

GRADE 6 MOCK PRACTICAL (20 Marks)

Student Name: _____ Section: _____ Marks Obtained: ____/ 20

Practice Project 1: "Catching Stars"**10 marks****A. Player Movement (2 marks)****Task:**

- Add a sprite to be the hero/player (e.g., a cat, person, or robot).
- Make the player move left and right using **arrow keys** (Use "change x by" blocks).
- OR up and down using **change y by** if preferred.

Marks:

- 1 mark for adding the sprite
- 1 mark for correct movement blocks

B. Star Sprite (2 marks)**Task:**

- Add a **Star** sprite.
- Make the star appear in a **random location** when the game starts. (Use "go to random position" or "go to x/y pick random".)

Marks:

- 1 mark for adding the star
- 1 mark for random positioning

C. Catching the Star (3 marks)**Task:**

When the hero/player touches the star:

- Play a sound like *ding!* OR show a message ("Caught!").
- Move the star to another **random position** on the stage.

Marks:

- 1 mark for detection (touching)
- 1 mark for feedback (sound or message)
- 1 mark for new random position

D. Star Counter (3 marks)**Task:**

- Make a variable called **Stars Caught**.
- Set it to **0** when the green flag is clicked.
- Increase the variable by **1** every time the star is caught.

Marks:

- 1 marks for creating the variable
- 1 marks for setting it to 0 at start
- 1 marks for changing it by +1 when touching star

A. Flying Butterfly (2 marks)**Task:**

- Add a **Butterfly** sprite.
- Make it fly to different random places around the screen using
 - **go to random position**, or
 - **glide** blocks.

Marks:

- 1 mark for adding butterfly
- 1 mark for correct random movement

B. Starting the Game (2 marks)**Task:**

- Begin the script with **when green flag clicked**.
- Use **forever** or **repeat** to keep the butterfly moving.
- Add a **wait** block to control how fast the butterfly moves.

Marks:

- 1 mark for using green flag
- 1 mark for loop + wait combination

C. Score System (2 marks)**Task:**

- Create a variable called **Butterflies Caught**.
- Increase the variable by **1** each time the butterfly is clicked.

Marks:

- 1 mark for creating the variable
- 1 mark for changing it by +1

D. Miss Counter (2 marks)**Task:**

- Create a variable called **Misses**.
- Every time the butterfly changes position **without** being clicked, increase **Misses** by **1**.

Marks:

- 1 mark for creating Misses variable
- 1 mark for increasing it correctly

E. Sounds & Looks (2 marks)**Task:**

When the butterfly is clicked:

- Play a **flutter** or **pop** sound
- (Optional) Make the butterfly briefly **change size** or **flash**

Marks:

- 1 mark for sound
- 1 mark for look effect