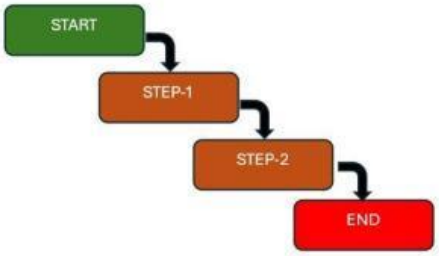
Computing Creative Design and Innovation – Grade 4

Part A: Choose the correct option. 3 Marks each question.

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. The Block-based languages are a ..... programming. Choose the correct answer.

a. Text- Based

b. Animated

c. Visual

Q4. When we program a controller without a computer it is called_____ programming.

a. Visual	b. Manual	c. Algorithm

LIVEWORKSHEETS

Q5. Which symbol shows “preprogrammed device. Circle it.		
a. 	b. 	c. 

Q6. This picture shows a _____.

a. Engino Mini controller
b. Remote Controller
c. Battery

Q7. An algorithm will always begin with 'Start'. It will always stop with 'End'.	
a. True	b. False

Q. Which picture shows **visual programming** language?		
a. 	b. 	c. 

LIVEWORKSHEETS

Q8. **Match the symbol to its meaning.**

Symbol	Meaning
	LED
	MOTOR
	IDLE TIME

Q9. Which motor is running anticlockwise?



a. Motor A	b. Motor B

Q10. Preprogrammed device means that the code is not already on it

d. True	e. False

LIVEWORKSHEETS