



Term 1 Exam

Soufriere Primary School Grade 4

Select the correct definition.

1

Algorithm



A machine learning model.



A list of instructions that tells a computer what to do.



A way to customize your new phone.

2

Parameter



Instructions that tell a computer how to do something.



Finding and fixing mistakes in your code.



A list of instructions that tells a computer what to do.

3

JavaScript



The name of a computer coding language.



A character in coding.



An error in your code.

4

Debugging



A command that makes a computer repeat an action.



Finding and fixing errors in your code.



A way to make your code shorter.

5

Event



An error in your code.



A command that makes a computer repeat an action.



An action that triggers another action.

6

Loops

Move Forward

Turn Left

Move Forward

Turn Left

Move Forward

Turn Left

Move Forward

Turn Left

Which one of the following algorithms is the correct loop?

A

Repeat 2 times

Move Forward

Turn Left

C

Repeat 4 times

Move Forward

Move Forward

B

Repeat 4 times

Move Forward

Turn Left

D

Repeat 4 times

Turn Left

Turn Left

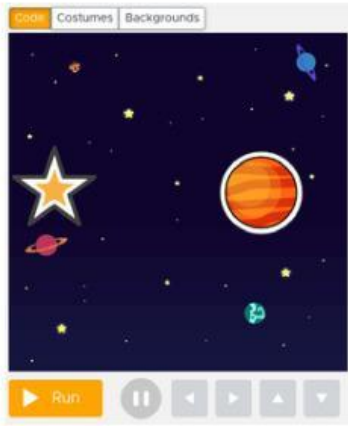


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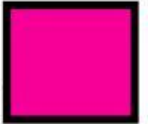
Events

Read the code and drag the letters to answer the questions.

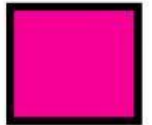


```
when run
  set background to [star]
  make new [star] sprite at (54, 219)
  make new [planet] sprite at (298, 211)
```

7 Which event makes a burst effect with 25 robot sprites?



8 Which one of these is an Event Handler?



A

```
when clicked
  sprite [star] begins moving east
```

B

```
when touches [planet]
  create burst effect with 25 robot sprites
```

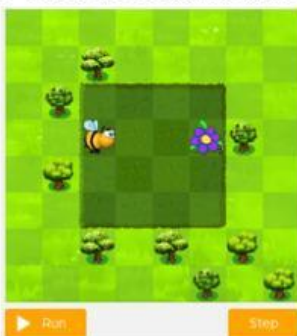
9 Which sprite will move when clicked? (Select the correct answer.)

- A Only the orange planet sprite will move. C None of the sprites will move.
B Both sprites will move. D Only the star sprite will move.

Conditional Statements

Read the code and select the correct command in the conditional statement to answer the question.

10 Which command block goes into the conditional statement shown below?



```
when run
  repeat 3 times
    do [move forward]
  if [nectar] = 1
    do [ ]
```

- A get nectar
B make honey
C move forward

When you click finish:

What do you want to do?



Enter your full name: *
firstName lastName
Group/level: *
Grade 4
School subject: *
ICT
Enter your teacher's email or key code: *
rashidaveronique@gmail.com