GRADE 1

DATE: 25 AUGUST 2025

TIME: 60 MINUTES

INSTRUCTIONS:

1. This booklet consists out of multiple-choice questions.
2. The total of this booklet is out of twenty five marks.
3. You have 60 minutes for the paper.
4. Read the questions carefully before answering.
5. Visit the website: www.saolympiads.co.za.

NAME OF LEARNER:	
SCHOOL:	**GRADE:**

SECTION A: MULTIPLE CHOICE QUESTIONS

1. What does a robot use to see things around it? (1)

   A. Wheels
   B. Sensors
   C. Lights

2. What do we call the brain of the robot? (1)

   A. Motor
   B. Sensor
   C. Controller

3. What does the 'repeat' block do in ScratchJr? (1)

   A. Stops the code
   B. Repeats the code a certain number of times
   C. Makes the code louder

4. Which of these is something a robot can do? (1)

   A. Sleep
   B. Eat
   C. Move

5. If you want a robot to turn left, which block would you use in ScratchJr? (1)

   A. Left turn block
   B. Right turn block
   C. Stop block

6. What is an algorithm? (1)

   A. A type of robot
   B. A list of steps to solve a problem
   C. A part of the robot that lets it talk

7. Which of these is NOT a way to control a robot? (1)

   A. Using a remote
   B. Shouting loudly
   C. Writing code

8. What do you need to start a ScratchJr script? (1)

   A. A green flag
   B. A red block
   C. A blue sky

9. Why do robots need batteries? (1)

   A. To play music
   B. To move and work
   C. To light up

10. What does debugging mean? (1)

    A. Fixing mistakes in the code
    B. Cleaning the robot
    C. Painting the robot

11. How do you make a robot's code repeat forever in ScratchJr? (1)

    A. Use an end block
    B. Use a forever block
    C. Use a start block
    D. Use a loop block

12. Which block in ScratchJr stops the script? (1)

    A. Red stop block
    B. Green go block
    C. Yellow control block
    D. Orange speed block

13. What should you do if your robot is not working? (1)

A. Give it a rest
B. Check and fix the code
C. Turn up the volume
D. Take out the battery

14. Where do robots store the information they need? (1)

A. In their hands
B. In their memory
C. In their feet
D. In their batteries

15. What kind of sensor might a robot use to avoid obstacles? (1)

A. Colour sensor
B. Touch sensor
C. Smell sensor
D. Hearing sensor

16. If a robot needs to follow a line, what sensor is best? (2)

A. Light sensor
B. Sound sensor
C. Heat sensor
D. Gas sensor
E. Colour sensor

17. What do we use to give instructions to a computer? (2)

A. An storybook
B. A code
C. A paintbrush
D. A pen
E. A speaker

18. What does the blue flag mean in ScratchJr? (2)

    A. It's raining
    B. Start the script
    C. Stop the script
    D. Emergency
    E. Change sprite costume

19. How do you make a character in ScratchJr say something? (2)

    A. Draw a speech bubble
    B. Write a speak block
    C. Shout at the screen
    D. Use a green flag
    E. Change the speed

20. Which colour block would you use to make a robot wait before moving in ScratchJr? (2)

    A. Orange
    B. Blue
    C. Green
    D. Red
    E. Purple

(25)

Question 1-15: 1 mark each = 15 marks

Question 16-20: 2 marks each = 10 marks

TOTAL = 25 MARKS