

Year 4: Practice Worksheets – Term 2: 2025/2026

LO: I can answer correctly

Subject: ICT

Practice worksheet

1. We can use Scratch to create quizzes:

- a. True
- b. False

2. The Scratch character is called a:

- a. Cat
- b. Toy
- c. Sprite

3. The blue blocks in Scratch are in the Motion category. They allow the Sprite to:

- a. Move
- b. change the looks
- c. play a sound

4. Scratch is a programming language based on graphical code blocks:

- a. True
- b. False

5. The object on the Scratch stage that performs actions is:

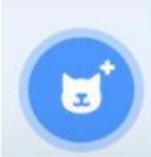
- a. the stage
- b. the sprite
- c. blocks

6. This code will allow your Sprite to:

- a. move 10 steps
- b. Say hello in a bubble
- c. change the colour



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

- a. 
- b. 
- c. 

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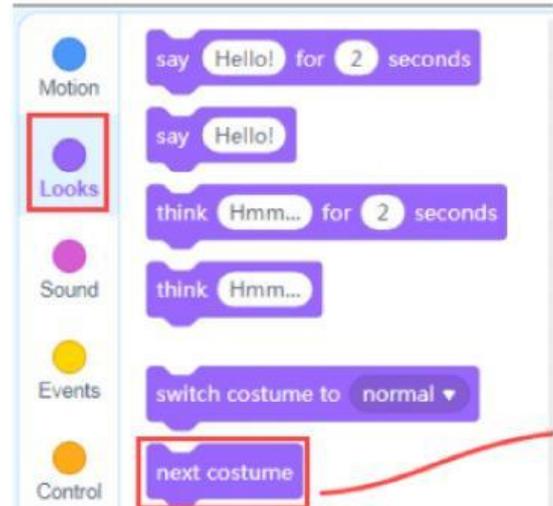
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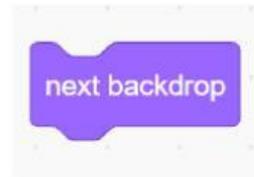
8. In Scratch, the “next costume” block allows us to:

- Change the backdrop to the next backdrop
- Change the costume to the next costume
- Change the Sprite



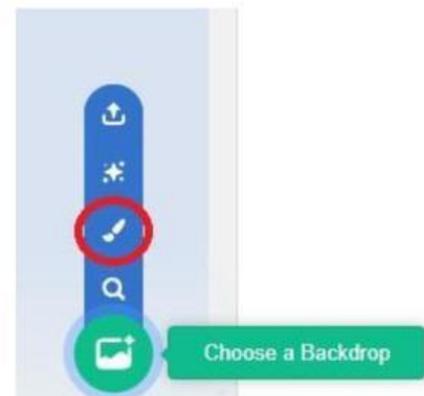
9. In Scratch, this block allows us to:

- Change the backdrop to the next backdrop
- Change the costume to the next costume
- Change the Sprite



10. In Scratch the circled tool allows us to:

- Choose a backdrop
- Paint our own backdrop
- Add a new Sprite



11. What colour blocks allow the code to start your animation (Events)?

- Blue
- Purple
- Orange
- Yellow

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12. Can we change the costumes in Scratch?

- a. Yes
- b. No

13. In Scratch, you can NOT change the backdrop of the stage:

- a. True
- b. False

14. A variable is:

- a. A drawing
- b. A motion block
- c. A looks block
- d. A container that can hold one piece of information at a time, like a word or a number.

