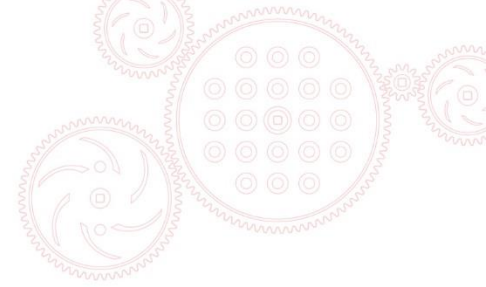




Curriculum Pre/Post Test Unit 5

1. The best way to design a VEX robot is to pick up the tools and materials and start building.
 - A. True
 - B. False
2. Which of the following steps of the Engineering Design process is not considered part of strategic design?
 - A. Understand
 - B. Define
 - C. Explore
 - D. Ideate
3. Design tradeoffs should be made on _____ when designing a competitive robot.
 - A. Aesthetics
 - B. Design elegance
 - C. A winning strategy
 - D. Shock value
4. Which of the following is not a good way to analyze the game?
 - A. Determine different ways to score points
 - B. Determine different way to stop opponents from scoring points
 - C. Determine the maximum score in a match
 - D. Determine which team has the fastest robot
5. If a goal can only hold 10 balls and there are 20 balls on the field, each scored ball is worth 5 points, what is the max score of the game?
 - A. 25
 - B. 50
 - C. 75
 - D. 100
6. What is term used for the comparison between the level of task difficulty and benefit gained from successfully completing the task?
 - A. Risk analysis
 - B. Cost benefit analysis
 - C. Objective analysis
 - D. Strategic analysis



7. Speed, Power, Agility, Low Center of Gravity are examples of what?
 - A. Robot Qualities
 - B. Robot Functionalities
 - C. Robot Behaviors
 - D. Robot Abilities

8. An example of a robot functionality would be:
 - A. Speed
 - B. Picking up an object
 - C. Power
 - D. Large wheels

9. Which of the following is not a factor when doing a cost benefit analysis?
 - A. How much the crowd will cheer
 - B. How long it takes to complete a task
 - C. The precision required for the task
 - D. How much distance does it take to do the task

10. Prioritization of tasks requires two separate lists to be made: one list of qualities and one list of ____?
 - A. Strengths
 - B. Achievements
 - C. Functionalities
 - D. Drive Train Designs