

Year 8 Python Programming — Modified Assessment

2026 · Semester One · Adjusted task (Personalised Learning Plan)

Question 1 — Identify the error in each line of code (5 marks)

Look at each line of code and identify the error.

Line of code	What is the error?
<code>prnt("Welcome to the game!")</code>	
<code>Print("Lets start the adventure")</code>	
<code>print(Welcome Player")</code>	
<code>print("Good luck)</code>	
<code>pritrn("Game Over")</code>	

Question 2 — Benefits of coding (3 marks)

List three benefits of learning to code. You may use dot points.

Question 3 — Choose a suitable variable name (10 marks)

Choose a suitable variable name for each description below. An example is given for the first one.

Description	Variable name
Example: Store the player's name	<code>player_name</code>
Store the player's age	
Store the score of the game	
Store the name of the school	
Store the number of lives left	
Store the player's favourite food	
Store the level number	
Store the teacher's name	
Store the player's house colour	
Store the amount of gold collected	
Store the name of the adventure game	

Question 4 — Input, store and display (5 marks)

Below is example code that asks the user to enter their name. Using it as a guide, write code that asks the user to enter their age, stores it, and displays it.

```
name = input("Enter your name: ")
print("Welcome", name)
```

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Question 5 — Create your own story (5 marks)

Create your own story using seven print statements.

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Question 6 — Add an input statement

Create your own input statement to add to your story.

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