

Year 3: Practice Worksheets – Term 2: 2025/2026**LO: I can answer correctly**

Subject: ICT

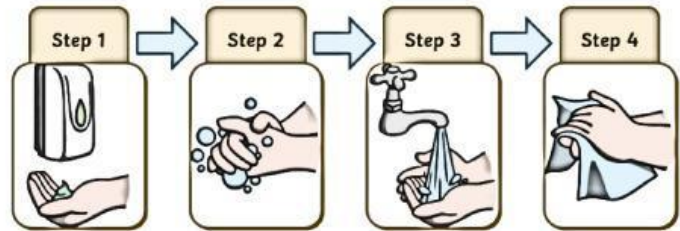
Practice worksheet

1. What is an algorithm?

- a. a list of pictures
- b. a list of toys
- c. a list of step-by-step instructions that are followed in order to get a task done.

2. The pictures represent:

- a. An algorithm for brushing teeth
- b. An algorithm for washing hands
- c. An algorithm for making a smoothie

**3. Sequencing means:**

- a. that the computer will run your code in order, one line at a time from the top to the bottom of your program
- b. list of step-by-step instructions that are followed to get a task done.
- c. to give the computer instructions

4. What is Scratch?

- a. a programming language based on graphical code blocks
- b. a drawing app
- c. a handwriting notebook

5. The Scratch character is called a:

- a. Cat
- b. Sprite
- c. Toy

6. The blue blocks in Scratch are in the Motion category. They allow the Sprite to:

- a. Change the looks
- b. Move
- c. Play a sound

7. Scratch is a programming language based on graphical code blocks:

- a. True
- b. False

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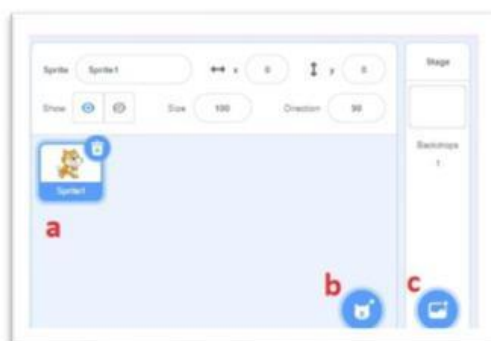
8. Using this block, what happens when the green flag symbol is clicked in a Scratch program?

- a. the program freezes
- b. the program is deleted
- c. the program starts



9. Look at the picture and answer the question. To choose/add a new sprite in Scratch, we click on:

- a. B
- b. None of the above
- c. A
- d. C



10. The icon represents:

- a. Microsoft Word
- b. Microsoft Paint
- c. Scratch
- d. none of the above

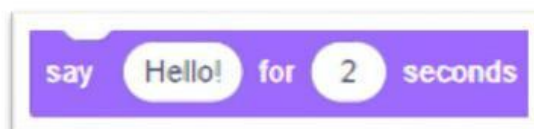


11. Scratch is a programming language based on sentences and stories:

- a. True
- b. False

12. This code will allow your Sprite to:

- a. move 10 steps
- b. Say hello in a bubble
- c. change the colour
- d. change its size



13. To add a new backdrop to your code, you click on:

a.



b.



c.



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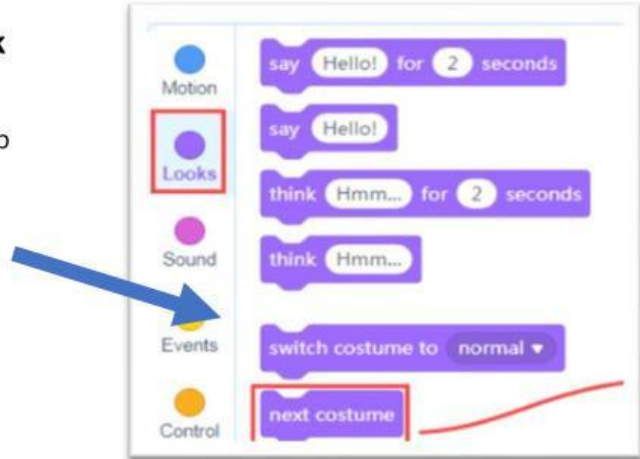
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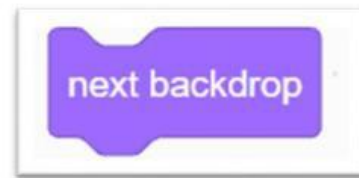
14. In Scratch, the “next costume” block allows us to:

