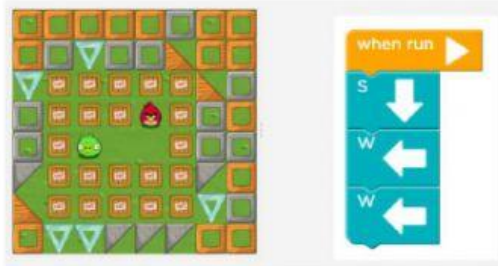


TRUE OR FALSE.

1. This algorithm should help the angry bird. Look at the picture and choose. (1 point)

- A. FALSE
B. TRUE

The correct answer is _____



2. This loop algorithm should help the harvester. Look at the picture and choose. (1 point)

- A. FALSE
B. TRUE

The correct answer is _____



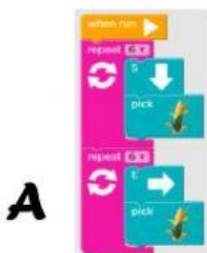
3. This loop algorithm should help scratch to get the acorn. Look at the picture and choose. (1 point)

- A. FALSE
B. TRUE

The correct answer is _____



4. Choose the correct algorithm to help the harvester. (1 point)



B



C



D



The correct answer is _____

5. Choose the correct algorithm to help scratch to get the acorn.

(1 point)



A

```

when run
move forward
turn left 90°
move forward
turn right 90°
move forward
    
```

B

```

when run
move forward
move forward
move forward
turn left 90°
move forward
    
```

C

```

when run
move forward
turn left 90°
move forward
turn left 90°
move forward
    
```

D

```

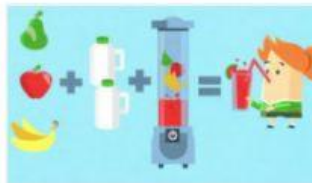
when run
move forward
move forward
move forward
turn right 90°
move forward
    
```

The correct answer is _____

6. A / an ____ is a list of steps to finish a task.

(1 point)

- A. Algorithm
- B. Bug
- C. Debugging
- D. Drag



The correct answer is _____

7. A ____ is a part of a program that does not work correctly.

(1 point)

- A. Algorithm
- B. Bug
- C. Debugging
- D. Drag



The correct answer is _____

8. ____ is doing something repeatedly, over and over again.

(1 point)

- A. Drag
- B. Drop
- C. Loop
- D. Repeat



The correct answer is _____

9. How do we call this action?

(1 point)

- A. Drag
- B. Drop
- C. Right Click
- D. Just "click"



The correct answer is _____

10. How do we call this action?

(1 point)

- E. Drag
- F. Drop
- G. Right Click
- H. Just "click"



The correct answer is _____

11. To do something again. This sign meaning in Code.

(1 point)

- A. Drag
- B. Drop
- C. Loop
- D. Repeat



The correct answer is _____