

## شكراً لتحميلك هذا الملف من موقع المناهج الإماراتية



## تشك بوينت أول Checkpoint 1

[موقع المناهج](#) ← [المناهج الإماراتية](#) ← [الصف السابع](#) ← [تصميم](#) ← [الفصل الأول](#) ← [الملف](#)

تاريخ نشر الملف على موقع المناهج: 15:33:54 2023-10-19

## التواصل الاجتماعي بحسب الصف السابع



## روابط مواد الصف السابع على تلغرام

[الرياضيات](#)

[اللغة الانجليزية](#)

[اللغة العربية](#)

[التربية الاسلامية](#)

## المزيد من الملفات بحسب الصف السابع والمادة تصميم في الفصل الأول

[حل تشك بوينت 2 Checkpoint - B Part](#)

1

[امتحان 3 Checkpoint مع الحل](#)

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[اختبار 2 Checkpoint مع الحل](#)

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[مراجعة هامة](#)

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[كل ما يخص امتحان التصميم والتكنولوجيا استعداداً للتقييم النهائي العملي للفصل الأول](#)

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# Computing Creative Design and Innovation – Grade 7

## Checkpoint 1 – Activity

(40 marks total)

Student Name		Student ID	
School Name		Grade / Section	Date

### Practical Activity A - (20 marks)

A die usually has 6 sides. But some have more sides. This is a picture of a 10-sided die.

Create a program that will act like a 10-sided die. So, when you run it, it will give you a random number from 1 to 10.

The program will:

1. import the random library.
2. use a `random.randrange` command to return a value from 1 to 10 .
3. use a variable to store the random number.
4. use a casting command to format the output for example: "You rolled a die and scored 9."



When you have finished, save the file with your name with the following pattern:

Firstname-surname-G7CP1a.py

e.g., sarah-ahmed-G7CP1a.py

```
trinket Run ? Modules
main.py
1 import random
2 number = random.randrange(1,10)
3 print("You rolled a die and scored",number)
```

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( 'You rolled a die and scored', 8)



## Practical Activity B - (20 marks)

In Activity A, you used the random library to create a counting program. Now create a game that will give you 3 attempts to guess a number. The program should generate a number from 1 to 10, but it must not tell you that number until the end.

Your code must

1. Generate a secret number from 1 to 10 without telling you.
2. Generate a loop which will repeat 3 times and do this:
  - a. Ask you to input a number.
  - b. Compare the numbers to the secret number.
3. At the end of the program, it will tell you the secret number and
  - a. if you guess the number it will say "Well done. You guessed the number."
  - b. if you did not guess the number it will say "Sorry. You did not guess the number."

When you have finished, save the file with your name with the following pattern:

Firstname-surname-G7CP1b.py

e.g., sarah-ahmed-G7CP1b.py

```
1 import random
2 gotAnswer = False
3 number = random.randrange(1,10)
4
5 for count in range (1,4):
6     guess = int(input("What is the secret number: "))
7     if (guess==number):
8         gotAnswer = True
9
10    print("The secret number was" , number)
11    if (gotAnswer==True):
12        print("One of your guesses was correct.")
13    else:
14        print("You did not get the correct answer.")
```

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What is the secret number: