

Computing Creative Design and Innovation – Grade 4

Part A:

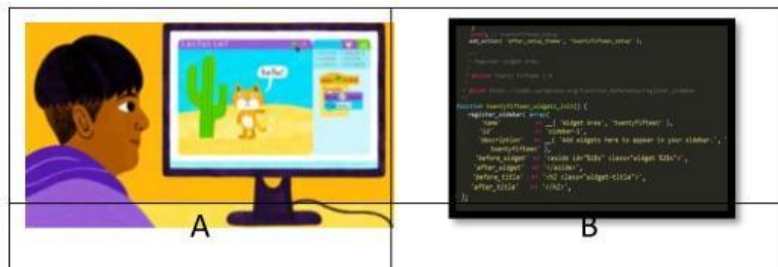
Q1.is giving instructions to a computer or a robot to follow.

- 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



Q6. Which picture shows Engino icon program?

		
a.	b.	c.

Choose True or False

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