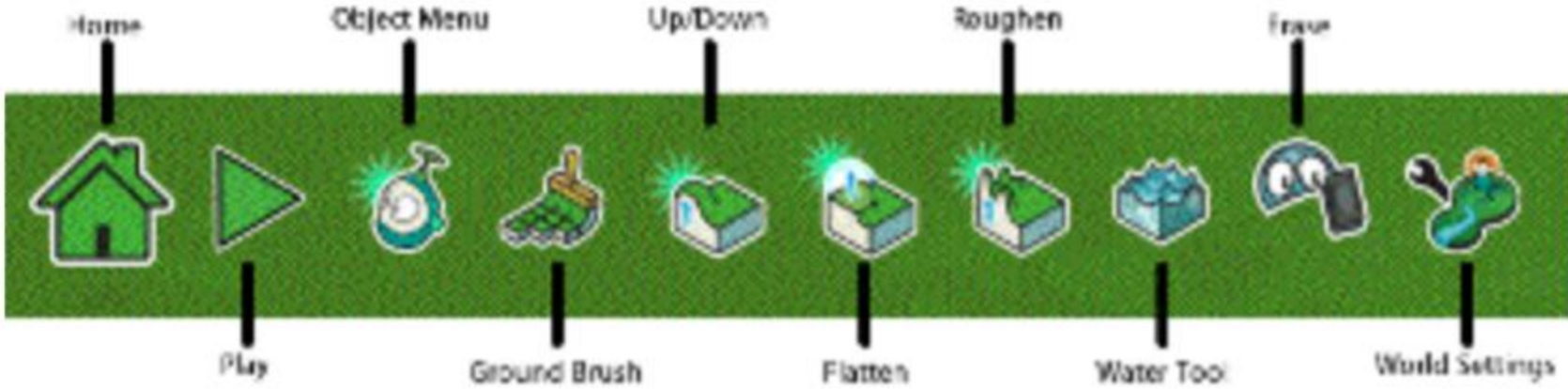




**New World** : إنشاء عالم جديد  
**Load World** : إدراج عالم موجود مسبقاً



# Main Menu



# Object Tool
















Allows you to add **objects** and **characters** to your **terrain** / world.
















## Objects & Bots

تتعرف الطالبة على محتويات البرنامج المدونة في الشرائح التالية دون حفظها

Here are all the different objects and bots you can have in your game. Use this as a reference guide when building your games.

	<b>Kodu</b> is a little slow and has trouble getting up steep slopes.		The <b>Apple</b> tastes great and they're fun to launch		<b>Flyfish</b> hovers and turns quickly - great for snappy action.
	<b>Cycle</b> is quick, can climb steep hills, and jump		<b>Saucer</b> is the fastest and most nimble character. They can change direction instantly		The <b>Blimp</b> flies around slowly
	<b>Jet</b> cruises along close to the ground, it can Move Up and Down		<b>Balloon</b> floats slowly in the air watching over everything. This makes it a good referee for games		<b>Sub</b> works best under water
	<b>Cannon</b> is big and slow but very powerful		The <b>Puck</b> is great for fast games since it flies around with no friction and can bounce without losing speed		The <b>Wisp</b> moves fast leaving glowing trails behind
	The <b>Turtle</b> can fly through the air and can hide in its shell using the Open and Close actions. When the turtle is closed it is invulnerable to attack		The <b>Pushpad</b> is big and strong		The <b>Sputnik</b> makes a great companion to the Saucer

	<b>Stick</b> doesn't move but can hide underground by closing. Invulnerable when closed		When other characters jump on the <b>Drum</b> they get launched into the air		The <b>Mine</b> has spikes which can be exposed or withdrawn. Use the Open action to show the spikes and the Close action to hide them
	The <b>Cloud</b> is in honor of our Redmond weather.		The <b>Fish</b> does best in water. On land its just stranded		<b>Ship</b> is a boat that can float on top of water, but can't move on land
	The <b>Light</b> moves fast and can light up the world		<b>Rocks</b> can be programmed just like everything else		<b>Stars</b> can be programmed just like everything else
	<b>Coins</b> are a "must have" for every classic arcade game		Program it or just kick it around. Either way, it's just a <b>ball</b>		The <b>Castle</b> doesn't move much
	The ACME <b>Factory</b> makes a great landmark for any game		The <b>Hut</b> makes a great landmark for any game		<b>Hearts</b> work great for health packs
	<b>Ammo</b> works great as ammo packs		<b>Trees</b> can also be programmed		

