

Year 8 Python Programming — Assessment

2026 · Semester One · Marked out of 60 marks

Instructions

1. You are only permitted to use the following applications for this assessment: OneNote and a web browser (only with the Python coding window open).
2. You are permitted to access learning resources on OneNote.
3. You are NOT permitted to use any other websites or resources to complete this assessment.
4. This task is marked out of 60 marks.

Task overview

You are creating a simple Python game called **The Great Salesian Scavenger Hunt**, where the player explores the school to find a hidden prize. You will complete a series of short questions where each step guides you through creating a working adventure, so focus on writing clear and correct code to show your understanding.

Question 1 — Multiple choice (5 marks)

Highlight the correct answer (only one correct answer per question).

1.1 What does a variable do in a program?

- A. Stores data B. Prints output C. Runs a loop D. Deletes code

1.2 Which of the following is a correct variable name in Python?

- A. 2name B. my-name C. my_name D. my name

1.3 What is an input used for?

- A. To show output B. To repeat code C. To stop the program D. To get data from the user

1.4 What will this code output? `print("2 + 3")`

- A. 23 B. 5 C. error D. 2+3

1.5 What does `int` mean in Python?

- A. A type of decimal number B. A whole number C. A piece of text D. A loop

Question 2 — Welcome print statement (2 marks)

Write a print statement that welcomes the user to the game by displaying the words: **WELCOME TO THE GREAT SALESIAN SCAVENGER HUNT**

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Question 3 — Motivational print statements (4 marks)

Write two more print statements to encourage / motivate the player to continue playing the game and keep them interested.

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Question 4 — Input, variable and greeting (3 marks)

Write a line of code that asks the user for their name, stores it, and greets the user by their name. For example, if a user inputs "Spiderman", the output should read: **Welcome Spiderman, Let's start the Hunt!**

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Question 5 — Debugging house code (3 marks)

We also need a line of code that asks the user which Salesian House they are in. The following code was drafted but contains numerous errors. Identify three errors in the code.

Error 1: _____

Error 2: _____

Error 3: _____

Question 6 — First choice adventure code (4 marks)

Write code that asks the user for their first choice in the adventure. They can choose between going to the canteen or ending the game.

- If they choose the canteen, they win a canteen voucher.
- If they choose to end the game, the words "Thank you for playing" should be displayed.

Here is the start of the code to help you:

```
_____ = _____( "Would you like to start at the canteen or do you wish to end the game" )
```

< insert screenshot >

Question 7 — Second choice adventure, nested if (6 marks)

Draft code to continue the game. Ask the user for their second choice between Hall, Oval, or Covered Courts.

- Hall → the game ends
- Oval → they get a Basketball
- Covered Courts → they get an Icy pole
- If they choose none of these, display "Invalid choice". *Hint: use a nested if condition.*

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Question 8 — Third choice adventure creation (6 marks)

Now create code for the third choice: introduce three more locations, and at each location the player wins a small prize. If the user doesn't choose any of the three options provided, the word "Invalid choice" must be displayed.

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Question 9 — Ending print statements (2 marks)

Write two print statements to create a simple ending to your game.

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Additional marks allocated within this task

Overall code accuracy	5 marks
Use of variables, inputs and print statements	5 marks
Accuracy of conditional statements and logic	5 marks
Completion of class tasks	5 marks
Completion / attempting extension tasks	5 marks