

Year 6: Practice Worksheets – Term 2: 2025/2026
LO: I can answer questions correctly

Subject: ICT

Practice worksheet Answer Key

1. This icon represents which software?

- a. Scratch
- b. Microsoft Teams
- c. Kodu Game Lab



2. Kodu Game lab is an app used to:

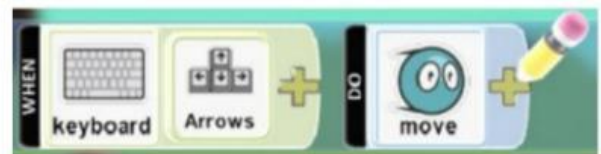
- a. Draw and colour
- b. Program/ create our own games
- c. Apply math calculations

3. Kodu uses icons (pictures) that are added together like building blocks to form instructions:

- a. True
- b. False

4. The code in the picture will:

- a. Make our Kodu eat apples when the arrow keys are pressed
- b. Make our Kodu jump when the arrow keys are pressed
- c. Make our Kodu move when the arrow keys are pressed



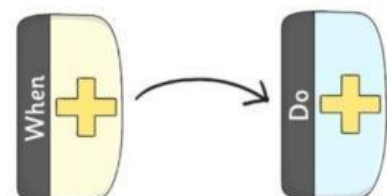
5. The code in the picture will:

- a. Make our Kodu eat an apple when it bumps into it
- b. Make our Kodu jump when the arrow keys are pressed
- c. Make our Kodu move when the arrow keys are pressed



6. All the commands in Kodu are based around...

- a. WHERE / DO
- b. IF/THEN
- c. IF / DO
- d. WHEN / DO



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7. _____ is the ground patch in Kodu.

- a. Move camera
- b. Kodu
- c. Terrain
- d. Home menu



8. To move the Terrain, we use the _____ tool:

- a. Quit
- b. Kodu
- c. Move camera

9. To zoom in and out of the terrain, we use:

- a. Right click on the mouse
- b. Left click on the mouse
- c. Mouse's scroll wheel

10. Which tool will allow us to add objects or characters?

- a. The Move Camera tool
- b. The terrain tool
- c. The Object tool
- d. The home menu

11. To delete a character, we click on it and press:

- a. Enter
- b. Delete
- c. Shift
- d. Spacebar

12. Which tool allows us to change the terrain:

- a. Move Camera tool
- b. Object tool
- c. Ground Brush tool

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13. **To delete the terrain, we _____ and drag.**

- a. Click
- b. Double click
- c. Press Enter
- d. Right-click

14. **What happens when the player bumps into a green apple?**

- a. The game will start
- b. The game will pause
- c. The game will be won



15. **Which of these is not an object in Kodu?**

- a. Apple
- b. Rover
- c. Kodu
- d. Shoot

16. **How do you add or edit instructions (programming) to a Kodu object/character?**

- a. Select Kodu from the menu then right click on Kodu
- b. Select hills from the menu, then right click on Kodu
- c. Select path from the menu then right click on Kodu
- d. Select hills from the menu, then left click on Kodu

17. **Which button on the keyboard is the 'back' button in Kodu?**

- a. Space bar
- b. Enter key
- c. Esc
- d. Shift

18. **Which programming block you will use for a condition in "Kodu"?**

a.



b.



c.



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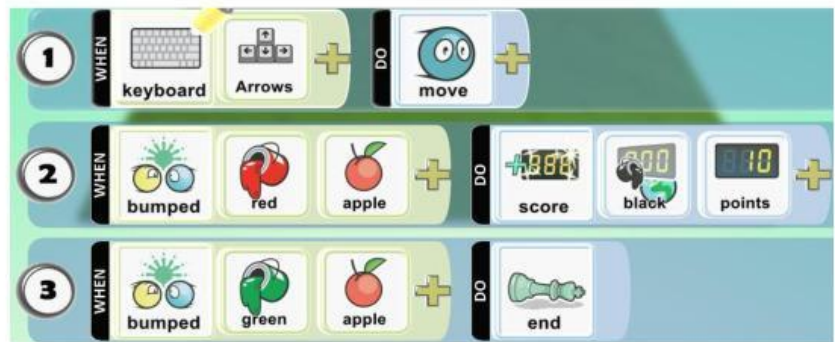
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19. Which of these statements are NOT correct?

