Design Technology - Grade 6
Project Practices Questions

Part A –

Q1. Which process do we use to complete the project ? (2 marks)

a. Data collection
b. Encryption
c. Artificial Intelligence
d. Systems development lifecycle

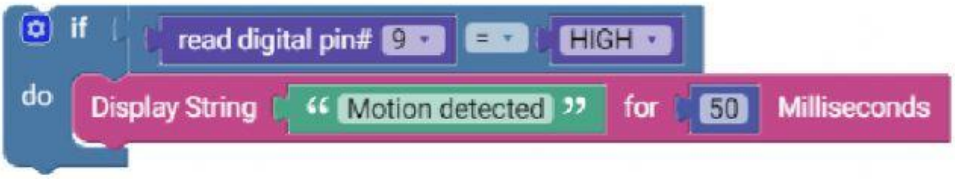
Q2. What did we create for the project using the microcontroller? (2 marks)

a. A calculator with adding and subtracting
b. A puzzle
c. A garage door opener
d. A compass

Q3. Which stage of the project tells us what the project is about? (2 marks)

a. Testing
b. Self-reflection
c. Programming
d. Project brief

Q4. This code controls a servomotor. Which pin is the servomotor connected to? (1 mark)



a. Pin# 1
b. Pin# 5
c. Pin# 9
d. Pin# 3

Q5. What stage do we use to check the program meets the requirements? (2 marks)

a. Testing
b. Project brief
c. Programming
d. Planning

Q6. Which sensor do we use to detect movement? (2 marks)

a. Motion sensor
b. Line sensor
c. Distance sensor
d. Ambient light sensor

Q7. Which component do we use to open the garage door? (2 marks)

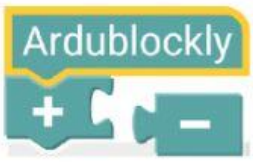
a. Line sensor
b. Distance sensor
c. Ambient light sensor
d. Servomotor

Q8. What software do we use to create the garage door program? (2 marks)

a. Python Turtle 

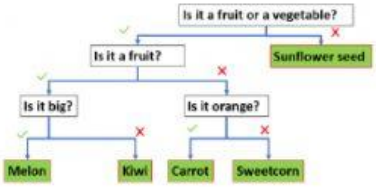
b. Scratch 

c. Minecraft 

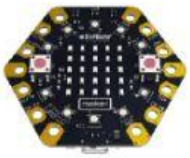
d. Ardublockly 

Q9. Which diagram can we use to plan the project? (2 marks)

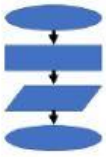
a. Decision tree



b. Microcontroller image



c. Flowchart



d. Pie chart

Q10. What is the name of the microcontroller we used? (2 marks)

a. Minecraft
b. Raspberry Pi
c. BBC Micro:bit
d. Maker

Q11. How long does the program wait after the garage door opens? (2 marks)

a. 0 seconds
b. 5 seconds
c. 30 seconds
d. 1000 seconds

Q12. Which stage do we look back at how we worked during the project? (2 marks)

a. Self-reflection
b. Project brief
c. Planning
d. Programming

Q13. What happens if we test our project and it does not work? (2 marks)

a. Leave the project as it is
b. Fix the project and make it better
c. Start another project
d. Tell someone to do the project for us