

LEVEL 3

Computer Worksheet for Term 2, MID - TERM Exams

Resource: Primary computing 3

Academic Year 2024 – 25

Name: _____ class: 3_____

Q NO. 1: Circle T for True answer or F for False answer (9 Marks)

1. Algorithms can help you to make something T / F
2. When you think of sensible ideas to help solve a problem, you are using logical thinking. T / F
3. Splitting algorithms into smaller steps This makes it more complex to complete the task (job). T / F
4. If algorithms are confusing, people will not be able to use them. T / F
5. Bug is the mistake in algorithms. T / F
6. Inputs when a digital device sends out information T / F
7. Outputs send something into a digital device T / F
8. Debugging is finding and fixing mistakes in algorithms. T / F
9. Precise algorithm that is designed to produce highly accurate results T / F

Q NO.2: Inputs in an algorithm can be: (2 Marks)

1. _____

2. _____

Q NO. 4: Make words from the letters in the grid after executing the algorithms mentioned below. (6 Marks)

	M		a	
Start Here		r	t	F
			n	
			a	w

1-What word you get?

→→→→ Collect letter

↓↓← Collect letter

↑ Collect letter

2-What word you get?

→↑ Collect letter

→→ Collect letter

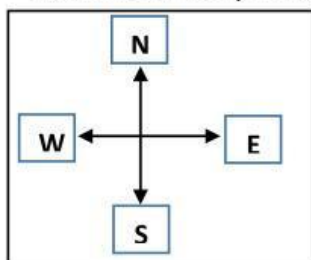
↓ Collect letter

Q NO. 3: Put the correct word in the correct place (7 Marks)

Edit - Concise – Algorithm - logical thinking - Precise – predictions - easy

1. _____ is a set of instructions in a sequence.
2. Algorithm should be _____ to follow.
3. When you use information to make decisions, you are using_____.
4. _____algorithm means clear and correct algorithm.
5. If an algorithm isn't working correctly you need to _____ it.
6. Making _____ suggest what might happen
7. _____means not using extra words when you do not need them.

Q NO.6: Sofia in theme park .The algorithm below gives Sofia directions to get from the PS (Pirate Ship).Which place did Sofia visit ?(6 Marks)



Start from PS Pirate Ship

BC Bumper Cars
SC Shinning cups
BW Big Wheel
RC Roller-coaster
PG Playground

		SC				RC				
(PS)										
									R	
						PG				
		WS								
		BW								
					E				BC	

Algorithm

1. Face East
2. Go forward 5 squares
3. Face South
4. Go forward 6 squares
5. Face East
6. Go forward 5 squares