WAYGROUND formerly Quizizz **Worksheets**

Name

**grade 3**

Class

Total questions: 18

Date

Worksheet time: 15mins

1.

A step-by-step procedure for solving a problem or running a program

a) algorithm

b) conditional statement

c) iteration

d) event handling

2. Coding can be used to...

a) Tell computers what to do

b) Create games, websites, and apps

c) Program Robots

d) All of the above

3. Coding is a series of commands that tells the computer what to do.

a) True

b) False



LIVEWORKSHEETS

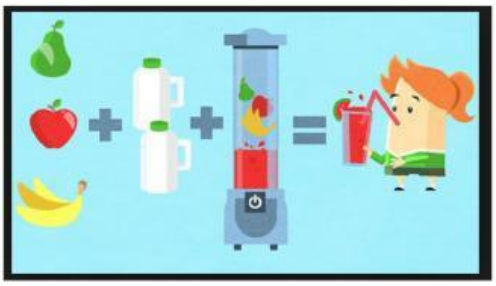
4.

A set of events in order

a) sequence

b) conditional statement

5.



An algorithm is

a) measures your heartbeat

b) a list of steps to complete a task

c) musical



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6.

Finding out why your code is not working.

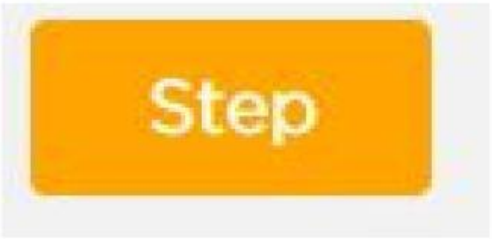
a) loop

b) Boolean

c) pseudocode

d) debug

7.




What does the step button do?

a) Makes you move to the right.

b) Makes you jump.

c) Helps you to check each step of your code.

d) Power up.

8.

What button should you press to run the game?

a) Run

b) Step

c) Instructions



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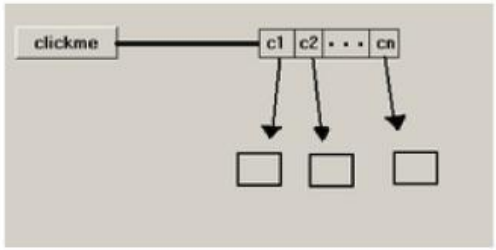
9. What can you make with programming?

a) Games

b) Websites

c) Apps

d) All of these

10. 


In coding an event is what?

a) An action that causes something to happen.

b) An item on your calendar.

c) A way to move air.

d) A device that blows air into your computer.

11. Which of these would create a loop?

a)


b)


c)


12. Every time you run the program a new color is set.

a)


b)


c)



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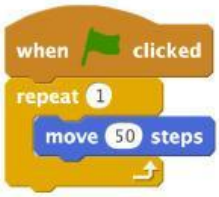
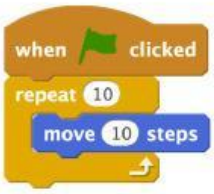
13. Which of the following will move the sprite the farthest?

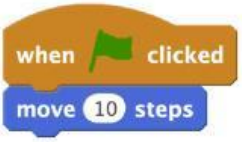
a)



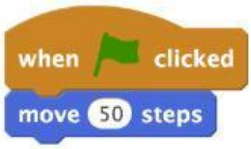

b)




c)




d)



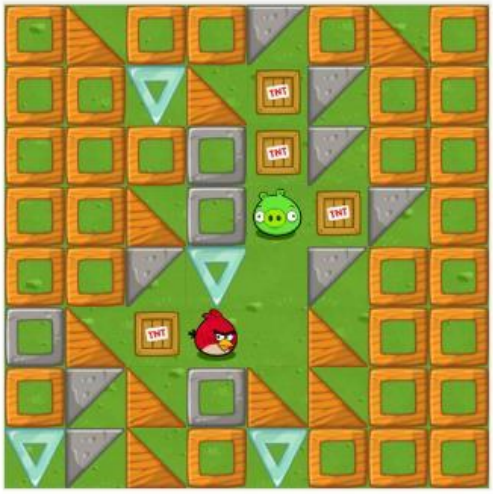

14. _____ is a soft skill required to succeed in a computer programming career.

a) Dancing

b) Problem Solving

c) Health and PE

15.



Which algorithm will get the bird to the pig?

a) Forward
Turn Left
Forward
Forward

b) Turn Left
Forward
Forward
Forward

c) Forward
Turn right
Forward
Forward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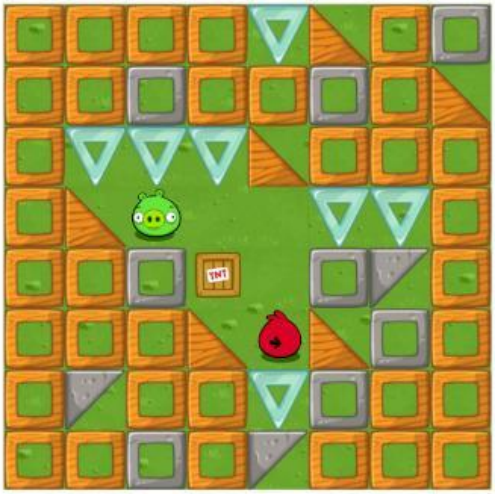
16.




Which algorithm will get the bird to the pig?

a) Forward
Turn Left Forward
Forward

b) Forward
Forward
Turn Left
Forward
Forward

c) Forward
Forward
Turn Right
Forward
Forward

d) Forward
Turn Left
Forward
Forward


LIVEWORKSHEETS

17.

Which algorithm will get Scrat to the acorn?

a) Forward
Turn Left
Forward
Turn Right
Forward

b) Forward
Turn Left
Forward
Turn Left
Forward

c) Forward
Forward
Turn Right

d) Turn Left
Forward
Turn Right
Forward

18.

What will this program do when it is running?

a) A. Move forward 5 times and then turn left 5 times

b) B. Turn left and move forward 5 times

c) C. Turn left 5 times and then move forward 5 times

d) D. Move forward, then turn left, repeat 5 times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