

EXERCISE 1 — MATCH IT!

Match each word (1–8) with the correct definition (a–h). Write the letter next to the number.

- | | |
|--------------|--|
| 1. Algorithm | ___ a. A basic visual drawing of an app. It shows buttons and text, but no colors. |
| 2. Variable | ___ b. A named space in a program to store a value, like a number or a word. |
| 3. Prototype | ___ c. A collection of pre-written code that developers can import and use. |
| 4. Wireframe | ___ d. A blueprint in programming. You use it to create objects. |
| 5. Loop | ___ e. A set of clear steps that a computer follows to solve a problem. |
| 6. Debug | ___ f. An early model of a product. You build it to test ideas before the final version. |
| 7. Class | ___ g. The process of finding and fixing errors in a program. |
| 8. Library | ___ h. A block of code that repeats the same instructions many times. |

EXERCISE 2 — FILL IN THE BLANKS

Read each sentence. Choose the correct word from the list and write it in the blank. Use each word only once.

compile / syntax / runtime error / function / user interface / iteration

1. Maria writes a _____ to calculate the total price in the shopping app.
2. Before the program can run on the computer, you need to _____ the code.
3. The _____ of Python uses indentation. If you forget it, the code does not work.
4. The program stops suddenly while it is running. There is a _____ !
5. After each _____ of testing, the team makes the app a little better.
6. The _____ of the banking app has three buttons: Home, Transfer, and Settings.

EXERCISE 3 — TRUE OR FALSE?

Read each sentence. Write **T** (True) or **F** (False) in the box. If the sentence is false, correct the underlined word.

1. A flowchart uses shapes and arrows to show the steps of a process. _____
2. A mockup is a rough drawing with no colors or details. _____
3. A loop repeats the same block of code many times. _____
4. A parameter is a type of error that stops a program. _____
5. OOP organizes code into classes and objects. _____
6. User testing means programmers test the code by themselves. _____
7. A string is a data type for text, for example "Hello, World!". _____
8. A prototype is the final and complete version of a product. _____

EXERCISE 4 — CHOOSE THE RIGHT WORD

Circle the correct word to complete each sentence.

1. A (variable / prototype) is a named space in a program to store a value like a number or a word.
2. Carlos draws a (wireframe / mockup) first. It has no colors — only simple shapes and lines.
3. The app crashes while users are using it. This is a (debug / runtime error).
4. The design team builds a (prototype / flowchart) to test their idea before writing the final code.
5. A (loop / conditional) tells the computer: "Do this action only if the condition is true."
6. A (string / class) is a blueprint. You use it to create objects in your program.
7. The engineer imports a (library / module) of pre-written functions to save time.
8. (UX design / User testing) focuses on making a product easy and comfortable to use.

EXERCISE 5 — ODD ONE OUT

Look at each group of words. One word does NOT belong. Circle it and write why it is different.

Example: *apple / banana / keyboard / orange* → **keyboard — it is not a fruit.**

1. algorithm · loop · wireframe · function · conditional
2. prototype · mockup · wireframe · array · user testing
3. class · object · instance · method · compile
4. debug · syntax · runtime error · design sprint · compile

The word that doesn't belong: _____
Because: _____
The word that doesn't belong: _____
Because: _____
The word that doesn't belong: _____
Because: _____
The word that doesn't belong: _____
Because: _____

EXERCISE 6 — WHAT AM I? RIDDLES

Read each clue. Write the correct word. Use the word bank.

recursion / library / pseudocode / UX design / exception handling / data type

Riddle 1: "I am a plan for a program. I use simple, everyday words — not real code. A programmer writes me before starting to code so the whole team can understand the logic. What am I?" _____.

Riddle 2: "I tell the computer what kind of information a variable holds. Is it a number? A word? A decimal? I make that clear. What am I?" _____.

Riddle 3: "I am a big collection of code that other developers already wrote. You can import me into your project and use my functions without writing them yourself. What am I?" _____.

Riddle 4: "I am a process. I think about how users feel when they use a digital product. I make apps easy, logical, and comfortable. What am I?" _____.

Riddle 5: "I am a technique in programming. A function uses me when it calls itself again and again until it finds the final answer. What am I?" _____.

Riddle 6: "When a program has an error, I help. I detect the problem and respond to it so the program does not crash. I give the user a clear message instead. What am I?" _____.

EXERCISE 7 — SENTENCE SCRAMBLE

The words are in the wrong order. Put them in the correct order to make a complete sentence. Use all the words.

Example: *program / the / errors / has / two* → **The program has two errors.**

1. programmer / the / errors / program / the / in / debugs
_____.
2. users / the / product / test / real / to / interact / with
_____.
3. blueprint / class / is / creating / a / a / for / objects
_____.
4. stores / a / variable / in / a / value / program
_____.
5. team / a / quickly / the / prototype / design / builds / sprint / a / during
_____.