15. To use a variable in Scratch, we need to make that variable first:

- a. True
- b. False

16. In Scratch, a variable can be used to:

- a. Keep the score and count
- b. To start the animation
- c. To stop the animation

17. Which of these would be most likely to be a variable in a game?

- a. Change the backdrop
- b. Change the costume
- c. Score
- d. Change the Sprite

18. A variable can only hold one value at a time:

- a. True
- b. False

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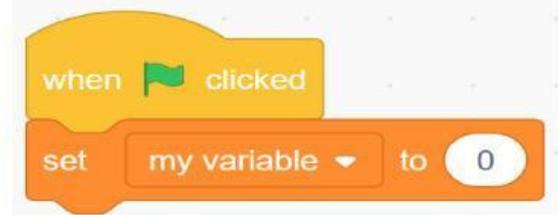
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Practice worksheet

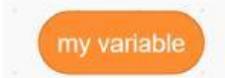
19. Jen wanted to create a variable point, so she set the variable to 0 when the game began. Observe the code and find out if the code will work or not:

- Code will work and the result of the variable point is 0
- Code will not work as Jen did not choose the variable point in the block



20. Sam wants to increase the value of variable by 2 points. Which is the block code used?

-
-
-



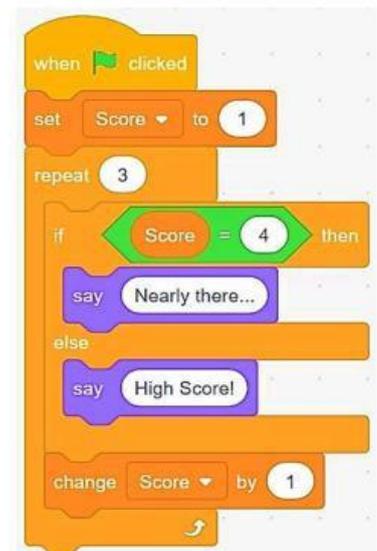
21. What does this block mean?

- number of days = 5
- make the variable 'number of days' hold a value of 5
- increase number of days by 5



22. When the value of Score is equal to 2 what does the sprite say?

- 4
- "Nearly there..."
- Score
- High score



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23. If this script is given to a sprite, what will the sprite say?

- a. 3
- b. 2
- c. 9
- d. 8

```

when green flag clicked
  set number of days to 3
  repeat 2
    change number of days by 3
  say number of days
  
```

24. Match: Draw a line to match the term to its description.

- | | |
|-------------|----------------------------------|
| Algorithm • | • Holds one piece of information |
| Variable • | • Fixing errors in code |
| Debugging • | • Step-by-step instructions |

25. 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

```

when green flag clicked
  set Score to 0
  say Welcome to my quiz for 2 seconds
  ask Is 2.4 a decimal? and wait
  if answer = yes then
    change Score by 1
    broadcast correct
    say Correct for 2 seconds
  else
    say Wrong for 2 seconds
  
```

1 _____
 2 _____
 3 Variables _____
 4 Events _____
 5 Control _____
 Looks _____

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26. Which of the following blocks includes an example of a variable?



27. In your own words, what does it mean to debug an algorithm?

28. What happens if the code blocks in Scratch are placed in the wrong order?

Tick one answer and explain why.

- a. The program will run faster
- b. The program will run as normal
- c. The program will not work well

Why?

29. What does AI use to decide how to respond in a game?

- a. Random choices
- b. Data and patterns from previous examples
- c. The player's score

30. What is a dataset?

- a. A collection of related data used for learning
- b. A rule written for a game
- c. One example of data

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31. Why does AI put data into categories?

- a. To decorate information neatly
- b. To remove data it does not like
- c. To group similar data so patterns can be found and predictions made

32. How does categorising drawings help AI recognise objects?

- a. It lets AI copy one drawing
- b. It helps AI learn what similar objects have in common
- c. It makes drawings look the same

33. Which of these is an example of a category?

- a. Fast and slow
- b. Drawing neatly
- c. Animals, food, shapes

Think out of the box:

34. How does your drawing help train the AI in Quick, Draw!?

- a. It becomes part of the dataset
- b. It deletes old drawings
- c. It changes the rules of the game

35. An AI cannot correctly guess drawings of “bicycle”.

Which change would help the AI most?

- a. Make players draw faster
- b. Add more bicycle drawings to the dataset
- c. Remove other categories
- d. Turn the computer off and on