Year 3: Practice Worksheets – Term 2: 2025/2026
LO: I can answer correctly

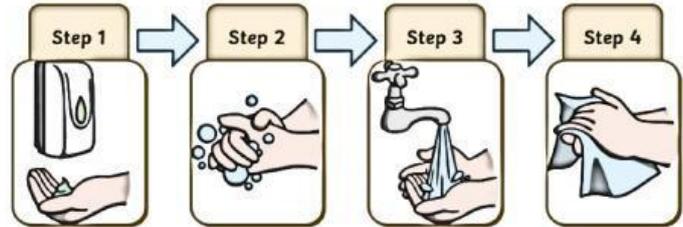| Subject: ICT	Practice worksheet

1. **What is an algorithm?**
   a. a list of pictures
   b. a list of toys
   c. a list of step-by-step instructions that are followed in order to get a task done.

2. **The pictures represent:**
   a. An algorithm for brushing teeth
   b. An algorithm for washing hands
   c. An algorithm for making a smoothie

3. **Sequencing means:**
   a. that the computer will run your code in order, one line at a time from the top to the bottom of your program
   b. list of step-by-step instructions that are followed to get a task done.
   c. to give the computer instructions

4. **What is Scratch?**
   a. a programming language based on graphical code blocks
   b. a drawing app
   c. a handwriting notebook

5. **The Scratch character is called a:**
   a. Cat
   b. Sprite
   c. Toy

6. **The blue blocks in Scratch are in the Motion category. They allow the Sprite to:**
   a. Change the looks
   b. Move
   c. Play a sound

7. **Scratch is a programming language based on graphical code blocks:**
   a. True
   b. False

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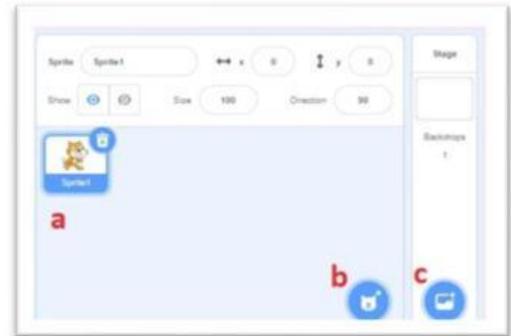| Subject: ICT	Practice worksheet

8. **Using this block, what happens when the green flag symbol is clicked in a Scratch program?**
   a. the program freezes
   b. the program is deleted
   c. the program starts

9. **Look at the picture and answer the question. To choose/add a new sprite in Scratch, we click on:**
   a. B
   b. None of the above
   c. A
   d. C

10. **The icon represents:**
    a. Microsoft Word
    b. Microsoft Paint
    c. Scratch
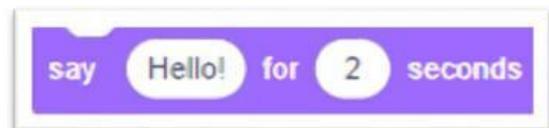   d. none of the above

11. **Scratch is a programming language based on sentences and stories:**
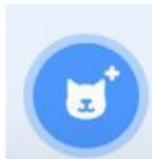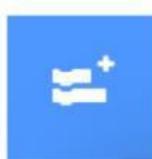   a. True
    b. False

12. **This code will allow your Sprite to:**
    a. move 10 steps
    b. Say hello in a bubble
    c. change the colour
    d. change its size

13. **To add a new backdrop to your code, you click on:**

    a.   b.   c.

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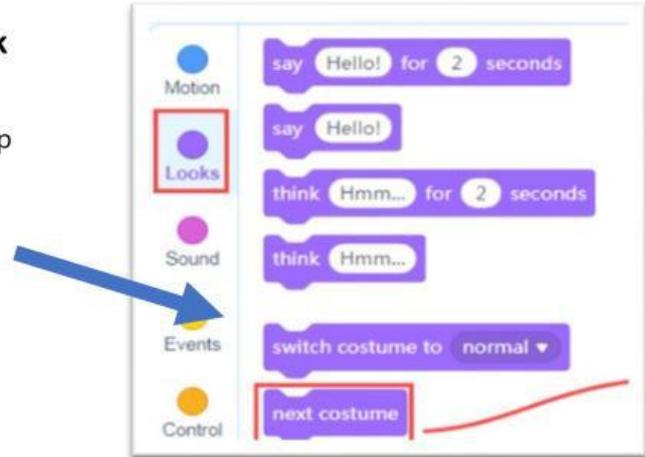"Empower students to learn for life and strive for excellence so that they can contribute positively to the global society"

