



Mystery Monster-Making Machine Project Guide

A Fast-paced, No-Tech Computer Science Game on Input and Output

Self-Assessment Quiz for grades 3-5

- 1. What does the 'input' function in a computer do?**
 - A) Shows the result on the screen.
 - B) Receives information from the user.
 - C) Processes the information.
 - D) Turns off the computer.
- 2. What is 'input data' in our Mystery Monster Making game?**
 - A) The name of our monster
 - B) The shape
 - C) The details and description we wrote about our monster
 - D) The way we color our monster
- 3. Why is it important to give clear and detailed 'input data'?**
 - A) So we can win the game
 - B) So we can build a new and better monster
 - C) So the Processing team can interpret the data accurately
- 4. What is 'processing' in a computer system?**
 - A) The act of turning the computer on or off.
 - B) The computer generating sound.
 - C) The computer interpreting the input data to create an output task.
 - D) The computer connecting to the Internet
- 5. What part of the activity is similar to 'processing' in a computer?**
 - A) Reading the description.
 - B) Imagining how it looks.
 - C) Using the description to draw a sketch of the monster.
 - D) Showing the monster to your teacher.
- 6. What can 'output' be when you are finished making your cardboard monster?**
 - A) The idea in your mind before you start.
 - B) The final monster you created.
 - C) The tools you used.
 - D) The process of making the monster.
- 7. Which of these is considered an 'output' in a computer system?**
 - A) Typing on a keyboard.
 - B) A printed paper from the printer.
 - C) Saving a file.
 - D) Scanning a document.
- 8. If the monster didn't look like you imagined, what might be the reason?**
 - A) We didn't give enough details
 - B) The Output team made a mistake



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C) Monsters are always unpredictable

9. How could you change your 'input data' to make the output monster better match the original design next time?

- A) Add more details about its features
- B) Choose a simpler monster that is easier to describe
- C) Both A and B

10. What does 'conveyor' usually refer to?

- A) A type of computer.
- B) A machine that moves materials from one place to another.
- C) A tool used to draw.
- D) A part of the Internet.

11. Choose the option that lists only synonyms of 'replica'.

- A) Clone, twin, duplicate
- B) Fake, variant, model
- C) Different, other, similar
- D) Original, first, new

Correct Answers:

1. B
 2. C
 3. C
 4. C
 5. C
 6. B
 7. B
 8. A
 9. C
 10. B
 11. A
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Self Assessment For Grades 6-8

- 1. In the context of our game, what would be categorized as 'input data'?**
 - A) The materials used to build the monster
 - B) The final presentation of the monster
 - C) The color scheme of the monster
- 2. How does the quality of 'input' affect the 'output' in our game?**
 - A) It determines the size of the monster
 - B) It influences how closely the final monster matches the original concept
 - C) It changes the color of the monster
 - D) It doesn't have any effect
- 3. If the output (the final monster) did not meet your expectations, what might be a reason?**
 - A) The input was too detailed
 - B) The input lacked sufficient detail
 - C) The monster was too complicated
 - D) The input was perfect
- 4. What is one way to improve the 'input' you provide for a better 'output'?**
 - A) Use more technical language
 - B) Include more specific details and clearer descriptions
 - C) Make the input shorter
 - D) Only describe the monster's personality
- 5. How does this activity demonstrate a principle of computer programming?**
 - A) Computers also require detailed and specific instructions to produce the desired outcome
 - B) Computers can create things without input
 - C) Programming is only about making monsters
 - D) Computers prefer less detailed instructions

Answers:

1. C
2. B
3. B
4. B
5. A