



**COMPUTER 6
FINAL REVISION SHEET
A.Y. 2020 - 2021**

Name: _____

Date: _____

CHAPTER 4 PROGRAMMING: THE FROG MAZE

A. Match the description with the correct answer.

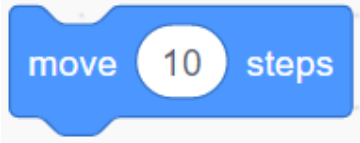
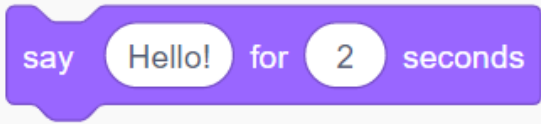
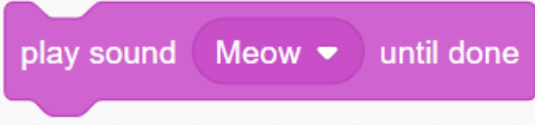

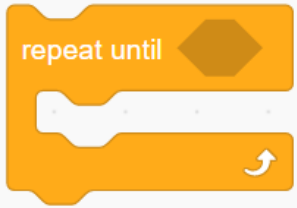
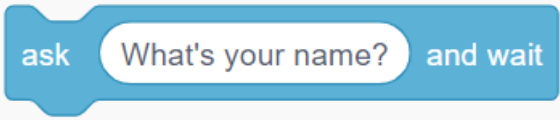

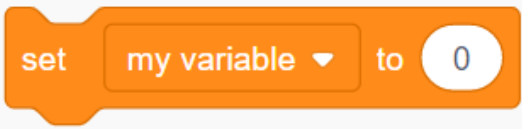
Column A

1. It is a short program that typically controls one thing. _____
2. These are two numbers that set the position of a point on the screen. _____
3. It is a loop controlled by a logical test. _____
4. It is the number that sets the left/right position of a point on the screen. _____
5. It is the number that sets the up/down position of a point on the screen _____
6. It stores a group of commands. _____
7. It is to copy a file from your own computer to the web server. _____
8. It is to make changes to a file. _____

Column B

- A. x/y coordinate
- B. module
- C. Script
- D. y coordinate
- E. Edit
- F. x coordinate
- G. Conditional loop
- H. Upload

B. Match the blocks with its name.

1. _____		A. Control Block
2. _____		B. Events Block
3. _____		C. Variables Block
4. _____		D. Motion Block
5. _____		E. Sound Block
6. _____		F. Operators Block
7. _____		G. Looks Block
8. _____		H. Sensing Block

C. Write **T** if the statement is correct and **F** if the statement is incorrect.

1. The x coordinate sets how far up or down the screen a point is. ____
2. When the computer sees the name of a module in the program, it will carry out all the commands stored in the module. ____
3. Modules makes programs shorter and harder to read. ____
4. Programmers can use a module in more than one part of their program. ____
5. Programmers can use modules in new programs. ____

D. Fill in the blanks.

start up **end game** **My Bocks** **procedures** **mini-program**

1. A module is like a _____ that stores a series of commands.
2. In Scratch, modules are called _____ or functions
3. In some programming languages, modules are called _____
4. You can make a module called _____ to store all the starting commands that come before the loop in this module.
5. You can make a module called _____ to store all the commands from the end of the game.

CHAPTER 5 MULTIMEDIA: OUR SCHOOL SURVEY

A. Fill in the blanks.

Sensors black box flight data recorder polygraph analogue

1. Chart recorders are _____ devices that were used to record different values on rolls of paper.
2. A _____ is a kind of chart recorder. It is sometimes used as lie detector and also record parameters for breathing, sweating and blood pressure.
3. The most famous data logger is a _____.
4. A FDR is often called a _____, but it is painted orange, so it can be more easily found in an accident.
5. Smartphones have built in _____ that record data all the time.

magnetometer proximity camera accelerator GPS sensor

6. _____ to sense the device's location by measuring the distance to satellites in space.
7. _____ and gyroscope to sense the device's position and direction of movement.
8. _____ and ambient light sensor to sense light
9. _____ sensor to sense objects nearby
10. _____ to sense the phone's direction, such as a compass.

B. Match the following

- | | |
|--|----------------------|
| 1. It is a data that cannot be counted. It describes things. _____ | A. Quantitative data |
| 2. It is a data that can be counted, for example, the amount of rainfall in a day. _____ | B. transcribe |
| 3. It is very important when you transcribe data. Data should tell the truth, so it needs to be correct. _____ | C. Qualitative data |
| 4. It is copying information from one format to another. _____ | D. Fieldwork |
| 5. It is a work done away from an office. It often uses portable devices. _____ | E. Data accuracy |

C. Choose the correct answer.

1. It is a screen shown during a presentation.
a. animation b. theme c. slide
2. It is a presentation software.
a. Microsoft Powerpoint b. Microsoft Word c. Microsoft Excel
3. It is a kind of animation that is shown when a presentation slide changes.
a. Theme b. Transition c. Design
4. It changes the colours and fonts. It adds patterns and borders to slides.
a. Theme b. Transition c. Design
5. It is a file containing digital data about a sound recording.
a. Audio file b. Handouts c. Transition

6. It is the printed version of a presentation and it shows all the slides together on one or more pieces of paper.

a. Audio file

b. Handouts

c. Transition

ANSWER KEY

CHAPTER 4

A.

1. C
2. A
3. G
4. F
5. D
6. B
7. H
8. E

B.

1. D
2. G
3. E
4. B
5. A
6. H
7. F
8. C

C.

1. F
2. T
3. F
4. T
5. T

D.

1. Mini-program
2. Procedures
3. 'My Blocks'
4. Start up
5. End game

CHAPTER 5

A.

1. Analogue
2. Polygraph
3. Flight data recorder
4. Black box
5. Sensors
6. GPS sensor
7. Accelerator
8. Camera
9. Proximity
10. Magnetometer

B.

1. C
2. A
3. E
4. B
5. D

C.

1. C
2. A
3. B
4. A
5. A
6. B