

Worksheet

Grade 3- Module 2

Fill in the blanks

1. V __ s _____ C _____ ing is any programming language that uses the graphics or blocks that are already defined with code to create programs.
2. The moving object in the visual coding is called s ____ i ____.
3. The code that you drag and drop from the block is called s____r____t.
4. An a____r____t____m is a set of rules to be followed in problem-solving by a computer.
5. I____ u____t refers to what the computer receives.

State True or False(Put 1 for true and 0 for false)

1. In order to draw anything on visual coding we need pen extension.
2. Input refers to what the computer sends.
3. The moving object in visual coding is called a sprite.
4.  Block is under the Events option.
5. A flowchart is a diagram representing algorithm.

Match the following questions

1. 	A Process
2. 	B Input/Output
3. 	C Decision
4. 	D Start /End
5. 	E Connectors

Multiple Choice Question

1. What is the cat in the visual coding called?

- A. Stage
- B. Sprite
- C. Script
- D. Event

2. The following block will make the sprite:



- A. Run
- B. Stop
- C. Turn
- D. Move

3. What is the default sprite in visual coding?

- A. Cat
- B. Dog
- C. Crab
- D. Bat

4. A diagram representing an algorithm, workflow, or process is called:

- A. Sprite
- B. Algorithm
- C. Flowchart
- D. Process

5. The name of the extension  is:

- A. Look
- B. Motion
- C. Pen
- D. Events