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Coders Camp

1. What is computational thinking?
 - A. Giving instructions to a computer
 - B. Thinking like a computer - in binary
 - C. Using a set of techniques and approaches to help to solve problems

2. Which of the following is an example of thinking computationally?
 - A. Planning out your route when going to meet a friend
 - B. When going to meet a friend, wandering around until you find them
 - C. When going to meet a friend, asking a parent to plan your route for you

3. What is decomposition?
 - A. Breaking down a complex problem or system into smaller, more manageable parts
 - B. Adding detail to make a problem more complex
 - C. When you ignore the unnecessary detail in a problem

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4. What is abstraction?
 - A. The process of filtering out unnecessary detail
 - B. The process of filtering out irrelevant characteristics
 - C. The process of filtering out irrelevant characteristics and unnecessary detail
5. Which of the following is a general characteristic?
 - A. Dogs run quickly
 - B. This dog has a wet nose
 - C. This dog has a brown coat
6. Which of the following is **NOT** a general characteristic?
 - A. Books are fun to read
 - B. This book is fun to read
 - C. My books are fun to read

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7. When drawing a dog, which of the following characteristics could be ignored?
 - A. Dogs run quickly
 - B. Dogs have paws
 - C. Dogs have a nose

8. What is an algorithm?
 - A. Patterns and trends used to solve a problem
 - B. A set of step-by-step instructions to resolve a problem
 - C. A programming language

9. How can an algorithm be represented?
 - A. As a flowchart
 - B. As pseudocode
 - C. As a flowchart or pseudocode