**Underline the correct answers**

1. Scratch can be used to make games.
2. True b. False
3. We use motion block to control movement.
4. True b. False
5. In Scratch the sprite moves only in one direction.
6. True b. False
7. The main character in m-block is called.
8. Splite b. Sprite c. Protagonist
9. Scratch is also called as M-block.
10. True b. False
11. In Scratch, we can select only one sprite during the design of project.
12. True b. False
13. In Scratch we can save our projects when we are done.
14. True b. False
15. A background can be located on the bottom part of the screen.
16. True b. False
17. There are **four (4)** commands we can use to give out instructions.
18. True b. False
19. Where can we locate the *move 10 steps block*?
20. Move block b. Motion block c. Looks block
21. What is the name of the block we use to start projects in scratch?
22. Start b. When green flag is raised c. when green flag is clicked.
23. We can run our project at where we build the project?
24. True b. False
25. The cat is among the sprites we can select when designing projects in scratch.
26. True b. False
27. The values in **move 10 steps block** can be changed to other values when needed.
28. True b. False
29. The flag in m-block can be represented by which colour.
30. Red b. Brown c. Green
31. The blocks in m-block are selected clicking on them.
32. True b. False
33. One example of a sprite we can chose for our project is panda.
34. True b. False
35. You can use your name as a sprite.
36. True b. False
37. Sprites can talk when building your project.
38. True b. False
39. The background is the area behind where the sprites are seen.
40. True b. False

**SECTION A**

1. Scratch can be used to make games.
2. True b. False
3. We use motion block to control movement.
4. True b. False
5. In Scratch, the sprite moves only in one direction.
6. True b. False
7. Scratch is also called M-block.
8. True b. False
9. In Scratch, we can select only one sprite during the design of project?
10. True b. False
11. In Scratch, we can save our projects when we are done.
12. True b. False
13. A background can be located on the bottom part of the screen.
14. True b. False
15. There are **four (4)** commands we can use to give out instructions.

a. True b. False

1. The main character in m-block is called.
2. Splite b. Sprite c. Protagonist
3. Where can we locate the *move 10 steps block*?
4. Move block b. Motion block c. Looks block
5. What is the name of the block we use to start projects in scratch?
6. Start b. When green flag is raised c. When green flag is clicked.
7. We can run our project at where we build the project.
8. True b. False
9. The cat is among the sprites we can select when designing projects in scratch.
10. True b. False
11. The values in **move 10 steps block** can be changed to a different value when needed.
12. True b. False
13. The flag in m-block can be represented by which colour?
14. Red b. Brown c. Green

**SECTION B**

**Answer all questions in this section**

1. List **five (5)** blocks used to give out commands. (5 marks)

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1. Describe how to change the background of your project. (5 marks)

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1. List **five (5)** blocks located on the Motion block. (5 marks)

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1. List **five (5)** examples of sprites that you can select for your project. (5 marks)

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**SECTION A**

**Underline the correct answers. (20 MARKS)**

1. What is the correct meaning of the abbreviation VCG?
2. Visual Coding for Games
3. Virtual Coding for Games
4. Virtual Code for Games
5. Which block can be used to select an item?
6. Select item b. spaun item c. spawn item
7. The first project to be completed in the VCG course is…………………………
8. The Project B b. space exploration c. start game
9. Where can we locate the symbol to save our project?
10. Bottom b. top-left c. top-right
11. Jayden can save the world by himself.
12. True b. False
13. Jayden can have an additional name by smashing one of the items.
14. True b. False
15. Jayden can only travel through space without burning.
16. True b. False
17. Commands are used to instruct Jayden against its will.
18. True b. False
19. Item selection is done at where the blocks are located.
20. True b. False
21. Events are important actions that causes other actions to follow.
22. True b. False

**SECTION B**

**Answer all questions in this section.**

1. List **five (5)** projects found on the VCG platform. (5 marks)

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1. List **five (5)** sub-blocks that is located at the **game block.** (5 marks)

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1. What is the block used to start a project in VCG? (4 marks)

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1. Enumerate **five (5)** items that can be selected when building a project in VCG.

(5 marks)

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1. Describe who Jayden is according to the VCG platform? (5 marks)

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1. Explain the meaning of *command* in VCG? (5 marks)

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1. List **three (3)** features of Events block. (6 marks)

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**SECTION A**

**Choose the correct answers**

1. Which of the following is the correct meaning of the abbreviation VCG?
2. Visual Coding for Games
3. Virtual Coding for Games
4. Virtual Code for Games
5. Jayden can save the world because he is an artificial intelligent robot.
6. True b. False
7. Jayden can have an additional name by smashing one of the items.
8. True b. False
9. Jayden can only travel through space without burning.
10. True b. False
11. Blocks are used to instruct Jayden against its will.
12. True b. False
13. Which block can be used to select an item?
14. Select item b. spaun item c. spawn item
15. Item selection is done where the blocks are located.
16. True b. False
17. Which of the following features shows first when you open when you open the VCG platform?
18. The Project name b. start c. start game
19. Where can we locate the symbol to save our project?
20. Bottom. b. top-left c. top-right
21. Events are important actions that causes other actions to follow.
22. True b. False

**SECTION B**

**Answer all the questions in this section.**

1. List **five (5)** projects found on the VCG platform. (5 marks)

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1. List **five (5)** sub-blocks that is located at the **control block.** (5 marks)

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1. What is the use of the **if** block in building projects? (3 marks)

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1. Enumerate **five (5)** items that can be selected when building a project in VCG.

(5 marks)

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1. Describe how to delete a command block on the VCG platform? (4 marks)

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1. Explain the meaning of command and give **three (3)** examples of them in VCG. (5 marks)

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1. List **three (3)** features of the Event block. (3 marks)

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**Answer all questions**

1. What is Arduino? (3 marks)
2. Define the following terms. (10 marks)

i. Current

ii. Conductor

iii. Insulator

iv. resistor

v. Electricity

3. What is data type? (4 marks)

4. Enumerate 5 types of data used in Arduino. (5 marks)

5. Explain each of the data type as stated above. (10 marks)

6. List **five (5)** parts of the electrical circuit and their functions. (10 marks)

7. State the full meaning of the following of the abbreviations. (4 marks)

i. LED

ii. CPU

1. List **four (4)** parts of the Arduino board. (4 marks)

**Answer all questions**

1. List **four (4)** examples of conditional statements. (4 marks)
2. Describe the procedure to follow when saving your code for the first time.

(6 marks)

1. Mention **five (5)** features displayed when you click on the file at the menu bar.

(5 marks)

1. Describe how current moves in an electrical circuit. (4 marks)
2. Explain the term sketch as applied to Arduino. (4 marks)
3. Draw an electrical circuit and label it’s part. (6 marks)
4. Explain **five (5)** functions used to solve problems in Arduino. (10 marks)
5. Explain the relationship between electrical current and resistor. (4 marks)
6. State the mathematical formula for calculating the ohm’s law. (3 marks)
7. List **three (3)** parts of the Arduino board. (3 marks)