

NAME: \_\_\_\_\_

GRADE: \_\_\_\_\_

### Activity: multiple choice questions

#### Sequencing

Q1. Which one of the following segments of code would be the most precise block to use to draw a blue square in Scratch?

A

```
when clicked clicked
pen down
set pen color to blue
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
```

B

```
when clicked clicked
set pen color to blue
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
move 30 steps
turn 90 degrees
```

C

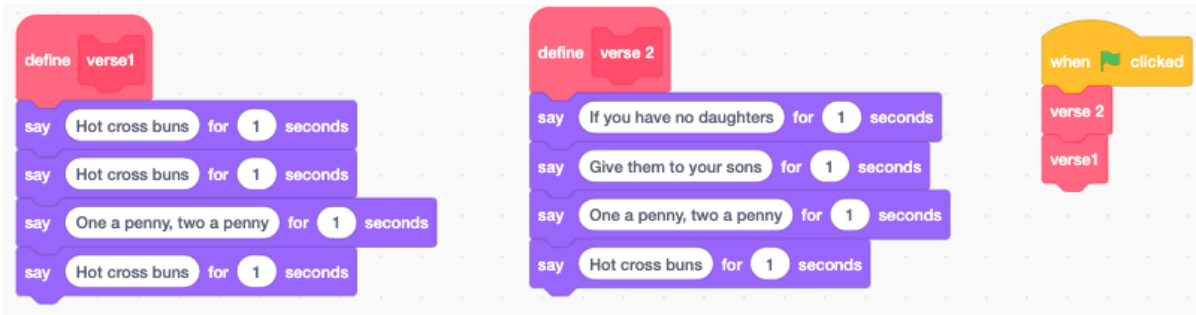
```
when clicked clicked
draw square
```

D

```
when clicked clicked
pen down
set pen color to blue
move steps
turn degrees
move steps
turn degrees
move steps
turn degrees
move steps
turn degrees
```

Answer	
Justification	

Q2. Would the following program correctly play the nursery rhyme *Hot Cross Buns*?



Answer	
Justification	

**Variables**

Q3. What would the output of “say weather” be at the end of this program?



A	rain
B	cloudy
C	rain, sun, rain, cloudy
D	weather

Answer	
Justification	

Q4. What value would be held by the 'name1' variable and the 'name2' variable at the end of this program?

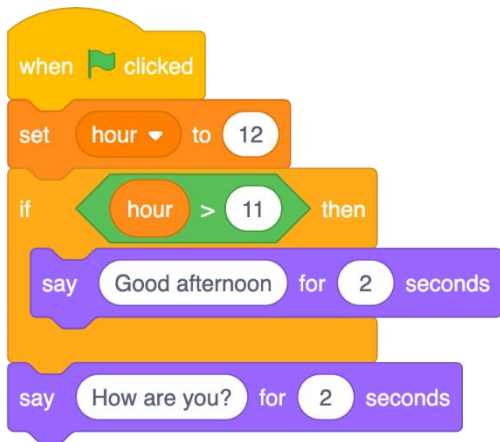
```
when green flag clicked
  set name1 to Jordan
  set name2 to Riley
  set name1 to name2
  say name1 for 1 seconds
  say name2 for 1 seconds
```

A	name1 = Jordan name2 = Riley
B	name1 = Riley name2 = Jordan
C	name1 = Jordan name2 = Jordan
D	name1 = Riley name2 = Riley

Answer	
Justification	

## Selection, conditions, and operators

Q5. What will be the output of this program when it is executed? (What will the sprite say?)



A	Good afternoon
B	How are you?
C	Good afternoon How are you?
D	Nothing will be outputted/said

Answer	
Justification	

Q6. What will be the output of this program when it is executed? (What will the sprite say?)

```

when green flag clicked
  set hour to 12
  if hour < 12 then
    say Good morning for 2 seconds
  else
    say Good afternoon for 2 seconds
  say How are you? for 2 seconds
  
```





A	Good afternoon How are you?
B	How are you?
C	Good morning Good afternoon How are you?
D	Good morning How are you?

Answer	
Justification	

Q7. Which of the conditions would evaluate to 'true' with the following inputs?

```

set number1 to 30
set number2 to 90
    
```

		<i>Write YES if evaluates as true</i>	<i>Explain why the incorrect answers evaluate as false</i>
A			
B			
C			
D			

## Count-controlled iteration

Q8. Which of the following blocks of code would make the Scratch cat say “1, 2, 3”, leaving a second in between each number?

A

```
when clicked clicked
set number to 1
repeat 3
say number for 1 seconds
```

B

```
when clicked clicked
set number to 1
repeat 3
change number by 1
say number for 1 seconds
```

C

```
when clicked clicked
set number to 1
repeat 3
say number for 1 seconds
change number by 1
```

D

```
when clicked clicked
repeat 3
say number for 1 seconds
change number by 1
```

Answer	
Justification	

Q9. What will be the output of this program when it is executed? (What will the sprite say?)

```

when green flag clicked
  set hour to 10
  repeat (4)
    if (hour = 12) then
      say Lunchtime for 1 seconds
    else
      say hour for 1 seconds
    change hour by 1
  
```

A	10 ,11, Lunchtime, 12
B	10, 11, Lunchtime, 13
C	10, 11, 12, 13
D	10, 11, Lunchtime, 12, 13

Answer	
Justification	

Q10. What will be the output of this program when it is executed? (What will the sprite say?)

```

when clicked
  set weather to Sun
  repeat 3
    say weather for 1 seconds
    set weather to Rain
  if weather = Rain then
    say It's raining for 1 seconds
  
```

A	Sun, Rain, It's raining
B	Sun, Rain, Rain
C	Sun, Rain, Rain, It's raining
D	Sun, It's raining

Answer	
Justification	

**END OF QUESTIONS**