



COMPUTER 3
FINAL TERM REVISION
A.Y. 2020-2021

Name: _____

Date: _____

CHAPTER 4 PROGRAMMING: THE DRAWING BUG

A. Match the word with its description.

Column A

1. Angle _____

2. Degrees _____

3. Erase _____

4. Error _____

5. Fixed value _____

6. Requirement _____

7. Variable value _____

Column B

A. It is to rub out or wipe out.

B. It is a value in a program that can change. For example, the number may be an input from the user.

C. It is used to measure the size of an angle or turn.

D. It is the shape formed where two lines meet to make a corner.

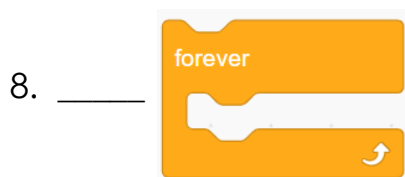
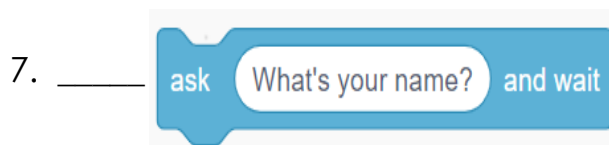
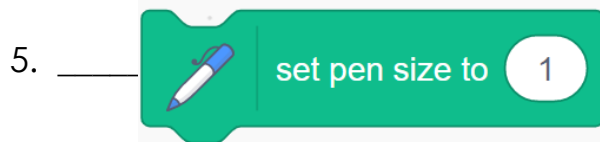
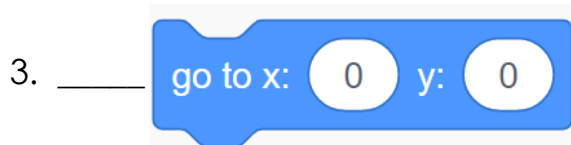
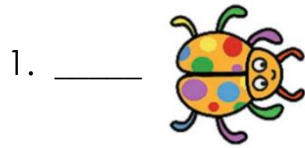
E. It is a statement of what output a program must produce.

F. It is a mistake in a program

G. It is a value in a program that does not change.

B. Match the symbols to its name or description. Write the letters on the line.

Column A



Column B

A. Ask block

B. This block will rub out any old drawings on the screen.

C. Sprite

D. This will move the sprite to the middle of the screen

E. Add Extension symbol

F. Forever loop

G. Pen blocks

H. This block will make the pen line wider

C. Write **True** if the statement is correct and **False** if the statement is incorrect.

1. You can draw an endless rainbow line on the screen using a 'forever' loop. _____
2. If any of the command blocks are missing the program will work properly. _____
3. The number of degrees is shown in the 'move steps' block.

4. If the number of steps is big, the star will be big. _____
5. The number of steps is a fixed value. The number can change.

6. Commands before the forever loop happen only once. _____
7. Degrees measure how far something turns to the left or right.

8. The answer block represents the input from the user. _____
9. If the number of steps is small, the star will be big. _____
10. A program cannot have errors in it. _____

CHAPTER 5 MULTIMEDIA: STORYLAND

A. Fill in the blanks.

Images navigation panel slide show slides digital story

1. A _____ is a way of sharing a set of ideas, text and images with other people.
2. A _____ is a page in a slide show.
3. A _____ uses images, words and sometimes sounds to tell a story.
4. In the _____ you can see all your slides and it where you can move your slides around.
5. You can add _____ or picture to make your digital story more interesting.

plot theme animation text box import

6. You can _____ to add text and picture from another place on the internet, a camera on your computer to a file such as presentation.
7. A _____ is a box that you can draw that you can type words into.
8. _____ is a way of making the text or pictures on your slide show move.
9. A _____ makes a slide look more colorful. It is a slide with colours, fonts and effects that are already there when you open the slide.
10. The _____ is what happens in the story.

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

1. You can change the font size, style or colour of your title slide. _____
2. Images can be a drawing you have made in another program. _____
3. You cannot import an image you have saved in your computer. _____
4. You cannot add other text to your slide. _____
5. When you use computers to create a slide show, you cannot make changes easily. _____
6. You can correct the spelling mistakes in your presentation. _____
7. You can make animations to make text or images appear or disappear on a slide. _____
8. You can change the theme by clicking on the Transition tab. _____
9. You click on Home to add a slide. _____
10. Images can be a free image from the internet. _____

ANSWER KEY

CHAPTER 4		
A.	6. TRUE	B.
1. D	7. TRUE	1. TRUE
2. C	8. TRUE	2. TRUE
3. A	9. FALSE	3. FALSE
4. F	10. FALSE	4. FALSE
5. G		5. FALSE
6. E	CHAPTER 5	6.TRUE
7. B		7. TRUE
	A.	8. FALSE
B.	1. slide show	9. TRUE
1. C	2. slides	10. TRUE
2. E	3. digital story	
3. D	4. navigation panel	
4. B	5. images	
5. H	6. import	
6. G	7. text box	
7. A	8. animation	
8. F	9. theme	
	10. plot	
C.		
1.TRUE		
2. FALSE		
3. FALSE		
4. TRUE		
5. FALSE		