END OF TERM EXAMINATION

Grade 1

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 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. Begin c. 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 another 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

END OF TERM EXAMINATION

Grade 2

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 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. Begin c. 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 a different value when needed.
28. True b. False
29. The flag in m-block can be represented by which colour?
30. Red b. Brown c. Green

SECTION B

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

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………..

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

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

……………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

GRADE 3 and 4

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

SECTION B

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

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

……………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

1. What is the block used to start a project in VCG? (3 marks)

……………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………..

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

(5 marks)

……………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………..

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

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………..

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

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

SECTION B

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

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

(5 marks)

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

1. What is the use of the **if** block in building projects?

(3 marks)

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

……………………………………………………………………………………………………………………………………

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

(5 marks)

…………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

1. Describe how to delete a command block on the VCG platform? (3 marks)

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………………

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

Grade 8.

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 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)

1. Explain the term sketch as applied to Arduino. (4 marks)
2. Draw an electrical circuit and label it’s part. (6 marks)
3. Explain five functions used to solve problems in Arduino.

(10 marks)

1. Explain the relationship between electrical current and resistor. (4 marks)
2. State the mathematical formula for calculating the ohm’s law. (3 marks)