

Name Class Date **grade 3**

Total questions: 18

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 |
|---------|----------|

4.

Good writers tell their story
in the order of how it happened.
This is called the sequence of events.

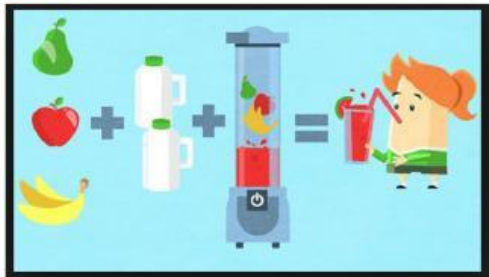


A set of events in order

a) sequence

b) conditional statement

5.



An algorithm is

a) measures your heartbeat

b) a list of steps to complete a task

c) musical

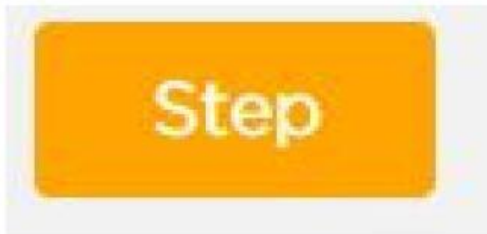
6.



Finding out why your code is not working.

- a) loop
- b) Boolean
- c) pseudocode
- d) debug

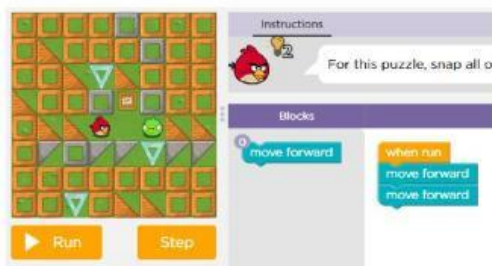
7.



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.



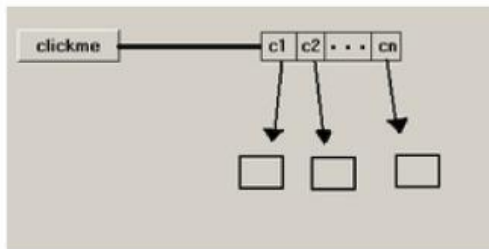
What button should you press to run the game?

- a) Run
- b) Step
- c) Instructions

9. What can you make with programming?

- a) Games
- b) Websites
- c) Apps
- d) All of these

10.



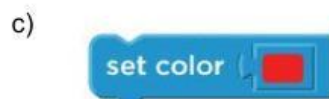
In coding an event is what?

- 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?

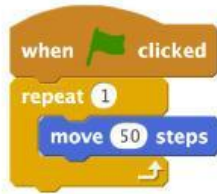


12. Every time you run the program a new color is set.

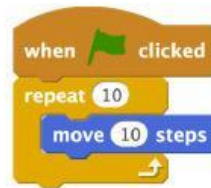


13. Which of the following will move the sprite the farthest?

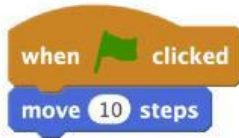
a)



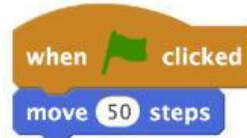
b)



c)



d)



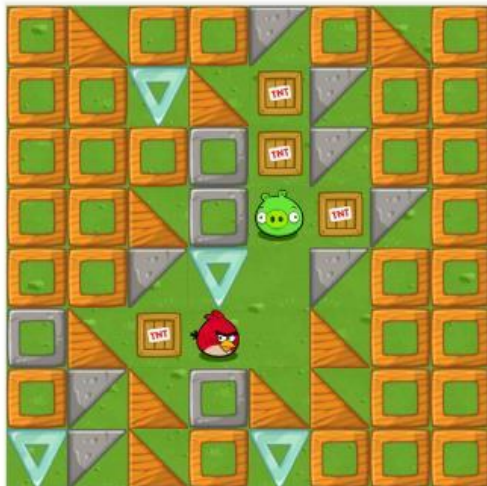
14. _____ is a soft skill required to succeed in a computer programming career.

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

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

17.



Which algorithm will get Scrat to the acorn?

- | | |
|------------|--------------|
| a) Forward | b) Forward |
| Turn Left | Turn Left |
| Forward | Forward |
| Turn Right | Turn Left |
| Forward | Forward |
| c) Forward | d) Turn Left |
| Forward | Forward |
| Turn Right | 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 |