Computing Creative Design and Innovation – Grade 4

Part A:

Q1. .....is giving instructions to a computer or a robot to follow.

a. Algorithm

b. Programming

c. Assembly

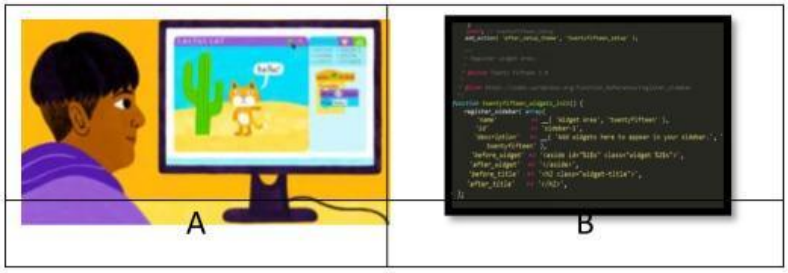
Q2: The Block-based languages are a ..... programming.

a. Text -based

b. Animation

c. Visual

Q3. Look at the pictures. Which is using visual programming language?



Q4. Look at the pictures. Which one is a programmed device?



Q5. ..... step by step to solve a problem? Programming

a. Algorithm

b. Current

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Q6. Which picture shows Engino icon program?

		
a.	b.	c.

Choose True or False

Q	Question	TRUE	FALSE
7	**Good algorithms will use the least number of steps needed to do something.**		
8	**Preprogrammed device means that the code is not already on it.**		
9	**Visual programming uses items that are easy to understand by looking at them.**		
10	**An algorithm will always begin with 'End'. It will always stop with 'Start'.**		

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