



Term 1 Exam

Soufriere Primary School Grade 6

Section A: Select the correct definition.

1. Function

- A** A way to customize your new phone.
- B** A machine learning model.
- C** A module of code that performs a specific task.

2. Parameter

- A** Instructions that tell a computer how to do a task.
- B** Finding and fixing mistakes in your code.
- C** A list of instructions that tells a computer what to do.

3. JavaScript

- A** The name of a computer coding language.
- B** A character in coding.
- C** An error in your code.

4. Event Handler

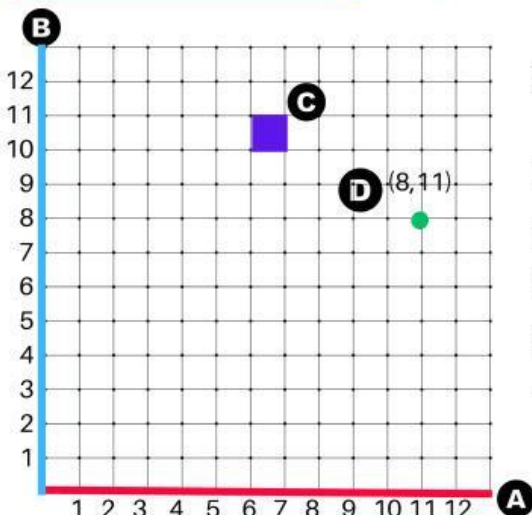
- A** A command that makes a computer repeat an action.
- B** Finding and fixing errors in your code.
- C** A way to make your code shorter.

5. Event

- A** An error in your code.
- B** A command that makes a computer repeat an action.
- C** An action that triggers another action.

6. Variable

- A** A way to make your code more concise.
- B** A value in a program that can change.
- C** A machine learning model.



Section B: Which term is shown on the graph?

Put the letter next to the correct term.

- 7. Coordinates _____
- 8. X-Axis _____
- 9. Pixel _____
- 10. Y-Axis _____



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Section C: Read the algorithms. Solve the puzzles.

Conditionals

These magic purple flowers change!

Each time you try the puzzle, purple flowers can have either 1 nectar or none at all...but you won't know the number until you run the code!

Be careful not to collect nectar from a purple flower if it doesn't have any. You must first check if the nectar is equal to 1 using the if nectar block.

11. Which command block goes into the conditional statement shown below?



```

when run
repeat (3) times
do move forward
if nectar = 1
do

```

- A make honey
- B get nectar
- C move forward

12. Which algorithm will make the bee collect all the nectar from both flowers if they have any?



- A


```

when run
move forward
turn left 90
move forward
if nectar = 1
do get nectar
move forward
if nectar = 1
do get nectar
      
```
- B


```

when run
turn right 90
move forward
turn left 90
move forward
if nectar = 1
do get nectar
      
```
- C


```

when run
move forward
if nectar = 1
do get nectar
move forward
if nectar = 1
do get nectar
      
```
- D


```

when run
move forward
if nectar = 1
do get nectar
turn right 90
move forward
if nectar = 1
do get nectar
      
```

13. Which of these algorithms correctly solves the puzzle below?



- A


```

when run
move forward
repeat (4) times
do get nectar
turn right 90
move forward
move forward
if nectar > 0
do make honey
      
```
- B


```

when run
move forward
if nectar = 1
do get nectar
turn right 90
move forward
move forward
if nectar > 0
do get nectar
      
```
- C


```

when run
move forward
repeat (4) times
do get nectar
turn right 90
move forward
move forward
if nectar > 0
do get nectar
      
```
- D


```

when run
move forward
if nectar = 1
do make honey
turn right 90
move forward
move forward
if nectar > 0
do make honey
      
```

14. What does the code say after the two "move forward" commands?



```

when run
move forward
move forward
if at flower
do get nectar
else make honey

```

- A If it's a honeycomb, make honey or else, then get nectar.
- B First get nectar, then make flower.
- C If it's a flower, get nectar, or else make honey

Drag the correct word into the blank to complete the sentence correctly.

15. Conditional statements help computers to make _____.

guesses

decisions

repetitions

friends