THIRD TERM EXAMINATION ACADEMIC 2023/ 2024

Name --------------------------------------- CLASS: Nursery2 SUBJECT: Coding

SECTION A (objective)

Answer all Questions

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the software program use for coding

(a) Scratch jr. (b) Microsoft Word

2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_is not an example of motion block

(a) Right arrow block (b) Green flag

3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the flag used for play our project when we are done.

(a) Green flag (b) Motion block

4. \_\_\_\_\_\_\_\_\_\_\_ is the name given to our Characters in Scratch jr

(a) Sprite (b) Code blocks

5. \_\_\_\_\_\_\_\_\_\_\_\_ can b added to scratch jr

(a) Sound (b) Clothes

6. Numbers can be used on \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(a) Motion block (b) say block

7. We use the \_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_blocks to make a program repeat.

(a) Repeat and Forever (b) Move left and Right

8. Programed character move at different \_\_\_\_\_\_\_\_\_\_ .

(a) Speed (b) Motion

9. \_\_\_\_\_\_\_\_\_ is used for recording sounds

(a) Sound recorder (b) Motion block

10. We send and receive messages using the \_\_\_\_\_\_\_\_\_\_\_\_ block

(a) Message block (b) Green flag

11. \_\_\_\_\_\_\_\_\_\_ block is used to repeat an actions countless times

(a) Forever (b) Message block.

12. What colour is the forever block

(a) Red (b) Yellow

13. What colour is the repeat block .

(a) Orange (b) pink

14. What is the motion block all about

(a) Movement (b) Sleeping

15. \_\_\_\_\_\_\_\_\_ is used to delay an action

(a) Wait block (b) hide

16. \_\_\_\_\_\_\_\_\_\_ is used to make a Sprite disappear

(a) Hide (b) show

17. We use the \_\_\_\_\_\_\_\_\_ block to show the sprite after hiding it

(a) Show (b) looks

18. \_\_\_\_\_\_\_\_\_\_\_ is used to speedup the movement of our block

(a) Speed block (b) Green flag

19. A program can be paused for a certain period of time

Yes or No

20. Can background be changed on scratch jr

Yes or No

SECTION B (practical)

Launch Scratch jr, create an Aquarium

THIRD TERM EXAMINATION ACADEMIC 2023/ 2024

Name --------------------------------------- CLASS: Grade 1. SUBJECT: Coding

SECTION A (Objective)

1. The characters in the scratch application are known as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(a) Object (b) Sprite

2. You can paint a new costume for a sprite in Scratch?

(a) True (b)False

3. What is the ICON of Scratch Jr

(a) Lion. (b) Cat

4. Hop Block helps to hide the character ???

(a) True. (b) False

5. Shrink Block helps to decrease the character’s size ???

(a) True. (b) False

6. Turn Right Block helps the character to turn to the Left side ????

(a) False. (b) True

7. End Block indicates the end of the script ???

(a) True. (b) False

8. ScratchJr is a block based programming language?

(a) False. (b) True

9. What is the colour of the triggering blocks?

(a) Yellow. (b) Green

10. When a block of codes does not work correctly in ScratchJr, what should I do to make it work?

(a) Run it. (b) Debug it

11. Characters in ScratchJr can also be called \_\_\_\_\_\_\_\_\_.

(a) sprites. (b)objects.

12. We learn \_\_\_\_\_\_\_\_ through ScratchJr.

(a). coding. (b) drawing

13. What is a Sprite?

(a) A character or object in the program. (b) An animal

14. Can you add more than 1 Sprite in your project?

(a) Yes. (b) No

15. Blocks are grouped by their...

(a) Size. (b) Colour

16. If I delete my Sprite, will my command blocks in the Script Area be deleted too?

(a) Yes. (b) No

17. We can stack blocks together side by side in order to create sequences.

(a) False. (b) True

18. How many steps will a Sprite move?

(a) 0. (b) 1

19. Can there be more than 1 page in your project?

(a) Yes. (b) No

20. Did you enjoy learning ScratchJr?

(a) Yes. (b) No

SECTION B (Practical)

Launch scratch jr, create a football game (dribble a ball)

THIRD TERM EXAMINATION ACADEMIC 2023/ 2024

Name --------------------------------------- CLASS: Grade 2. SUBJECT: Coding

SECTION A (objective)

1. What is the function of the 'when green flag clicked'?

(a) Runs the script. (b) If condition is true, runs the blocks inside (c) Points sprite in the specified direction

2. Which blocks will make the sprite move on the stage

(a) Looks blocks. (b) Motion blocks. (C) Sound blocks

3. What is the backdrop of a project called?

(a) Script. (b) Stage. (C) Scratch

4. The cat in Scratch is

(a) An Avatar (b) A Sprite. (c) An Image

5. How do you create code in scratch

(a) Draw blocks. (b) Snap Blocks (c) Write code

6. Which color indicate " Motion Command " ?

(a) Orange. (b) Green. (c) Blue

7. how many sprites can you add ?

