

Name:

Date:

KS2 Quiz

Unit title: Mindful moments timer

1 What is a list of points a design must meet to be successful?

A Success criteria.

B Design criteria.

C Evaluation.

D Product analysis.

2 A product analysis is when you...

A ...discuss a product's strengths and weaknesses.

B ...explain why the product is not very good.

C ...write a detailed description of the product's appearance.

D ...copy parts of an existing design onto your own ideas.

3 If a product is ergonomic it is...

A ...difficult to use.

B ...comfortable to use.

C ...broken and does not work as it should.

D ...really interesting to look at.

4 What is a variable in programming?

A A value with a set name that can change,

B A code that repeats a set of instructions.

C A button to tell the program to run.

D An instruction that tells an output to switch on.

5 What variable was created in our timer program?

A Ring.

B Seconds.

C Number.

D Alarm.

Name:

Date:

KS2 Quiz

Unit title: Mindful moments timer

6 How does the variable seconds change in this program?

- A Stays on 0.
- B Changes by -1, finishing at -30.
- C Counts up to 30 from 0..
- D Starts at 30, then reduces by 1 every second.

7 What does function mean?

- A The purpose of an object or how it works.
- B The way that an object moves.
- C The electronics inside an object.
- D The shape of an object.

8 A flat 2D shape that can become 3D when assembled is...

- A ...a square.
- B ...a concept drawing.
- C ...a paper net.
- D ...a programming loop.

9 A cheap model to test your design ideas, functions and form is...

- A ...a final design.
- B ...a prototype.
- C ...a product concept diagram.
- D ...an exploded diagram.

10 Why is research helpful when designing a product?