Question 1-15: 1 mark each = 15 marks

Question 16-20: 2 marks each = 10 marks

TOTAL = 25 MARKS

GRADE 1

SECTION A (25 marks)

1. (B) Sensors
2. (C) Controller
3. B) Repeats the code a certain number of
4. C) Move
5. (A) Left turn block
6. (B) A list of steps to solve a problem
7. (B) Shouting loudly
8. (A) A green flag
9. (B) To move and work
10. (A) Fixing mistakes in the code
11. (B) Use a forever block
12. (A) Red stop block
13. (B) Check and fix the code
14. (B) In their memory
15. (B) Touch sensor
16. (A) Light sensor
17. (B) A code
18. (B) Start the script
19. (B) Write in a speak block
20. (A) Orange

Question 1-20: 1 mark each = 20 marks

Question 21-25: 2 marks each = 10 marks

TOTAL = 30 MARKS

GRADE 2

SECTION A (30 marks)

1. (B) Writing instructions for computers
2. (A) Robot
3. (C) A set of instructions for a computer
4. (A) To make the character move
5. (B) Repeats the instructions inside it
6. (A) Fixing errors in the code
7. (B) A computer
8. (B) Using sensors
9. (C) The CPU
10. (B) Debug it
11. (A) Speak block
12. (B) Green flag
13. (B) Keyboard
14. (A) Red
15. (B) When it completes its program
16. (A) Stories
17. (A) Makes the character wait for a certain amount of time
18. (C) They can follow instructions
19. (B) Keyboard
20. (A) It allows creators to animate characters and objects easily
21. (B) To make a decision in the code
22. (B) Move block with an 8 in it
23. (B) Repeating steps in the code
24. (A) They help the robot to see and hear
25. (A) To improve problem-solving skills

GRADE 3

SECTION A (20 marks)

1. C) A step-by-step instruction to complete a task
2. B) It follows instructions to perform tasks
3. C) Keyboard
4. B) To repeat a set of instructions
5. B) Fixing problems in a program
6. B) A robot
7. C) To run the program on a computer
8. B) To find information and communicate
9. C) A monitor
10. C) Moving a sprite
11. B) A character or object you can program
12. A) To store and change data during a program
13. C) It starts the program
14. B) Repeat block
15. B) By using a 'say' block
16. B) Researching information
17. C) Using the computer to do homework
18. C) To give it instructions to follow
19. C) Using strong passwords
20. C) It helps share ideas and improve designs

SECTION B (5 marks)

1. False
2. True
3. True
4. False
5. False

SECTION C (25 marks

Question 1: Create a Scratch project where a sprite greets the user with a "Hello" message and then moves across the screen. (5)

Code:

1. When green flag clicked
2. Say "Hello" for 2 seconds
3. Move 10 steps
4. Turn 15 degrees
5. Wait 1 second

Mark allocation:

- Starting the script with the green flag **(1 mark)**
- Displaying a greeting message **(1 mark)**
- Making the sprite move **(1 mark)**
- Adding a turn to the sprite's movement **(1 mark)**
- Incorporating a wait time to observe the animation **(1 mark)**

Question 2 : Program a Scratch project to help users learn the correct sequence of a simple morning routine: brushing teeth, getting dressed. (5)

Code:

- When green flag clicked
- Ask "What is the first thing we do in the morning?" and wait
- If <answer = "brush teeth">
- Say "Correct! Now get dressed!"
- Else
- Say "Try again! We start by brushing teeth."

Mark allocation:

- **Program Initialisation:** Starting the program with the green flag. **(1 mark)**
- **Asking the question:** Prompting the user to input the first activity. **(1 mark)**
- **Correct answer feedback:** Providing positive feedback for the correct answer. **(1 mark)**

- **Incorrect answer handling:** Offering a hint and a chance to correct for a wrong answer. **(1 mark)**
- **Logical conditional:** Using an "If" block to check the user's answer and respond accordingly. **(1 mark)**

Question 3: Create a sprite that acts like a pet which reacts when it is clicked. (5)

Code:

- When green flag clicked
- When this sprite clicked
- Change colour effect by 25
- Play sound [meow or bark]
- Say "Pet me more!" for 2 seconds

Mark allocation:

- Setting up the program start **(1 mark)**
- Detecting sprite click interaction **(1 mark)**
- Changing the sprite's colour effect **(1 mark)**
- Playing a sound to give life to the sprite **(1 mark)**
- Having the sprite ask for more interaction **(1 mark)**

Question 4: Program a game where the sprite counts from 1 to 10 out loud. (5)

Code

- When green flag clicked
- Repeat 10 times
- Say (current loop count) for 1 second
- Change colour effect by 10
- Wait 0.5 seconds

Mark allocation:

- Starting the loop with the green flag **(1 mark)**
- Using a repeat loop to count **(1 mark)**
- Saying numbers out loud **(1 mark)**
- Changing colour with each number **(1 mark)**
- Proper timing between numbers **(1 mark)**

Question 5: Create a simple animation where three sprites dance on the stage when a key is pressed. (5)

Code:

1. When green flag clicked
2. Forever
3. If key [space] pressed then
4. Each sprite: move 15 steps
5. Each sprite: turn 15 degrees

Mark allocation:

- Initialising the animation (1 mark)
- Setting up a forever loop for continuous action (1 mark)
- Checking for key press to start dancing (1 mark)
- Moving the sprites as part of the dance (1 mark)
- Adding a turning action to complete the dance moves (1 mark)