**青少年软件编程（Scratch）等级考试试卷（一级A卷）**

2020年9月 分数：100  题数：37

一、单选题(共25题，每题2分，共50分)

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| 1. | 下面哪个积木能够调节左右声道的音量？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_256 |  |  |  | | --- | --- | | B. | IMG_257 |  |  |  | | --- | --- | | C. | IMG_258 |  |  |  | | --- | --- | | D. | IMG_259 | |
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|  | 试题编号：20200408-liaoyonghong-sy02 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 2. | 当我们进行数学计算时，需要用到下面哪个模块中的积木？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_260 |  |  |  | | --- | --- | | B. | IMG_261 |  |  |  | | --- | --- | | C. | IMG_262 |  |  |  | | --- | --- | | D. | IMG_263 | |
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|  | 试题编号：20200408-liaoyonghong-pt02 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 3. | 下面哪个区域是“背景区”？（ ）  IMG_264 |
|  | |  |  | | --- | --- | | A. | A |  |  |  | | --- | --- | | B. | B |  |  |  | | --- | --- | | C. | C |  |  |  | | --- | --- | | D. | D | |
|  |  |
|  | 试题编号：20200322-zhb-04 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |

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| 4. | 以下哪组积木块不能实现小猫最终方向为130度？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_265 |  |  |  | | --- | --- | | B. | IMG_266 |  |  |  | | --- | --- | | C. | IMG_267 |  |  |  | | --- | --- | | D. | IMG_268 | |
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|  | 试题编号：20200322-xyq-27 |
|  | 试题类型：单选题 |
|  | 标准答案：A |
|  | 试题难度：较难 |

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| 5. | 小猫的初始方向和鼠标的位置如下图所示，下面哪个积木可以让角色面向正右方？（ ）  IMG_269 |
|  | |  |  | | --- | --- | | A. | IMG_270 |  |  |  | | --- | --- | | B. | IMG_271 |  |  |  | | --- | --- | | C. | IMG_272 |  |  |  | | --- | --- | | D. | IMG_273 | |
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|  | 试题编号：20200323-zhb-12 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 6. | 使用下图中哪个按钮可以添加新角色？（ ）  IMG_274 |
|  | |  |  | | --- | --- | | A. | A |  |  |  | | --- | --- | | B. | B |  |  |  | | --- | --- | | C. | C |  |  |  | | --- | --- | | D. | D | |
|  |  |
|  | 试题编号：20200323-zhb-05 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 7. | 现在音量为100，不改变下面积木参数，哪个积木可以让音量小一点？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_275 |  |  |  | | --- | --- | | B. | IMG_276 |  |  |  | | --- | --- | | C. | IMG_277 |  |  |  | | --- | --- | | D. | IMG_278 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-sy01 |
|  | 试题类型：单选题 |
|  | 标准答案：A |
|  | 试题难度：一般 |

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| 8. | 现在有三个背景：“Mountain”、“Basketball 1”、“Colorful City”，下面哪个程序能够实现背景按顺序切换，在切换到Basketball 1背景时，小猫说“我喜欢打篮球2秒”，切换其他背景时小猫都不说话。（ ）  IMG_279  IMG_280 |
|  | |  |  | | --- | --- | | A. | IMG_281 |  |  |  | | --- | --- | | B. | IMG_282 |  |  |  | | --- | --- | | C. | IMG_283 |  |  |  | | --- | --- | | D. | IMG_284 | |
|  |  |
|  | 试题编号：20200319-xyq-14 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：较难 |

