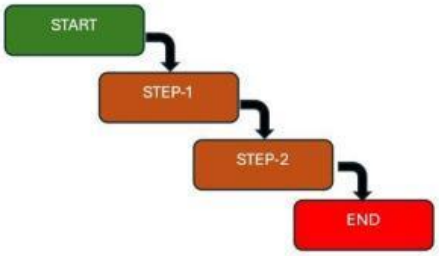
Computing Creative Design and Innovation – Grade 2

Part A: Choose the correct option. 3 Marks each

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 eat.

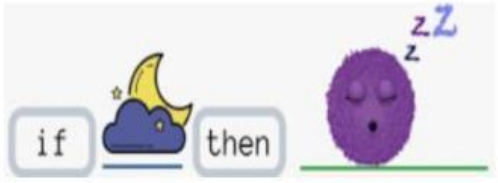
Q4. Information in the variable cannot be changed. State True or False.

a. True	b. False

LIVEWORKSHEETS

Q5. Which picture shows **loop**? Circle it.		
a. 	b. 	c. 

Q6. If you want your **robot to move forward two times**, what should be your algorithm? 
a. Step 1: Start, Step 2: Dance, Step 3: Jump, Step 4: End
b. Step 1: Start, Step 2: Dance, Step 3: Move Forward, Step 4: End
c. Step 1: Start, Step 2: Move Forward, Step 3: Move Forward, Step 4: End

Q7. Which statements are used **to make decisions in a program**?  		
a. Loops	b. Sequence	c. Conditional

LIVEWORKSHEETS

Q8. Which picture shows **visual programming** language?		
a. 	b. 	c. 

Q9. What do we call **a box in which we store information** in Programming?		
		
a. Box	b. Variable	c. Chair

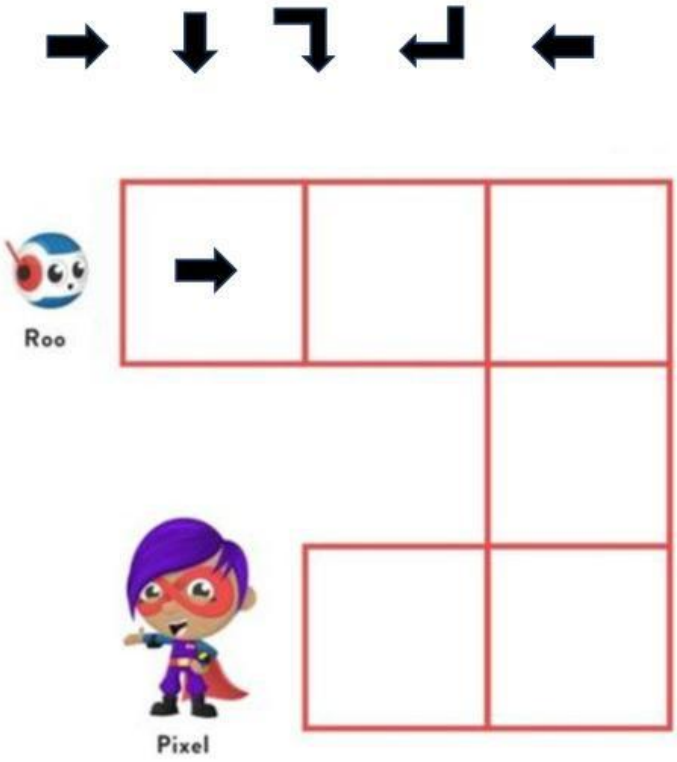
Q10. Select the correct option which shows **what programming is**?		
		
Playing games	Telling the computer what to do	Watching TV

Q11. State True or False. In programming, **a sequence means the computer follows steps in the right order, one after another**.	
a. True	b. False

LIVEWORKSHEETS

Part B: Solve the following — 10 Marks

Give "Roo" set of instructions to move across the grid to reach the "Pixel".
Draw arrows in each square to show how "Roo" will go to "Pixel".



Look for the action that can be repeated.

Acions	→	↓	←	↰	↵
Repeated how many times.	_____	_____	_____	_____	_____

LIVEWORKSHEETS