

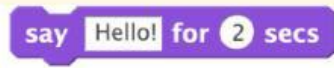
Worksheet

Grade 3- Module 2

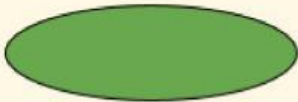
Fill in the blanks

1. V _ s _ _ _ C _ _ _ ing is any programming language that uses the graphics or blocks that are already defined with code to create programs.
2. The moving object in the visual coding is called s _ _ i _ _ .
3. The code that you drag and drop from the block is called s _ r _ _ t.
4. An a _ _ _ r _ t _ m is a set of rules to be followed in problem-solving by a computer.
5. I _ _ u _ t refers to what the computer receives.

State True or False(Put 1 for true and 0 for false)

1. In order to draw anything on visual coding we need pen extension. ☐
2. Input refers to what the computer sends. ☐
3. The moving object in visual coding is called a sprite. ☐
4.  Block is under the Events option. ☐
5. A flowchart is a diagram representing algorithm. ☐

Match the following questions

- | | |
|--|----------------|
| 1.  | A Process |
| 2.  | B Input/Output |
| 3.  | C Decision |
| 4.  | D Start /End |
| 5.  | E Connectors |

Multiple Choice Question

1. What is the cat in the visual coding called?

- A. Stage
- B. Sprite
- C. Script
- D. Event

2. The following block will make the sprite:



- A. Run
- B. Stop
- C. Turn
- D. Move

3. What is the default sprite in visual coding?

- A. Cat
- B. Dog
- C. Crab
- D. Bat

4. A diagram representing an algorithm, workflow, or process is called:

- A. Sprite
- B. Algorithm
- C. Flowchart
- D. Process

5. The name of the extension  is:

- A. Look
- B. Motion
- C. Pen
- D. Events