# Options to change in your object



# Programming Kudo



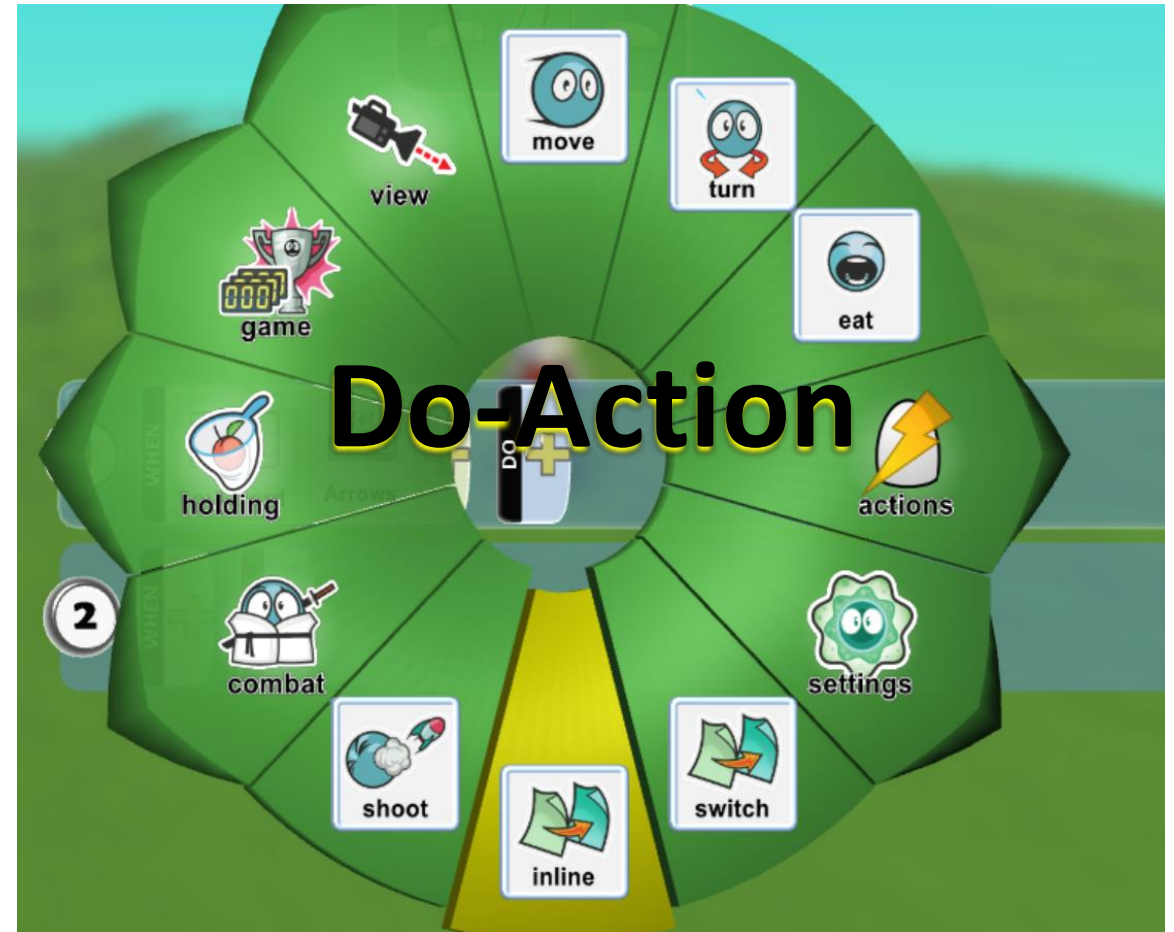
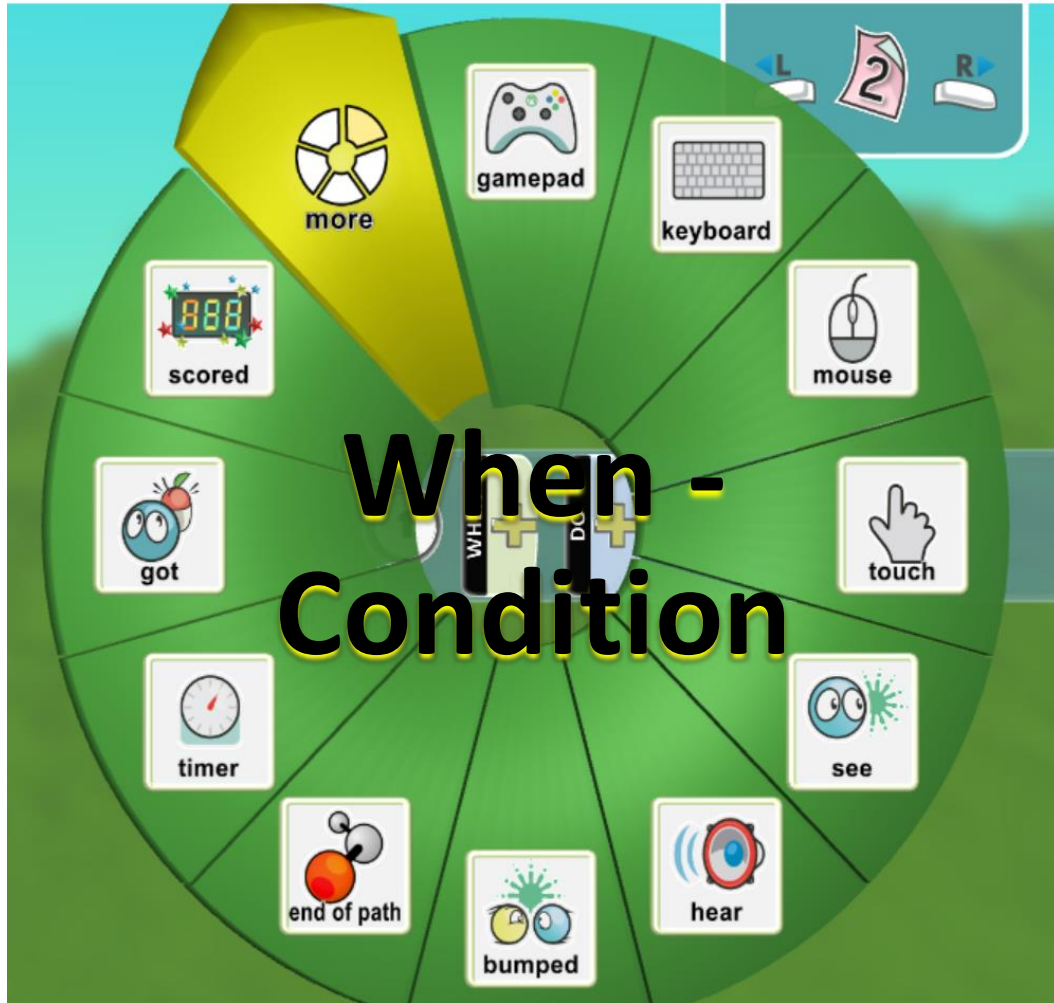
## Do - Action:

