

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

Subject: ICT

Practice worksheet

1. This icon represents which software?

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



2. Kodu Game lab is an app used to:

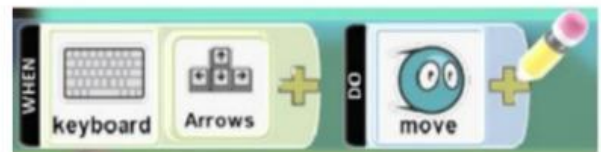
- a. Draw and colour
- b. Program/ create our own games
- c. Apply math calculations

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



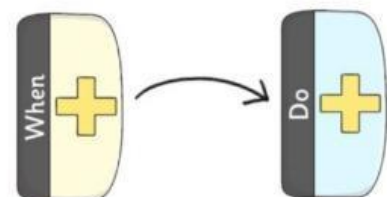
5. The code in the picture will:

- 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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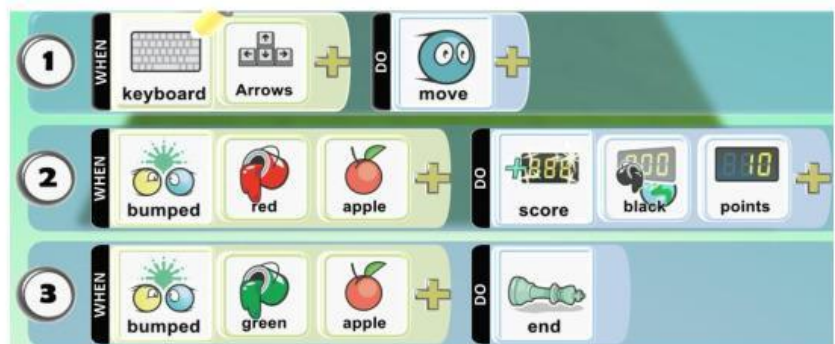
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19. Which of these statements are NOT correct?

- 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):



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

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

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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

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:

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



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



● WHEN

● DO

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:
