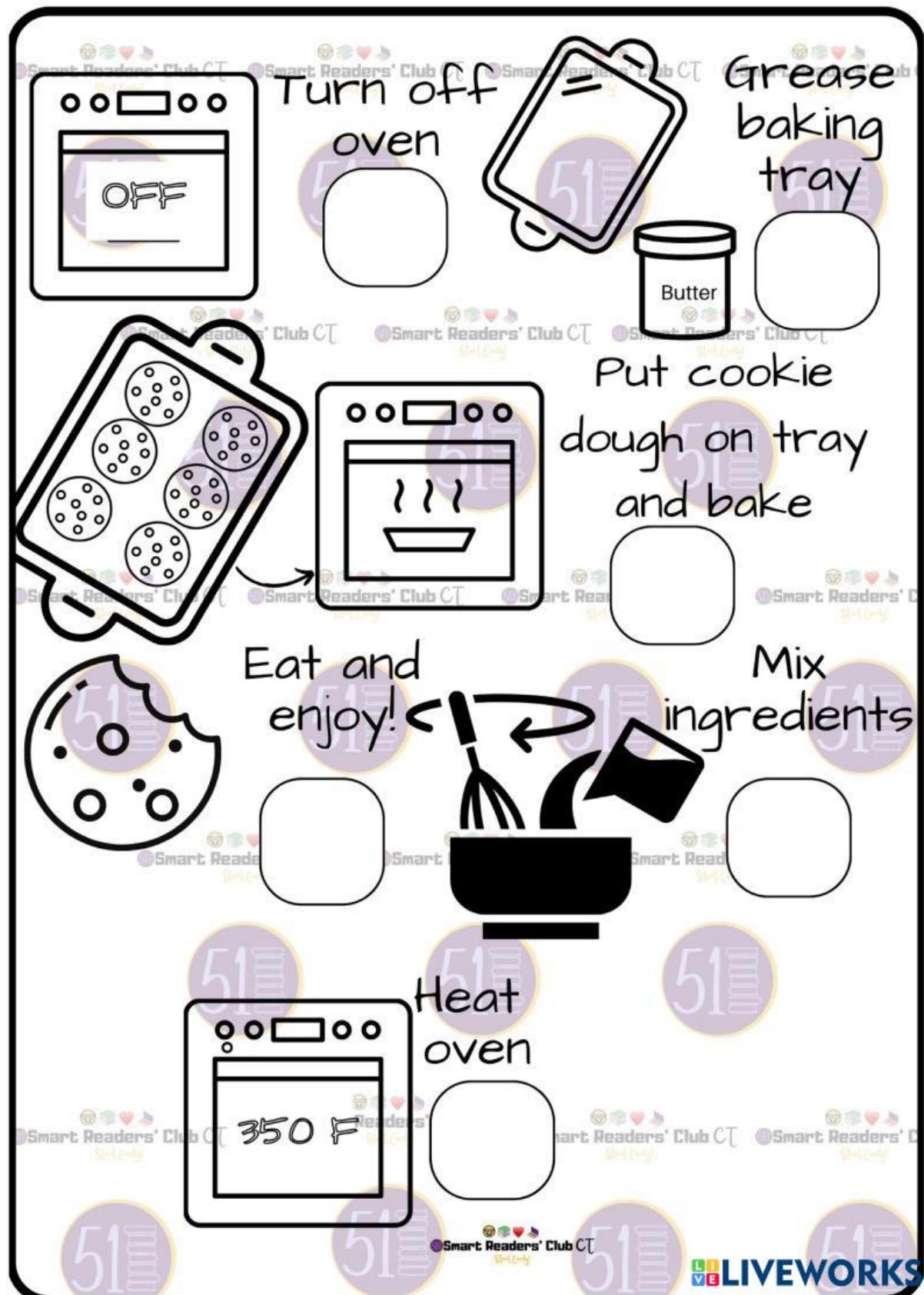


# SPS Literacy and Computational Thinking Midterm Test

Group H Paper 1

Name \_\_\_\_\_



# SPS Literacy and Computational Thinking Midterm Test

Match the word with the correct definition

**Drag**



A list of instructions that tells a computer what to do

**Bug**



Press the mouse button

**Click**



Press the mouse button twice very quickly

**Drop**



Click your mouse button and hold as you move the mouse pointer

**Double-Click**



An error in an algorithm

**Algorithm**



Release your mouse button to "let go" of an item that you are dragging

# SPS Literacy and Computational Thinking Midterm Test

Debug these Algorithms!