(a) 1234. (b) 3. (c) as much as

8. A costume is

(a) A code block. (b) A motion (c) A different way a sprite looks

9. A user is a person who control the program .

(a) true. (b) false

10. Scratch is a

(a) A code. (b) A programming code. (C) An animation

11. A collection or stack of blocks that all interlock with one another is called?

(a) Sprite (b) Scratch (c) Script

12. What is the backdrop of a project called?

(a) Script. (b) Stage. (c) Scratch

13. What happens when the green flag symbol is clicked in a Scratch Program?

(a) The program is DELETED. (b) The program STARTS. (b) The program STOPS

14. In Scratch, a costume can be defined as...

(a) A sound. (b) An outfit for your Sprite (character). (c) A different way that a Sprite can look (example: standing, sitting, squatting).

15. Which area changes background on Scratch screen?

(a) Command block (b) Stage. (C) Coding area

16. What block will you use to have the sprite say something?

(b) Looks. (b) Sounds. (c) Pen

17.

Can we add sound to our scratch project ?

(a) Yes. (b) No. (c) None of the above

18. What is the stage in scratch program?

(a) The coding area of a scratch program, where blocks go. (b) Place where actors stand and perform. (c) The graphical area of a scratch program, where sprites move

19. Contains Blocks (commands) used in the movement of sprites or the rotate or identify directions on the stage.

(a) sprite. (b) tabs. (c) motion

20. You can use the Wait command from……………………..Blocks

(a) motion. (b) looks. (c) control

THIRD TERM EXAMINATION ACADEMIC 2023/ 2024

Name --------------------------------------- CLASS: Grade 2. SUBJECT: Coding

1. Which color indicate " Control Command " ?

(a) Orange. (b)Green. (c) Blue

2. Which animals Scratch logo contains ?

(a) Koala. (b) Cat. (c) Lion

3. What type of language is Scratch?

(a) Procedural. (b) Iterative. (c) Block

4. What group of blocks controls movement of the Sprite

(a) Control. (b) Sensing. (c) Motion

5. You can use the Wait command from……………………..Blocks

(a) motion. (b) looks. (c) control

6. Contains Blocks (commands) used in the movement of sprites or the rotate or identify directions on the stage.

(a) sprite. (b) tabs. (b) motion

7. It is one of the ten categories of Scratch blocks. They are color-coded medium-blue and are used to control a sprite's movement. They are available only for sprites.

(a) Motion Blocks. (b) Control Blocks. (c) Sensing Blocks

8. What is the stage in scratch program?

(a) The coding area of a scratch program, where blocks go. (b) Place where actors stand and perform. (c) The graphical area of a scratch program, where sprites move

9. Which area changes background on Scratch screen?

(a) Command block. (b) Stage. (c) Coding area

10. A costume is\_\_\_\_\_\_\_\_\_\_\_\_\_\_

(a) A code block. (b) A motion (c) A different way a sprite looks

11. drop the blocks to create a script.

(a) Stage. (b) Blocks palette. (c) Script area

12. Which block makes the sprite disappear from the stage?

(a) Delete. (b) Remove. (c) Hide

13. Programming language based on graphical code blocks

(a) scratch. (b) sprite. (c) background

14. Displays the location of your X and Y positions.

(b) stage. (b) coordinates. (c) volume

15. if on edge, bounce " mean ... ?

(a) Jump. (b) Go back. (c) Continue

16. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the art of writing instructions to tell a computer what to do.

(a) Programming. (b) Debugging. (c) Variable

17. A set of instructions is called a \_\_\_\_\_\_\_\_\_\_\_

(a) Variable. (b) Scratch. (c) Program

18. What is a loop?

(a) Starting the program. (b) Ending the program. (c) Allows something to be repeated

19. The "forever" block is found in which of the following block types

(a) sound. (b) data. (c) control

20. In Scratch, a costume can be defined as...

(a) A sound. (b) An outfit for your Sprite (character) (c) A different way that a Sprite can look (example: standing, sitting, squatting).