



Under the patronage of His Excellency the Minister of Education,

Mr. Mohamed Abdel Latif

Weekly Assessments for Programming and Artificial Intelligence for General Education (First Secondary Grade)

Second Semester of the 2025/2026 Academic Year

Eleventh Week

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Weekly assessment

First test

Choose the correct answer:



1. What is the goal of adding a Score system in a Brick Breaker game?
 - A) Increasing the game size.
 - B) Measuring the player's performance and progress.
 - C) Reducing the ball's speed.
 - D) Stopping the game automatically.

2. What is the function of the "Lives" variable in a Brick Breaker game?
 - A) Counting the number of bricks.
 - B) Determining the paddle speed.
 - C) Determining the number of remaining attempts for the player.
 - D) Controlling the screen size.

3. When does a player win in a Brick Breaker game?
 - A) When the number of attempts runs out.
 - B) When the ball falls off the screen.
 - C) When all the bricks are broken.
 - D) When the paddle stops.

4. Which of the following is an essential element in a Brick Breaker game?
 - A) Bricks
 - B) Microphone
 - C) Camera
 - D) Printer

Second test

Choose the correct answer:



1. Why is the ball speed increased gradually in some game levels?

- A) To reduce the game duration.
- B) To increase the level of challenge.
- C) To change the colors of the bricks.
- D) To stop the player.

2. What happens when a player loses one attempt?

- A) Resetting the score to zero.
- B) Ending the game immediately.
- C) Decreasing the "Lives" count.
- D) Deleting the bricks.

3. What is the correct sequence of game events?

- A) Loss → Play → Win
- B) Play → Win → Loss
- C) Play → Loss or Win
- D) Win → Play → Loss

4. Which part is responsible for controlling the paddle's movement?

- A) The bricks.
- B) User input.
- C) The scoring system.
- D) The background.

Third test

Choose the correct answer:



1. What is the benefit of resetting the ball and paddle after losing a life?
 - A) Increasing the number of bricks.
 - B) Starting the play from an organized/default position.
 - C) Speeding up the ball.
 - D) Ending the level.

2. Which condition is used to end the game with a "Game Over" (Loss)?
 - A) Increasing the score.
 - B) Breaking all the bricks.
 - C) When "Lives" reach zero.
 - D) The ball hitting the paddle.

3. What is the primary purpose of making a summary/review of the Brick Breaker game?
 - A) Writing new code.
 - B) Reviewing and understanding all game components.
 - C) Only deleting errors.
 - D) Changing the game design.

4. Which element connects all the game components during runtime?
 - A) Game Logic.
 - B) Brick colors.
 - C) Screen size.
 - D) Background sound.