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EDISON Global Academy
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أكاديمية إديسون جلوبال
روضة الحمامة

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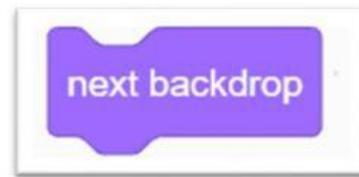| Subject: ICT	Practice worksheet

14. **In Scratch, the "next costume" block allows us to:**
    a. Change the backdrop to the next backdrop
    b. Change the costume to the next costume
    c. Change the Sprite

15. **In Scratch, this block allows us to:**
    a. Change the backdrop to the next backdrop
    b. Change the costume to the next costume
    c. Change the Sprite

16. **In Scratch the circled tool allows us to:**
    a. Add a new Sprite
    b. Choose a backdrop
    c. Paint our own backdrop

17. **What is it when one sprite has different movements in an outfit?**
    a. Costumes
    a. Names
    b. Sounds
    c. Backdrops

18. **In Scratch, a sprite costume is:**
    a. A motion
    b. A sound
    c. A different way a sprite looks
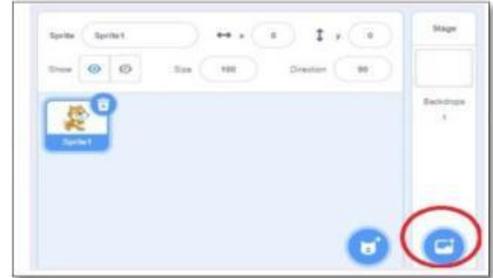   d. A code block

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19. **Draw a line to match each word to the correct picture:**
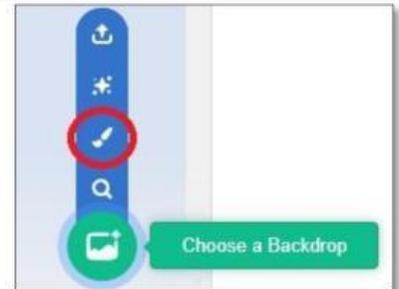
Sprite ●
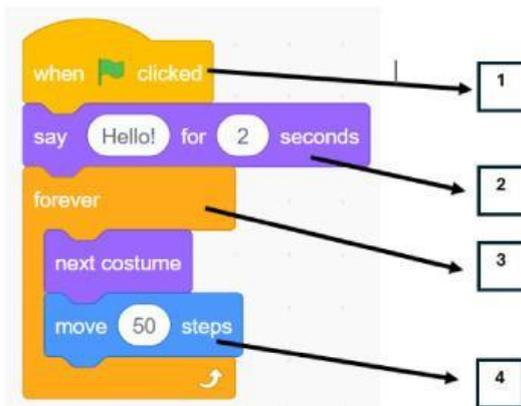
Looks block ●

Backdrop option ●

Paint your own backdrop ●

20. **Look at this Scratch code. The arrows point to different types of blocks. Identify the block category for each arrow and write it on the line below**

Motion _____
Events _____
Control _____
Looks _____

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21. **Look at the code blocks shown. Which block is repeated?**

_____

22. **Write ONE example of an algorithm you use at home.**

_____

23. **What is the name of the object on the Scratch stage that performs actions?**

_____

24. **Explain how the green flag is used in Scratch.**

_____

25. **Look at the steps below. Put them in the correct order (1–3):**
   ___ AI finds patterns
   ___ AI looks at data
   ___ AI makes predictions

26. **Which group shows data in the SAME category?**
   a.   Cat – Dog – Bird
   b.   Apple – Chair – Pencil
   c.   Circle – Square – Triangle

27. **Complete the Sentence**
   AI learns by finding _____ in data.
   a.   feelings
   b.   patterns
   c.   rules

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Think out of the box:

28. **What is the main reason AI puts data into categories?**

   a. To organise similar information so it looks neat
   b. To help AI spot patterns and make predictions
   c. To make sure every piece of data is different from the others

29. **Which example best shows a dataset?**

   a. One picture of a cat
   b. A list of rules
   c. Many drawings of cats from different people

30. **How can you improve AI's prediction in a drawing game?**

   a. Draw faster
   b. Add clearer details that match the object
   c. Use fewer lines

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