Lesson 2: Penguin and Fish
Assessment

Name:_____ Grade: _____ School: _____ Date: _____

1. Choose the correct answer:

1. _____is a computer programming language .
A) Microsoft PowerPoint B) Microsoft Word C) Paint D) Scratch

2. Scratch is used to make _____.
A) Games B) Animations C) Interactive applications D) All of the above

3. Learning to code helps us in _____.
A) thinking B) making creative projects C) learning a skill relevant to current world D) All of the above

4. What will happen when the block

is clicked?

A) sprite will turn 90 degrees B) sprite will wait for 1 seconds before following the next instructions
C) sprite will move 50 steps C) sprite will face towards right direction

5. What will happen when the block

is clicked?

A) sprite will turn 90 degrees B) sprite will wait for 1 seconds before following the next instructions
C) sprite will move 50 steps C) sprite will face towards right direction

6. What will happen when the block

is clicked?

A) sprite will turn 90 degrees B) sprite will wait for 1 seconds before following the next instructions
C) sprite will move 50 steps C) sprite will face towards right direction

7. A set of instructions that a computer can understand to complete a task is called _____.
A) Algorithm B) Sequence C) Program D) Direction

8. What will happen if we give the below mentioned instructions to a Sprite?

A) Sprite will point in right direction, move 50 steps, wait for a second , move 50 steps again
B) Sprite will point in left direction, move 50 steps, wait for a second, move 50 steps again
C) Sprite will point in left direction then move 50 steps and then wait for a second
D) Sprite will move 50 steps, wait for a second, move 50 steps again, point in left directions

9. The sprite has to go left 50 steps and then move up 50 steps. Which of the following is the correct program?

A)

B)

C)

D)