

## Computing Creative Design and Innovation – Grade 3

### Checkpoint 2 – Practice

|                     |  |
|---------------------|--|
| <b>Student Name</b> |  |
|---------------------|--|

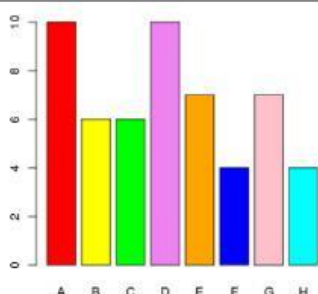
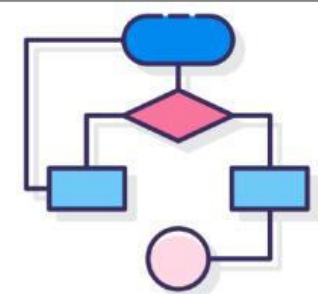
Select the correct answers:

**Q1. What do you call a technology that helps computer devices to do things like humans?**



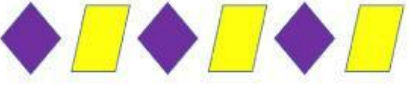


- a. Microsoft Excel spreadsheet (XLS)
- b. Artificial Intelligence (AI)
- c. Central Processing Unit (CPU)

**Q2. Look at the pictures. Which one shows bar charts? (2 marks)**

|  <p><b>a</b></p> |  <p><b>b</b></p> | <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr style="background-color: #76b82a; color: white;"> <th style="padding: 5px;">Name</th> <th style="padding: 5px;">Best Score</th> </tr> </thead> <tbody> <tr style="background-color: #e74c3c; color: white;"> <td style="padding: 5px;">Putter</td> <td style="padding: 5px; font-size: 24px;">4</td> </tr> <tr style="background-color: #9b59b6; color: white;"> <td style="padding: 5px;">Granny</td> <td style="padding: 5px; font-size: 24px;">5</td> </tr> </tbody> </table> <p><b>c</b></p> | Name | Best Score | Putter | 4 | Granny | 5 |
|---|---|---|------|------------|--------|---|--------|---|
| Name  | Best Score  |   |      |            |        |   |        |   |
| Putter  | 4   |   |      |            |        |   |        |   |
| Granny  | 5   |   |      |            |        |   |        |   |




**Q3. Look at the pictures. Which one shows a pattern? (2 marks)**

|   |   |  |
|---|---|--|
|  |  |  |
| a   | b   | c  |

**Q4. Which one of UAE's SDGs did you learn about in your project? (1 mark)**

|  |  |  |
|--|--|--|
|  |  |  |
| a. Zero hunger   | b. Quality education   | c. Life below water  |

**Q5. Which module did you use to make your designs? (1 mark)?**

|   |   |   |
|---|---|---|
|  |  |  |
| a. Gallery  | b. Shaper   | c. Blocker  |