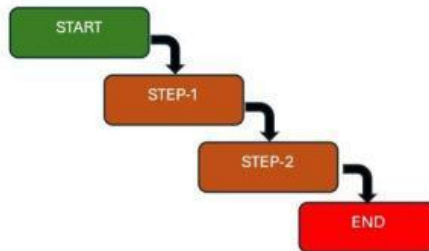# Computing Creative Design and Innovation – Grade 1
Practice Worksheet

Part A: Choose the correct option.

Q.1 What is an **Algorithm**?

a. A kind of toy

b. It is step by step instruction in correct order to solve problem

c. A magical spell

Q2. Can steps in algorithms **be in any order**? State True or False.

a. True	b. False

Q3. Algorithms are **helpful** because they, choose one answer:

a. Algorithm makes problems easy to understand.

b. Algorithm repairs damaged laptops

c. Algorithm can draw.

Q4. Is 10< 9? State True or False.

a. True	b. False

LIVEWORKSHEETS

Q5. Which symbol shows "**addition** "symbol. Circle it.

a. ÷	b. ▬	c. ✚

Q6. If you want your **robot to move forward two times**, what should be your algorithm?

a. Step 1: Dance, Step 2. Jump

b. Step 1: Move Forward, Step 2. Jump
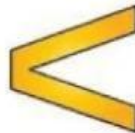
c. Step 1: Move Forward, Step 2. Move Forward

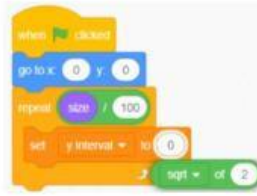Q7. "Choose **the correct symbol** to solve the question below."

🍎🍎🍎🍎 ___ 🍌🍌🍌

a. >	b. <	c. =

Q8. Which picture shows **visual programming** language?

a.	b.	c.

Q9. Solve the problem given below and choose the correct answer.

$$2+5=\underline{\quad}$$

a. 11	b. 7	c. 6

Q10. Match the symbol to its meaning.

Symbol	Meaning
=	Less than
>	Equal to
<	Greater than

Q11. "Choose **the correct symbol** to solve the question below."

2 ☐ 8
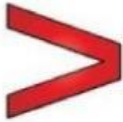
| a. > | b. < | c. = |

Q12. "Choose **the correct symbol** to solve the question below."

6 ☐ 6

| a. > | b. < | c. = |

Q13. Choose the correct symbol representation for the words

"Four added to one equals five"

| a. 4+2=6 | b. 4+3=7 | c. 4+1=5 |