



Term 1 Exam

Soufriere Primary School Grade 5

Section A: Select the correct definition.

1. Algorithm

- A** A machine learning model.
- B** A list of instructions that tells a computer what to do.
- C** A way to customize your new phone.

2. Parameter

- A** Instructions that tell a computer how to do something.
- 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

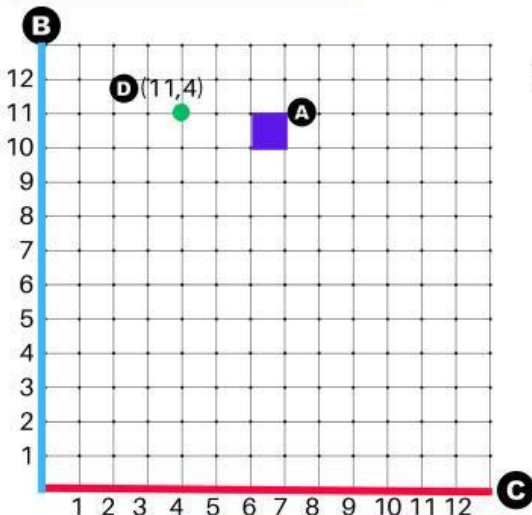
- A** A command that makes a computer repeat an action.
- B** An action triggered by an event.
- C** A way to make your code shorter.

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 _____

Put the correct number

10. Y-Coordinate _____

Section C: Read the algorithms. Solve the puzzles.

Conditional Statements

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?

Read the code and select the correct command in the conditional statement to answer the question.



```

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

```

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

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



A

```

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

```

B

```

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

```

C

```

when run
move forward
if nectar = 1
do get nectar
move forward
move forward
if nectar = 1
do get nectar

```

D

```

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

```

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

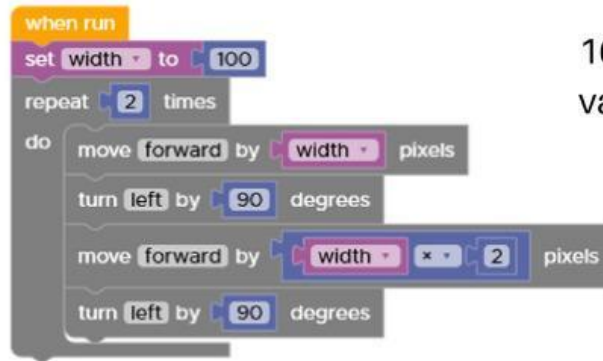
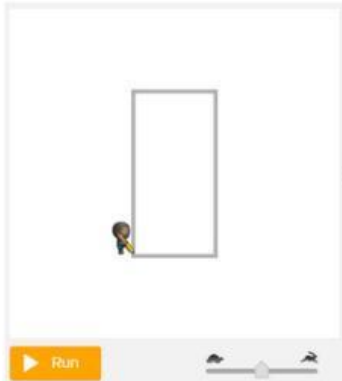


Term 1 Exam

Soufriere Primary School Grade 6

Variables

Read the algorithm below. Answer the questions.



16. What is the name of the variable in this algorithm?

- A** repeat
- B** turn
- C** pixels
- D** width

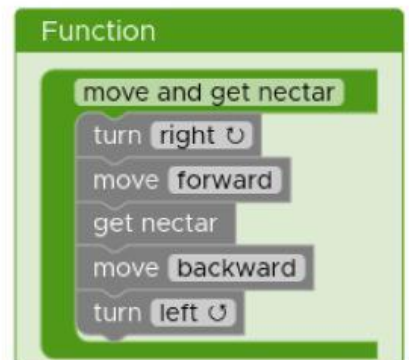
17. What value is stored in the variable? **A** 100 **B** 2 **C** 90

Functions

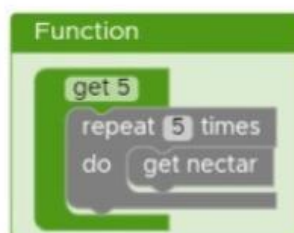
Read the algorithms below. Answer the questions.

18. Which of these commands calls the function?

- A** move and get nectar
- B** make honey
- C** move forward
- D** get nectar



19. What task will be performed when the following function is called?



- A** The bee will go to 5 flowers and make honey.
- B** The bee will get 5 nectars from a flower.
- C** The bee will move forward 5 times.

20. What is the name of the function above?

- A** get 5
- B** Function
- C** repeat 5 times

When you click finish:

What do you want to do?



Enter your full name: *

firstName lastName

Group/level *

Grade 5

School subject *

ICT

Enter your teacher's email or key code: *

rashidaveronique@gmail.com