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| 9. | 小猫初始方向如图1，小猫看到一个香蕉如图2，下面哪段程序执行后，可以让小  猫拿到香蕉后如图3。（ ）  IMG_285IMG_286IMG_287     图1          图2          图3 |
|  | |  |  | | --- | --- | | A. | IMG_288 |  |  |  | | --- | --- | | B. | IMG_289 |  |  |  | | --- | --- | | C. | IMG_290 |  |  |  | | --- | --- | | D. | IMG_291 | |
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|  | 试题编号：20200323-zhb-20 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 10. | 点击下面哪个图标可以使舞台区最大化？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_292 |  |  |  | | --- | --- | | B. | IMG_293 |  |  |  | | --- | --- | | C. | IMG_294 |  |  |  | | --- | --- | | D. | IMG_295 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-pt04 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |

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| 11. | 现在的音量为50，不改变积木的参数，下面哪个积木可以让音量大一些？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_296 |  |  |  | | --- | --- | | B. | IMG_297 |  |  |  | | --- | --- | | C. | IMG_298 |  |  |  | | --- | --- | | D. | IMG_299 | |
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|  | 试题编号：20200322-xyq-30 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 12. | 每个方格的边长是30，下面哪个程序可以让青蛙抓住蝴蝶？（ ）  IMG_300 |
|  | |  |  | | --- | --- | | A. | IMG_301 |  |  |  | | --- | --- | | B. | IMG_302 |  |  |  | | --- | --- | | C. | IMG_303 |  |  |  | | --- | --- | | D. | IMG_304 | |
|  |  |
|  | 试题编号：20200323-zhb-11 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |

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| 13. | 当前背景是第二个背景，不改变积木参数，下面哪个积木，可以换成下一个背景？（ ）  IMG_305 |
|  | |  |  | | --- | --- | | A. | IMG_306 |  |  |  | | --- | --- | | B. | IMG_307 |  |  |  | | --- | --- | | C. | IMG_308 |  |  |  | | --- | --- | | D. | IMG_309 | |
|  |  |
|  | 试题编号：20200323-zhb-03 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 14. | 下面哪个积木可以让角色面向正上方？（ ）  IMG_310 |
|  | |  |  | | --- | --- | | A. | IMG_311 |  |  |  | | --- | --- | | B. | IMG_312 |  |  |  | | --- | --- | | C. | IMG_313 |  |  |  | | --- | --- | | D. | IMG_314 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-Js02 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |

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| 15. | 下面哪个程序不能让角色换成第三个造型？（ ）  IMG_315 |
|  | |  |  | | --- | --- | | A. | IMG_316 |  |  |  | | --- | --- | | B. | IMG_317 |  |  |  | | --- | --- | | C. | IMG_318 |  |  |  | | --- | --- | | D. | IMG_319 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-cb06 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 16. | 小明家楼上有3层，楼下有2层，这栋楼一共多少层？（ ） |
|  | |  |  | | --- | --- | | A. | 3 |  |  |  | | --- | --- | | B. | 2 |  |  |  | | --- | --- | | C. | 6 |  |  |  | | --- | --- | | D. | 5 | |
|  |  |
|  | 试题编号：20200322-xyq-39 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 17. | 小猫在舞台上左右来回走，使用下面哪种旋转方式最合适？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_320 |  |  |  | | --- | --- | | B. | IMG_321 |  |  |  | | --- | --- | | C. | IMG_322 |  |  |  | | --- | --- | | D. | IMG_323 | |
|  |  |
|  | 试题编号：20200323-zhb-224 |
|  | 试题类型：单选题 |
|  | 标准答案：A |
|  | 试题难度：一般 |

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| 18. | 方格的边长为30，下面哪个程序可以让青蛙沿着箭头抓到蝴蝶？（ ）  IMG_324 |
|  | |  |  | | --- | --- | | A. | IMG_325 |  |  |  | | --- | --- | | B. | IMG_326 |  |  |  | | --- | --- | | C. | IMG_327 |  |  |  | | --- | --- | | D. | IMG_328 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-Js08 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 19. | 下面哪个积木可以获取当前背景的名称？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_329 |  |  |  | | --- | --- | | B. | IMG_330 |  |  |  | | --- | --- | | C. | IMG_331 |  |  |  | | --- | --- | | D. | IMG_332 | |
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|  | 试题编号：20200408-liaoyonghong-cb10 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 20. | 下图中“？”位置，应该填入的图形是？（ ）  IMG_333 |
|  | |  |  | | --- | --- | | A. | IMG_334 |  |  |  | | --- | --- | | B. | IMG_335 |  |  |  | | --- | --- | | C. | IMG_336 |  |  |  | | --- | --- | | D. | IMG_337 | |
|  |  |
|  | 试题编号：20200322-xyq-40 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |
|  | 试题解析： |