What comes next?

Instructions For Teachers Only

"Play with these blocks and try to get me to the pig!"

Blocks



Run Step

See a solution

when run ▶

- N ↑
- S ↓
- E →
- W ←
- repeat [3] ↻

A



B



C

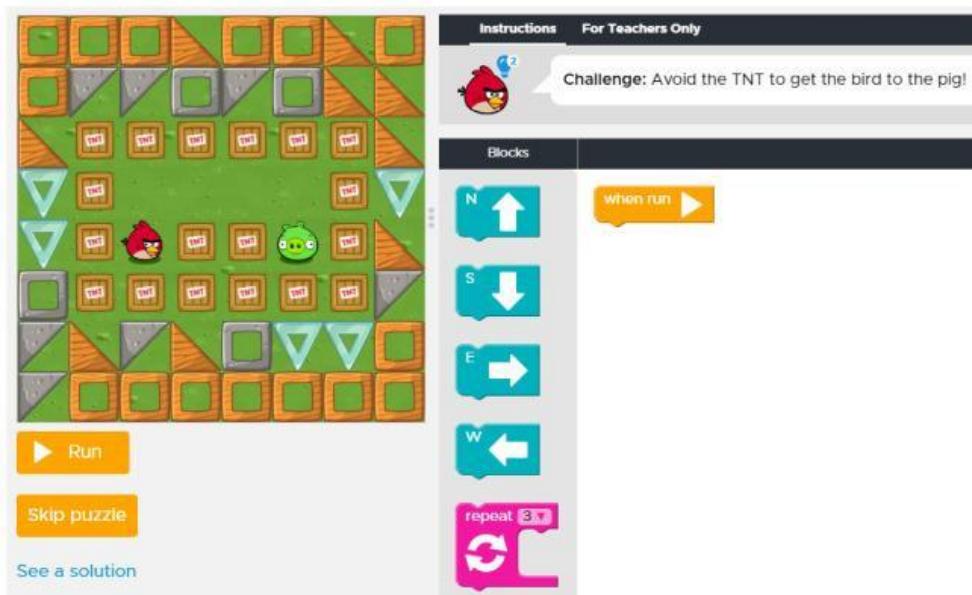


Which one is correct?

Instructions For Teachers Only

Challenge: Avoid the TNT to get the bird to the pig!

Blocks



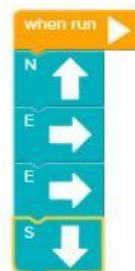
Run Skip puzzle

See a solution

when run ▶

- N ↑
- S ↓
- E →
- W ←
- repeat [3] ↻

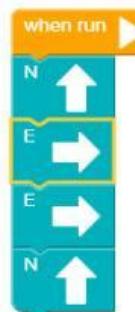
A



B



C



# SPS Literacy and Computational Thinking Midterm Test

Debug these Algorithms!

What should you put inside the repeat loop block?



Instructions For Teachers Only

Now the harvester needs to pick corn two times!

Blocks

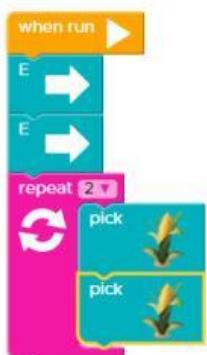
Block Type	Block Name	Description
Control	when run	Starts the script.
Control	repeat (2)	Repeats the enclosed blocks 2 times.
Movement	E	Moves the sprite forward by 10 pixels.
Movement	W	Moves the sprite backward by 10 pixels.
Movement	N	Moves the sprite up by 10 pixels.
Movement	S	Moves the sprite down by 10 pixels.
Sense	pick	Picks up a corn cob.

Run Step

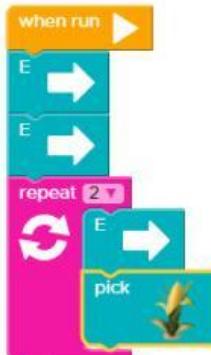
See a solution

The Scratch script starts with a 'when run' hat block. Inside the script is a 'repeat (2)' control block. Inside the repeat loop are two 'E' movement blocks. After the repeat loop, there is a 'pick' sense block.

A



B



C