الفعل الذي سيقوم به kudo character

## When - condition:

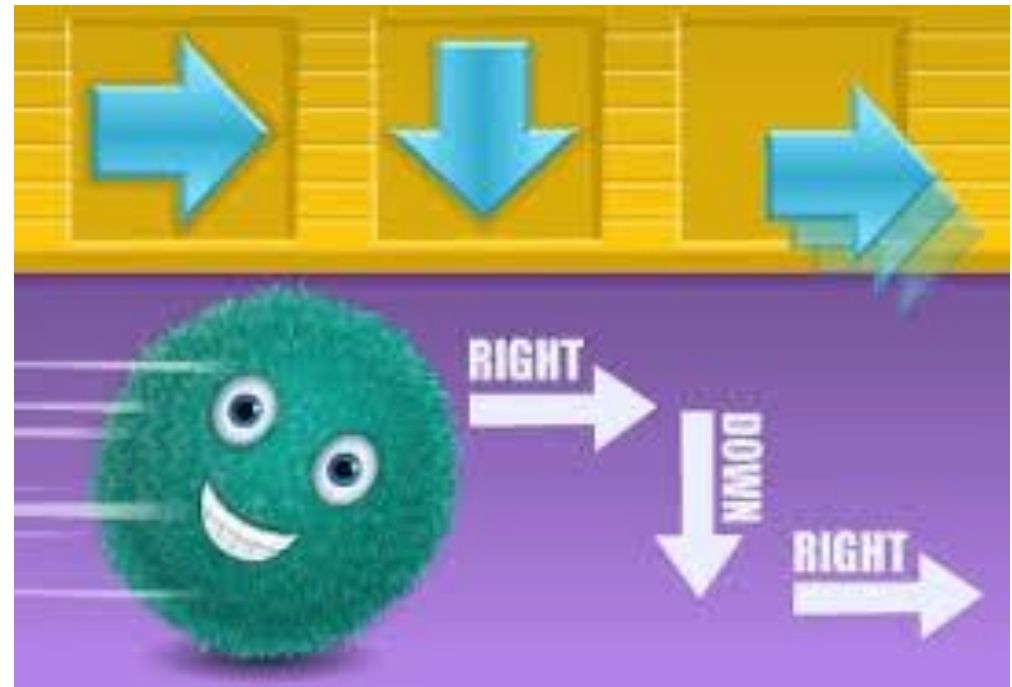
ضع فيها الحدث مثلاً عند الضغط على مفاتيح keyboard  
أو الضغط على زر الأيمن mouse





