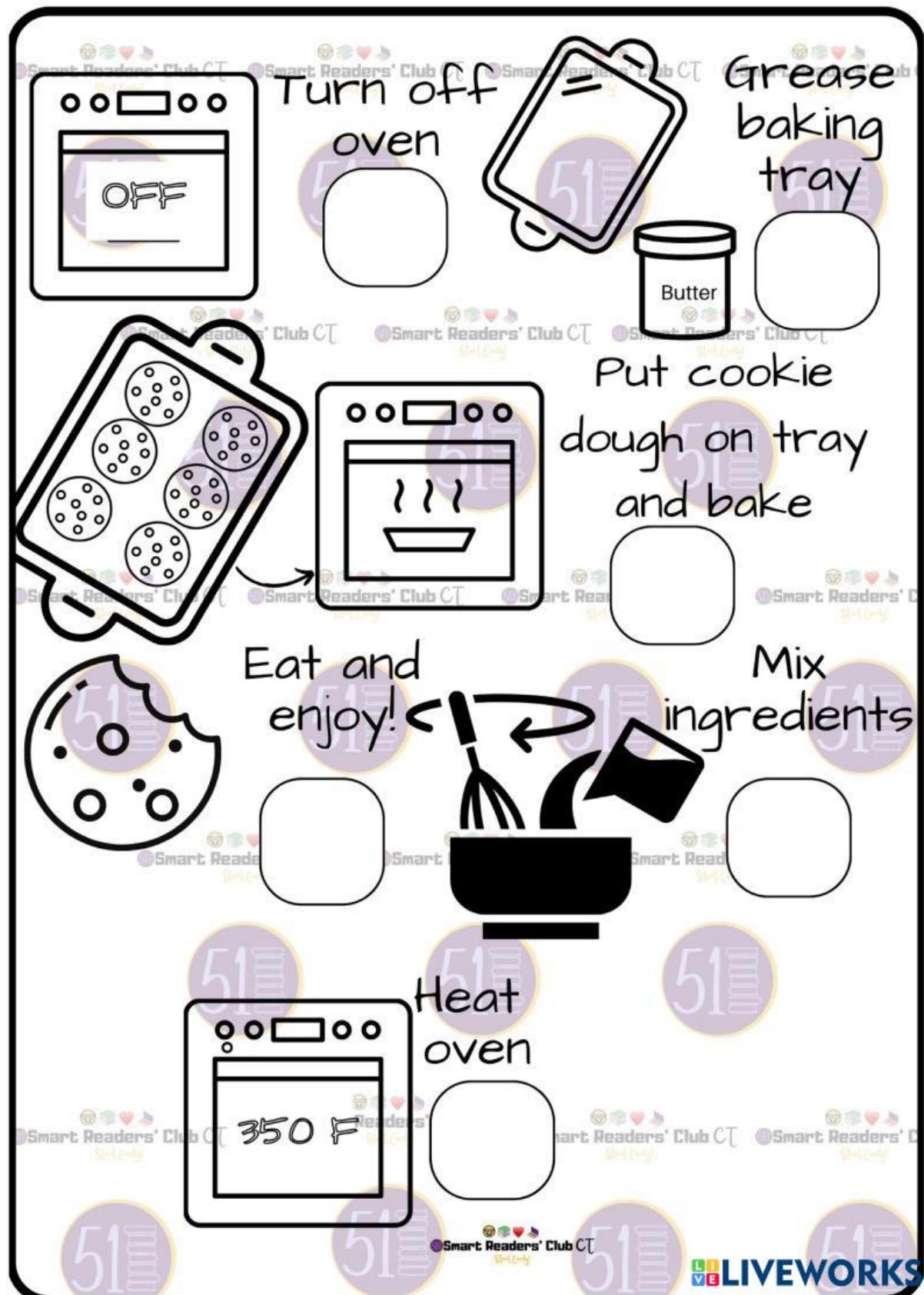


SPS Literacy and Computational Thinking Midterm Test

Group H Paper 1

Name _____



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Match the word with the correct definition

Persistence

A list of instructions that tells a computer what to do

Bug

Using good manners, being kind, and treating others the way you want to be treated

Sequence

Press the mouse button twice very quickly

Drop

Not giving up

Double-Click

An error in an algorithm

Algorithm

Release your mouse button to "let go" of an item that you are dragging

Respectful

The order in which a list is given

Select the correct answer.