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| 21. | 小明想实现小女孩跳芭蕾舞的动画，但程序执行后没有看到小女孩动作变化，  用下面哪个方法可以帮助他实现正确的效果？（ ）  IMG_338 IMG_339 |
|  | |  |  | | --- | --- | | A. | 造型太少，需要多复制几个造型 |  |  |  | | --- | --- | | B. | 在切换造型和下一个造型积木后面加入等待时间  IMG_340 |  |  |  | | --- | --- | | C. | 上下拖动造型，重新给造型排序 |  |  |  | | --- | --- | | D. | 造型太多，需要删除一些造型 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-cb05 |
|  | 试题类型：单选题 |
|  | 标准答案：B |
|  | 试题难度：一般 |

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| 22. | 点击下图中哪个按钮可以绘制新背景？（ ） IMG_341 |
|  | |  |  | | --- | --- | | A. | A |  |  |  | | --- | --- | | B. | B |  |  |  | | --- | --- | | C. | C |  |  |  | | --- | --- | | D. | D | |
|  |  |
|  | 试题编号：20200322-zhb-12 |
|  | 试题类型：单选题 |
|  | 标准答案：C |
|  | 试题难度：一般 |

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| 23. | 下图中哪个按钮可以实现填充颜色？（ ）  IMG_342 |
|  | |  |  | | --- | --- | | A. | IMG_343 |  |  |  | | --- | --- | | B. | IMG_344 |  |  |  | | --- | --- | | C. | IMG_345 |  |  |  | | --- | --- | | D. | IMG_346 | |
|  |  |
|  | 试题编号：20200319-xyq-12 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |
|  | 试题解析： |

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| 24. | 下面哪个积木可以让角色左右运动时不倒立？（ ） |
|  | |  |  | | --- | --- | | A. | IMG_347 |  |  |  | | --- | --- | | B. | IMG_348 |  |  |  | | --- | --- | | C. | IMG_349 |  |  |  | | --- | --- | | D. | IMG_350 | |
|  |  |
|  | 试题编号：20200408-liaoyonghong-Js05 |
|  | 试题类型：单选题 |
|  | 标准答案：D |
|  | 试题难度：一般 |

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| 25. | 下图中哪个按钮可以上传声音？（ ） IMG_351 |
|  | |  |  | | --- | --- | | A. | A |  |  |  | | --- | --- | | B. | B |  |  |  | | --- | --- | | C. | C |  |  |  | | --- | --- | | D. | D | |
|  |  |
|  | 试题编号：20200323-zhb-17 |
|  | 试题类型：单选题 |
|  | 标准答案：A |
|  | 试题难度：一般 |

二、判断题(共10题，每题2分，共20分)

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| 26. | 如图所示，积木的运算结果是12。（ ）  IMG_352 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 试题编号：20200308-hl-43 |
|  | 试题类型：判断题 |
|  | 标准答案：错误 |
|  | 试题难度：一般 |

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| 27. | 点击图1或图2按钮，都可以从音乐库中“选择一个声音”。（ ）  IMG_353IMG_354  图1   图2 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 试题编号：20200308-hl-38 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 28. | 下面舞台的程序可以播放“Dance Around”这首音乐。（ ）  IMG_355 IMG_356 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 试题编号：20200323zxm-36 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 29. | 鼠标移到IMG_357按钮，在弹出的上拉列表中，点击IMG_358按钮可以绘制新角色。（ ） |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 试题编号：20200308-hl-10 |
|  | 试题类型：判断题 |
|  | 标准答案：错误 |
|  | 试题难度：一般 |