# Programming Structure

- 🔌 **sequence**
- 🔌 **selection**
- 🔌 **repetition**



# Sequence

Writing commands in order



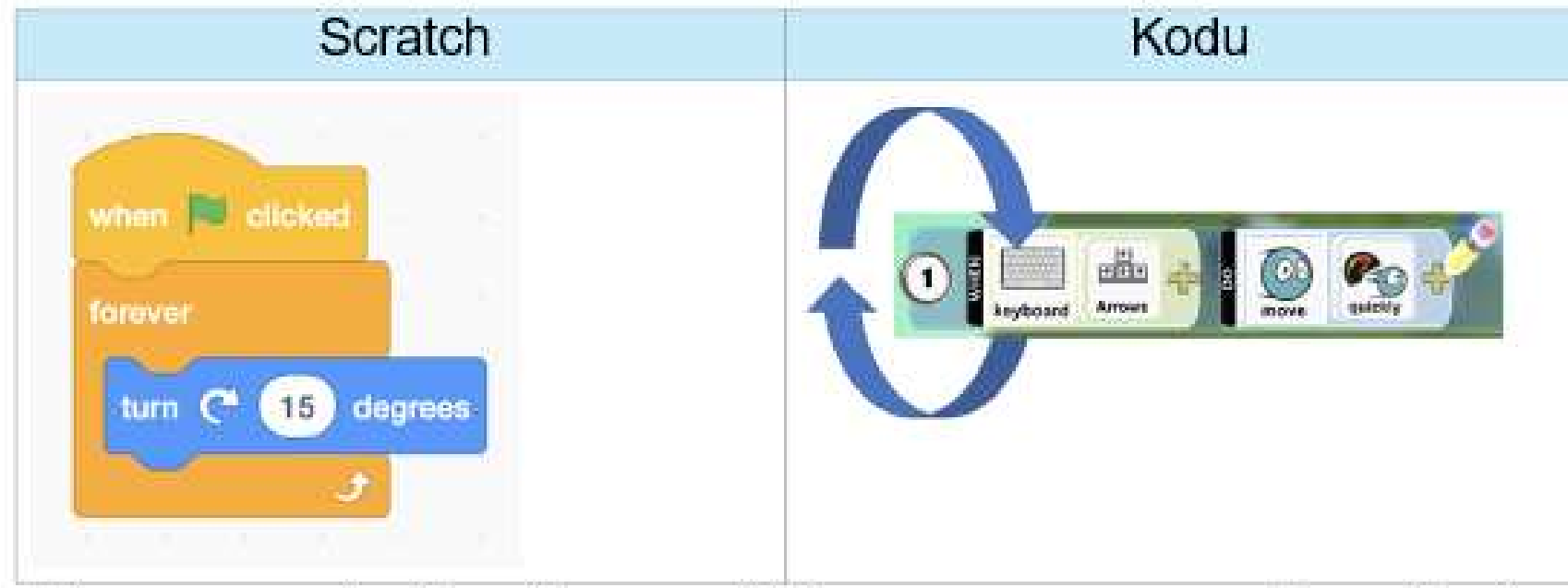
# Selection

Use **conditions** to decide which **commands** to complete



# Repetition

Used to repeat a sequence of commands



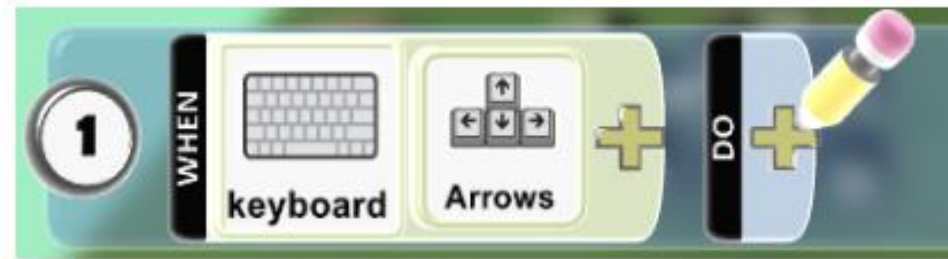
# Testing

**There are different types of software testing**

- **Developmental testing**
- **Alpha testing**
- **Beta testing**

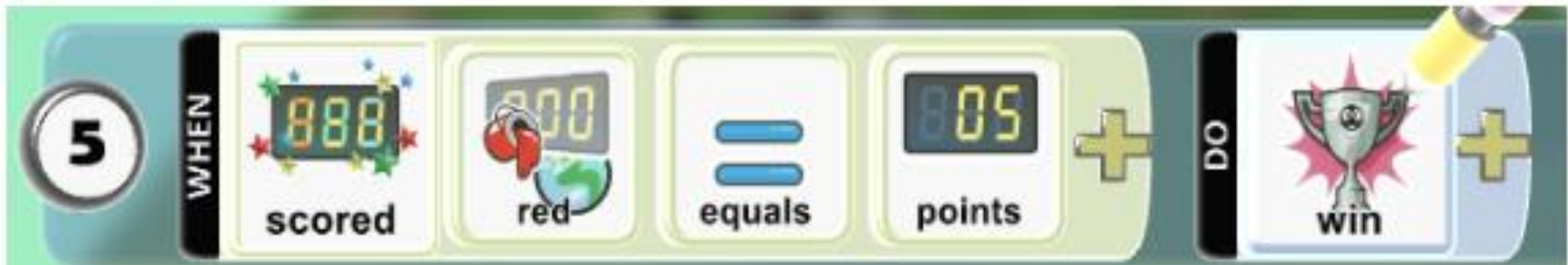
# Simple Testing

1. **Syntax Errors:** Mistakes or missing blocks in syntax



# Simple Testing

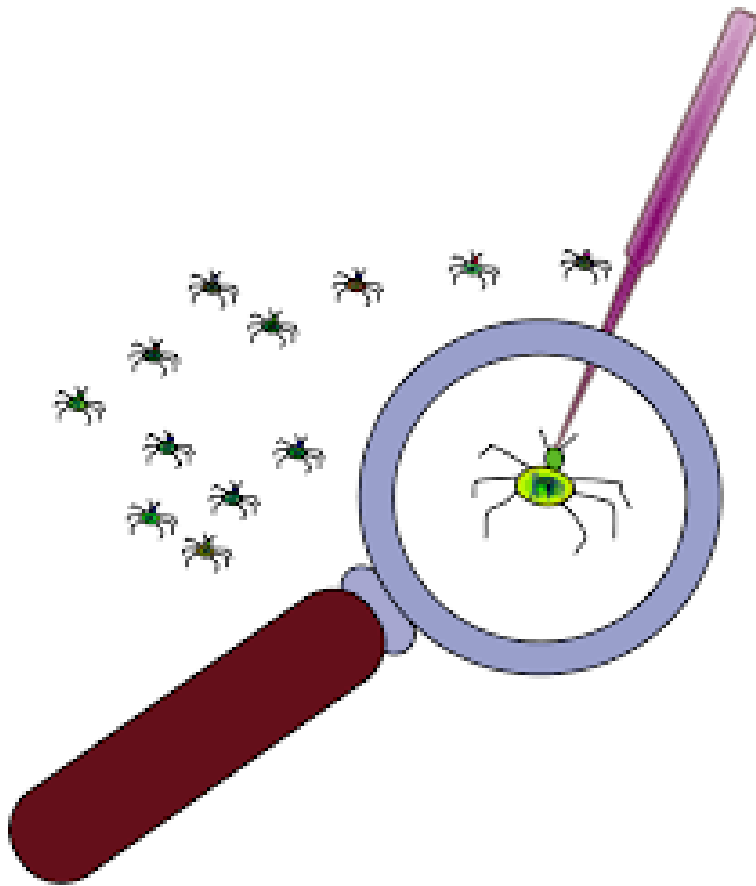
2. Logical Errors: errors in blocks , tiles or characters







# Debugging

Finding and removing bugs (errors) from the program



<b>Test tiles:</b>	 A Scratch script starting with a 'WHEN' trigger block containing a '2' in a circle. The 'WHEN' block is followed by a 'mouse' block with a 'right' button highlighted in yellow. This is followed by a '+' sign and a 'DO' block containing a 'jump' block with a character icon and a red arrow pointing right. The 'DO' block is followed by another '+' sign.
<b>Error:</b>	The character is using right-click for jumping, but they should be using <b>left</b> click.
<b>Debugged tiles:</b>	 A Scratch script starting with a 'WHEN' trigger block containing a '1' in a circle. The 'WHEN' block is followed by a 'mouse' block with a 'left' button highlighted in yellow. This is followed by a '+' sign and a 'DO' block containing a 'jump' block with a character icon and a red arrow pointing right. The 'DO' block is followed by another '+' sign.