- a. Kodu is a visual programming language
- b. Kodu is a text-based programming language
- c. Kodu allows the user to create 3D games

20. Samar has written a simple game in Kodu. What happens when the players hit a green apple?

- a. They lose the game
- b. They get 10 points
- c. They win the game
- d. Nothing happens



21. In your own words, describe the code below (Remember to use WHEN):



WHEN the character sees Kodu, it will jump high.

22. Which prompt type asks AI to think deeply and compare ideas?

- a. Informative
- b. Creative
- c. Analytical

23. What is prompt chaining?

- a. Writing many prompts at the same time
- b. Asking follow-up questions to improve the answer
- c. Copying someone else's prompt

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24. What is an example of adding a constraint to a prompt?

- a. "Explain shadows in two sentences using simple words."
- b. "Shadows are dark."
- c. "Explain shadows."

25. Write an informational prompt you could give AI about shadows:

*** Answers may vary (Example: explain how shadows are formed and how the position of a light source affects the size and direction of a shadow.)** _____

26. Look at the Kodu icons below. Write the correct name under each icon. Use the word bank to help you.

GroundBrush

Home

MoveCamera

Play

Objects



Home

GroundBrush

Objects

Play

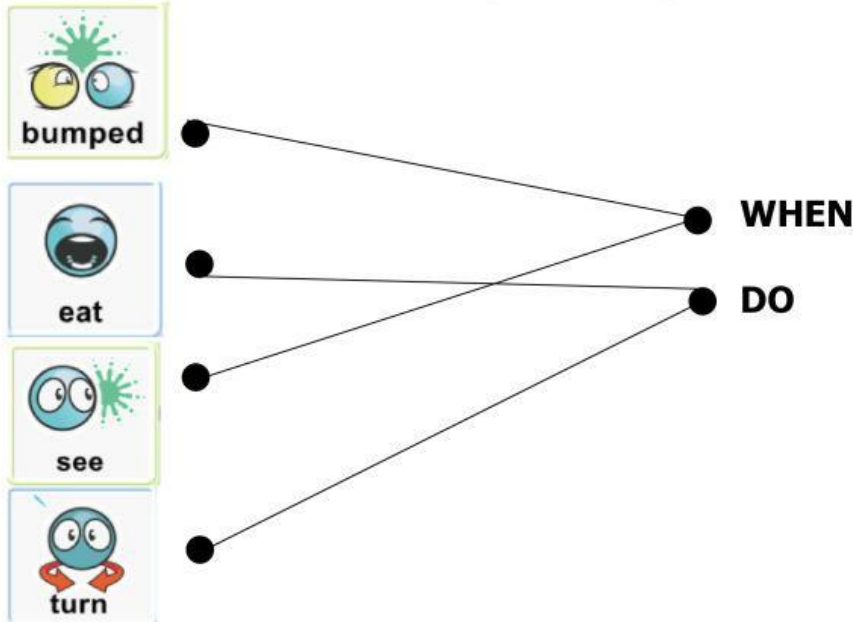
MoveCamera

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27. Match the Kodu tile (condition) with the action:



Think out of the box:

28. Imagine an AI tool that can watch how players interact with a Kodu game. The AI notices that:

- *Most players get stuck in the same place*
- *The game rules are correct*
- *Players stop playing after 30 seconds*

What should the AI suggest FIRST to improve the game?

- a. Add more enemies
- b. Change the WHEN / DO rules to give hints
- c. Remove the rules completely
- d. Make the game end faster

Explain why this would help:

*** Answers may vary (Example: The AI should suggest changing the WHEN / DO rules to give hints because players are getting stuck, and guidance will help them understand what to do and continue playing.)**