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| 30. | 改变下图中“大小”的数值，可以调整“Bear”角色的大小。（ ）  IMG_359 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 试题编号：20200308-hl-17 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 31. | 使用下面积木，可以让角色倒退。（ ）  IMG_360 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 试题编号：20200308-hl-30 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 32. | 只有删除了当前背景才可以添加新背景。（ ） |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 试题编号：20200322zxm-15 |
|  | 试题类型：判断题 |
|  | 标准答案：错误 |
|  | 试题难度：一般 |

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| 33. | 点击红框中的按钮都可以删除角色。（ ）  IMG_361  IMG_362 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
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|  | 试题编号：20200308-hl-07 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 34. | 点击图1或图2按钮都可以可以“选择一个背景”。（ ）  IMG_363IMG_364  图1   图2 |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 试题编号：20200308-hl-14 |
|  | 试题类型：判断题 |
|  | 标准答案：正确 |
|  | 试题难度：一般 |

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| 35. | 在编写程序时，如果不小心删除了积木，就没办法撤销删除操作。（ ） |
|  | |  |  |  | | --- | --- | --- | | 正确 | 错误 |  | |
|  |  |
|  | 试题编号：20200322zxm-03 |
|  | 试题类型：判断题 |
|  | 标准答案：错误 |
|  | 试题难度：一般 |

三、编程题【该题由测评师线下评分】(共2题，共30分)

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| 36. | ****题目：小鸡与鸭妈拥抱****  IMG_365  1.准备工作 （1）背景：Farm; （2）角色：Chick、Duck。 2.功能实现 （1）角色的初始位置、方向和造型如图所示。 （2）点击绿旗Chick向右走去，边走边切换造型； （3）点击绿旗Duck向左走去； （4）2个动物拥抱后停止移动，Duck播放声音“Duck”。 |
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|  | 试题编号：20200323-lingqiuhong-05 |
|  | 试题类型：编程题 |
|  | 标准答案：  ****评分标准：**** （1）添加角色Chick、Duck和背景Farm。（1分） （2）初始位置、方向、造型。（1分） （2）Chick向右走去，边走边切换造型。（5分） （3）Duck向左走去。（4分） （4）俩碰到停止后Duck播放声音“Duck”。（4分） |
|  | 试题难度：一般 |
|  | 试题解析：  ****参考程序：****  （1）小鸡                                                （2）鸭子  IMG_366 IMG_367 |

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| 37. | ****题目：字母AB点头问好****  IMG_368      图1  IMG_369 IMG_370       图2                        图3  IMG_371 IMG_372      图4                         图5  1.准备工作  （1）背景：Chalkboard； （2）角色：Glow-B，Glow-A。 2.功能实现 （1）点击绿旗，字母B和字母A初始化位置，如图1所示； （2）点击绿旗，字母B向右旋转一个角度，一步一步移到黑板上，点头两次，  如图2、图3所示； （3）点击绿旗，等到字母B点头后，字母A向左一步一步移到到黑板上，点头  两次，如图4、图5所示。 |
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|  | 试题编号：20200320-cqb-05 |
|  | 试题类型：编程题 |
|  | 标准答案：  ****评分标准：****  （1）能够选择题目要求的背景和角色。（2分） （2）初始字母B坐标。（2分） （3）初始化字母A坐标。（2分） （4）点击绿旗，字母B移到到黑板上，点头两次。（4分） （5）点击绿旗，等待字母B点头后，字母A移到黑板上，点头两次。（5分） |
|  | 试题难度：一般 |
|  | 试题解析：****参考程序：****  （1）字母B  IMG_373  （2）字母A  IMG_374 |