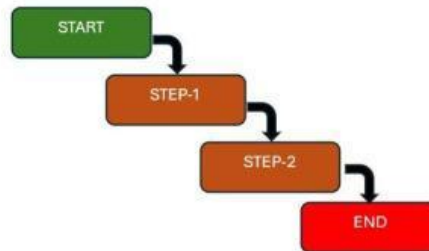




Computing Creative Design and Innovation – Grade 1 Practice Worksheet

Part A: Choose the correct option.

Q.1 What is an **Algorithm**?



- a. A kind of toy
- b. It is step by step instruction in correct order to solve problem
- c. A magical spell

Q2. Can steps in algorithms **be in any order**? State True or False.

a. True

b. False

Q3. Algorithms are **helpful** because they, choose one answer:

- a. Algorithm makes problems easy to understand.
- b. Algorithm repairs damaged laptops
- c. Algorithm can draw.

Q4. Is $10 < 9$? State True or False.

a. True

b. False

Q5. Which symbol shows “**addition**” symbol. Circle it.

a.



b.



c.



Q6. If you want your **robot to move forward two times**, what should be your algorithm?



a. Step 1: Dance, Step 2. Jump

b. Step 1: Move Forward, Step 2. Jump

c. Step 1: Move Forward, Step 2. Move Forward

Q7. "Choose **the correct symbol** to solve the question below."



a.



b.



c.



Q8. Which picture shows **visual programming** language?

a. 	b. 	c. 
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Q9. Solve the problem given below and choose the correct answer.

$$2 + 5 = \underline{\quad}$$

a. 11	b. 7	c. 6
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Q10. Match the symbol to its meaning.

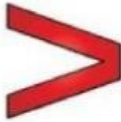
Symbol	Meaning
=	Less than
>	Equal to
<	Greater than



Q11. "Choose **the correct symbol** to solve the question below."

$$2 \square 8$$

a.



b.



c.



Q12. "Choose **the correct symbol** to solve the question below."

$$6 \square 6$$

a.



b.



c.



Q13. Choose the correct symbol representation for the words

"Four added to one equals five"

a. $4+2=6$

b. $4+3=7$

c. $4+1=5$