

## LEVEL 2

### Resource: Primary computing 2, ICT & Robotics

#### Q NO. 1: Circle T for True answer or F for False answer:

- |   |       |
|---|-------|
| 1. An algorithm is a set of instructions.   | T / F |
| 2. Instructions (steps) must be in correct order inside the algorithm.                          | T / F |
| 3. Test means to check something.   | T / F |
| 4. When an algorithm is precise, it includes all the information that people need to follow it. | T / F |
| 5. Split tasks into smaller parts to make it easier to follow.                                  | T / F |
| 6. ScratchJr is used to draw  | T / F |

#### Q NO.2: Find the bug in the algorithm

- Getting dressed algorithm:

1. Put on your trousers.
2. Put on your T-shirt.
3. Put on your shoes.
4. Put on your socks.

- Brush your teeth algorithm:

1. Go to the washroom.
2. Brush your teeth.
3. Put toothpaste

4. Wash your mouth

- Make a sandwich algorithm:

1. Spread the cheese
2. Put the slice of bread
3. Put some cucumber
4. Put another slice of bread

**Q NO. 3: Put the correct word in the correct place :**

Forgetting- instructions - Bug - Wrong order-Precise algorithm -Debugging

1. \_\_\_\_\_ is a mistake in the algorithm.
  2. \_\_\_\_\_ is the process of finding and fixing bugs
  3. Splitting the algorithm into smaller steps can help us to make \_\_\_\_\_.
  4. \_\_\_\_\_ a set of words or pictures that tell you what to do or how to make something.
5. Two of the most common bugs in algorithms are:
- A) \_\_\_\_\_ to include instructions
  - B) Putting instructions in the \_\_\_\_\_

**Q NO. 4: Put hardware and software in the correct place.**



1.Mouse



2.Paint program



3.Keyboard



4.Controller

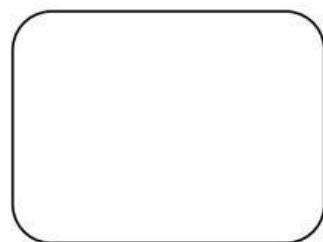


5.Games

**Hardware**



**Software**

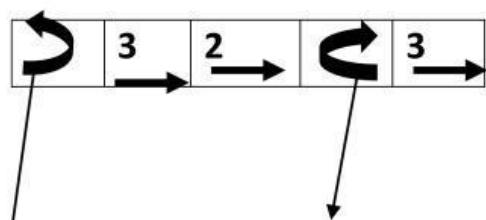


**Q NO. 5: Determine the address of the shapes:**

The	●	Is on	.....
The	★	Is on	.....
The	▲	Is on	.....
The	◆	Is on	.....
The	♥	Is on	.....

	1	2	3	4	5	6
A						◆
B				▲		
C	●					
D					★	
E						
F		●				

**Q NO. 6: Determine the Cat's position after executing the following commands:**



Turn left

Turn right

1 2 3 4 5 6

A

B

C

D

E

F

G

Cat's position

