Term 1 Exam

Soufriere Primary School Grade 6

Section A: Select the correct definition.

1. Function

A. A way to customize your new phone.
B. A machine learning model.
C. A module of code that performs a specific task.

2. Parameter

A. Instructions that tell a computer how to do a task.
B. Finding and fixing mistakes in your code.
C. A list of instructions that tells a computer what to do.

3. JavaScript

A. The name of a computer coding language.
B. A character in coding.
C. An error in your code.

4. Event Handler

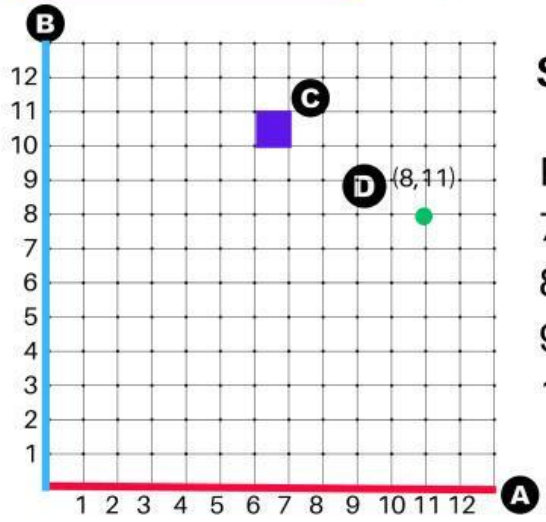
A. A command that makes a computer repeat an action.
B. Finding and fixing errors in your code.
C. A way to make your code shorter.

5. Event

A. An error in your code.
B. A command that makes a computer repeat an action.
C. An action that triggers another action.

6. Variable

A. A way to make your code more concise.
B. A value in a program that can change.
C. A machine learning model.



Section B: Which term is shown on the graph?

Put the letter next to the correct term.

7. Coordinates _____
8. X-Axis _____
9. Pixel _____
10. Y-Axis_____

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Section C: Read the algorithms. Solve the puzzles.

Conditionals

These magic purple flowers change!
Each time you try the puzzle, purple flowers can have either 1 nectar or none at all...but you won't know the number until you run the code!
Be careful not to collect nectar from a purple flower if it doesn't have any. You must first check if the nectar is equal to 1 using the if nectar block.

11. Which command block goes into the conditional statement shown below?

```
when run
repeat 3 times
do move forward
if nectar = 1
do
```

A make honey

B get nectar

C move forward

12. Which algorithm will make the bee collect all the nectar from both flowers if they have any?

A

```
when run
move forward
turn left
move forward
if nectar = 1
do get nectar
move forward
if nectar = 1
do get nectar
```

B

```
when run
turn right
move forward
turn left
move forward
move forward
if nectar = 1
do get nectar
```

C

```
when run
move forward
if nectar = 1
do get nectar
move forward
move forward
if nectar = 1
do get nectar
```

D

```
when run
move forward
if nectar = 1
do get nectar
turn right
move forward
move forward
if nectar = 1
do get nectar
```

13. Which of these algorithms correctly solves the puzzle below?

A

```
when run
move forward
repeat 4 times
do get nectar
turn right
move forward
move forward
if nectar > 0
do make honey
```

B

```
when run
move forward
if nectar = 1
do get nectar
turn right
move forward
move forward
if nectar > 0
do get nectar
```

C

```
when run
move forward
repeat 4 times
do get nectar
turn right
move forward
move forward
if nectar > 0
do get nectar
```

D

```
when run
move forward
if nectar = 1
do make honey
turn right
move forward
move forward
if nectar > 0
do make honey
```

14. What does the code say after the two "move forward" commands?

```
when run
move forward
move forward
if at flower
do get nectar
else make honey
```

A If it's a honeycomb, make honey or else, then get nectar.

B First get nectar, then make flower.

C If it's a flower, get nectar, or else make honey

Drag the correct word into the blank to complete the sentence correctly.

15. Conditional statements help computers to make _____.

guesses | decisions | repetitions | friends