GRADE 2

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 30 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 is coding? (1)

   A. Drawing pictures
   B. Writing instructions for computers
   C. Playing video games

2. Which device can be programmed to follow instructions? (1)

   A. Robot
   B. Pencil
   C. Book

3. What is a program in coding? (1)

   A. A list of sports
   B. A type of robot
   C. A set of instructions for a computer

4. Why do we use arrows in coding on ScratchJr? (1)

   A. To make the character move
   B. To change the color
   C. To draw pictures

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

   A. Makes the character laugh
   B. Repeats the instructions inside it
   C. Stops the game

6. What is debugging in coding? (1)

   A. Fixing errors in the code
   B. Breaking the computer
   C. Painting the code

7. Which tool can we use to write a program? (1)

   A. A hammer
   B. A computer
   C. A paintbrush

8. How does a robot sense objects around it? (1)

   A. Using its hands
   B. Using sensors
   C. Using lights

9. What do we call the 'brain' of the computer? (1)

   A. The screen
   B. The keyboard
   C. The CPU

10. What must you do if your code does not work? (1)

    A. Throw it away
    B. Debug it
    C. Ignore it

11. What block in ScratchJr makes the character speak? (1)

    A. Speak block
    B. Sound block
    C. Music block

12. What do we use to start a ScratchJr program? (1)

    A. Red stop button
    B. Green flag
    C. Blue go button

13. What is an input device for a computer? (1)

    A. Monitor
    B. Keyboard
    C. Speaker

14. Which colour block in ScratchJr stops everything? (1)

    A. Red
    B. Blue
    C. Purple

15. How does a robot know when to stop moving? (1)

    A. When it gets tired
    B. When it completes the program
    C. When it runs out of battery

16. What can you create with coding in ScratchJr? (1)

    A. Stories
    B. Paintings
    C. Sculptures
    D. Photographs

17. What does a wait block do in ScratchJr? (1)

    A. Makes the character wait for a certain amount of time
    B. Stops the programme permanently
    C. Makes the character cry
    D. Makes the character go fast

18. What is a common feature of robots? (1)

    A. They can paint
    B. They can sing
    C. They can follow instructions
    D. They can play games

19. What tool do you use to write a program on a computer? (1)

A. Paintbrush
B. Keyboard
C. Mouse
D. Speaker

20. What purpose does 'coding' serve in creating animations? (1)

A. It allows creators to animate characters and objects easily
B. It makes animations slower
C. It makes animations more difficult
D. It makes animations faster

21. When coding, what is an 'if' statement used for? (2)

A. To play music
B. To make a decision in the code
C. To draw pictures
D. To record your voice
E. To change your sprites costume

22. In ScratchJr, which block would you use to make a character move forward 8 steps after the green flag is clicked? (2)

A. Grow block with an 8 in it
B. Move block with an 8 in it
C. Loop block with an 8 in it
D. Shrink block with an 8 in it
E. Wait block with an 8 in it

23. What does 'loop' mean in programming? (2)

A. A type of dance
B. Repeating steps in a code
C. A drawing tool
D. A type of shape
E. A knot in a shoelace

24. What role do sensors play in robots? (2)

A. They help the robot to see and hear
B. They decorate the robot
C. They play music for the robot
D. They help the robot have fun
E. They help the robot to go faster

25. Why is it important to learn coding? (2)

A. To improve problem solving skills
B. To make the computer heavier
C. To colour the computer
D. To listen in school
E. To make the keyboard softer

(30)

Question 1-20: 1 mark each = 20 marks

Question 21-25: 2 marks each = 10 marks

TOTAL = 30 MARKS