1. What can you do when you are frustrated? (Select all the ones that are correct.)

- a. Throw your work in the bin
- b. Count slowly from 1 to 10
- c. Ask for help
- d. Hit another child

2. In computer programming, debugging is

- a. Stepping on a roach
- b. Spraying bug spray to get rid of ants
- c. Clicking your mouse button quickly two times
- d. Finding and fixing errors in an algorithm

3. Being _____ is doing the things you are supposed to do and not doing things you are not supposed to do.

- a. Responsible
- b. Username
- c. Parameter
- d. Repeat

4. _____ can help you be persistent in finishing a difficult task.

- a. Keeping track of what you already tried
- b. Sending the computer out the window
- c. Quitting
- d. Giving up



5. What word is missing?

- a. Love
- b. Learning
- c. Listen
- d. Lajay

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Debug these Algorithms!

What comes next?

Instructions For Teachers Only

"Play with these blocks and try to get me to the pig!"

Blocks



Run Step

See a solution

when run ▶

- N ↑
- S ↓
- E →
- W ←
- repeat [3] ↻



Which one is correct?

Instructions For Teachers Only

Challenge: Avoid the TNT to get the bird to the pig!

Blocks

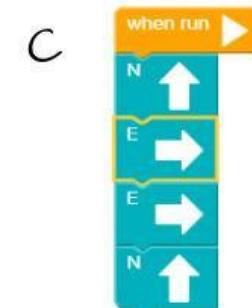
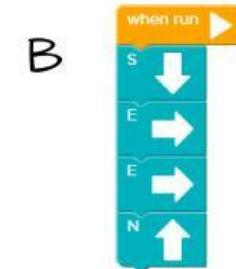
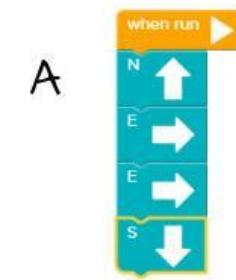


Run Skip puzzle

See a solution

when run ▶

- N ↑
- S ↓
- E →
- W ←
- repeat [3] ↻



SPS Literacy and Computational Thinking Midterm Test

Debug these Algorithms!

What should you put inside the repeat loop block?



Instructions For Teachers Only

Now the harvester needs to pick corn two times!

Blocks

| Block Type | Block Name | Description |
|------------|------------|-----------------------------------|
| Control | when run | Starts the program |
| Control | repeat (2) | Repeats the enclosed code 2 times |
| Movement | E | Moves the sprite forward |
| Movement | W | Moves the sprite backward |
| Movement | N | Moves the sprite up |
| Movement | S | Moves the sprite down |
| Sense | pick | Picks up a corn plant |

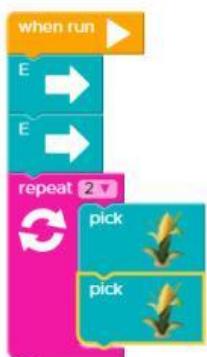
Run Step

See a solution

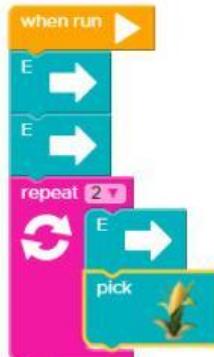
The Scratch interface shows a harvester sprite in a field with several corn plants. A speech bubble says, "Now the harvester needs to pick corn two times!". The blocks palette shows the following blocks:

- when run
- repeat (2)
 - E
 - E
- pick

A



B



C