- Change the backdrop to the next backdrop
- Change the costume to the next costume
- Change the Sprite



15. In Scratch, this block allows us to:

- Change the backdrop to the next backdrop
- Change the costume to the next costume
- Change the Sprite



16. In Scratch the circled tool allows us to:

- Add a new Sprite
- Choose a backdrop
- Paint our own backdrop



17. What is it when one sprite has different movements in an outfit?

- Costumes
- Names
- Sounds
- Backdrops

18. In Scratch, a sprite costume is:

- A motion
- A sound
- A different way a sprite looks
- A code block

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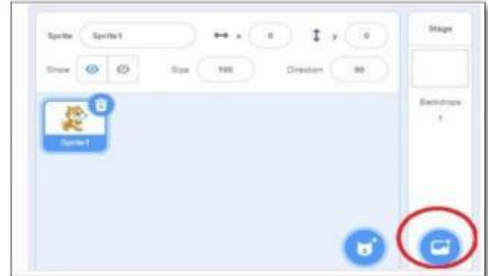
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19. Draw a line to match each word to the correct picture:

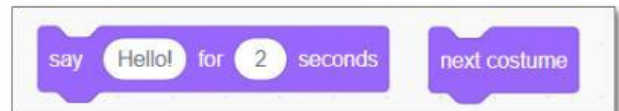
Sprite •



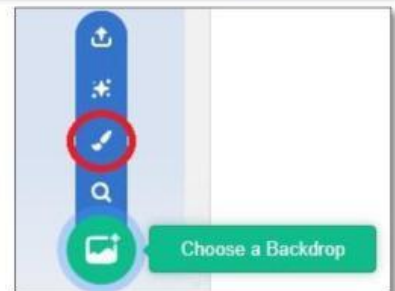
Looks block •



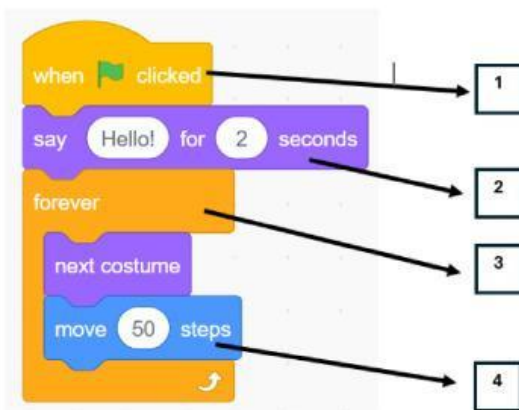
Backdrop option •



Paint your own backdrop •



20. Look at this Scratch code. The arrows point to different types of blocks. Identify the block category for each arrow and write it on the line below



Motion _____
Events _____
Control _____
Looks _____

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21. Look at the code blocks shown. Which block is repeated?



22. Write ONE example of an algorithm you use at home.

23. What is the name of the object on the Scratch stage that performs actions?

24. Explain how the green flag is used in Scratch.

25. Look at the steps below. Put them in the correct order (1–3):

- ___ AI finds patterns
- ___ AI looks at data
- ___ AI makes predictions

26. Which group shows data in the SAME category?

- a. Cat – Dog – Bird
- b. Apple – Chair – Pencil
- c. Circle – Square – Triangle

27. Complete the Sentence

AI learns by finding _____ in data.

- a. feelings
- b. patterns
- c. rules

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Think out of the box:**28. What is the main reason AI puts data into categories?**

- a. To organise similar information so it looks neat
- b. To help AI spot patterns and make predictions
- c. To make sure every piece of data is different from the others

29. Which example best shows a dataset?

- a. One picture of a cat
- b. A list of rules
- c. Many drawings of cats from different people

30. How can you improve AI's prediction in a drawing game?

- a. Draw faster
- b. Add clearer details that match the object
- c. Use fewer lines