SA OLYMPIADS E-mail: Info@saolympiads.co.za website: www.saolympiads.co.za

CODING & ROBOTICS ANSWERS

GRADE 1

Question 1-15: 1 mark each = 15 marks

Question 16-20: 2 marks each = 10 marks

TOTAL = 25 MARKS

SECTION A

1. (B) Sensor
2. (A) Motor
3. (B) Makes the character move ahead
4. (A) A toy car that moves by itself
5. (B) Right turn block
6. (B) Putting steps in the correct order
7. (B) Sound sensor
8. (B) The code starts running
9. (B) To work
10. (B) A mistake in the programme
11. (B) Repeat block
12. (C) Wait block
13. (B) Check the steps in the code
14. (B) Its programme
15. (A) Touch sensor
16. (C,E) Step forward, turn
17. (A,E) Steps, an algorithm
18. (B,D) Ends the programme, stops the script
19. (A,C) Change costume, paint the character
20. (A,E) Follow instructions ,sense their surroundings

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GRADE 2

Question 1-20: 1 mark each = 20 marks

Question 21-25: 2 marks each = 10 marks

TOTAL = 30 MARKS

SECTION A

1. (B) A set of steps to solve a problem
2. (A) Robot
3. (B) Follow instructions
4. (B) To put instructions in order
5. (B) Repeats actions
6. (A) Finding and fixing mistakes
7. (A) Tablet or computer
8. (A) Using sensors
9. (B) CPU
10. (B) Debug the code
11. (A) Move block
12. (B) Green flag
13. (B) Keyboard
14. (A) Red
15. (A) When the programme ends
16. (A) Stories
17. (A) Makes the character pause
18. (A) They need instructions to work
19. (B) Keyboard
20. (A) It controls actions and movement
21. (B) To make decisions [2 marks for the correct answer]
22. (A,B) Green flag block; Move block

23. (B) Doing something again and again [2 marks for the correct answer]

24. (A,B) They help robots collect information; They help robots sense the world

25. (A,B) To improve problem-solving skills; To think logically

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GRADE 3

SECTION A (20 marks)

1. (B) To give step-by-step instructions
2. (B) Follow instructions given by a user
3. (B) Keyboard
4. (B) They repeat instructions automatically
5. (B) To find and fix errors
6. (B) A robot
7. (B) To execute the instructions
8. (B) It provides information and learning resources
9. (C) Monitor
10. (B) Moving a sprite
11. (B) A character you control
12. (A) To store information that can change
13. (B) The program starts running
14. (B) Loop block
15. (A) Using a “say” block
16. (B) To do research and learn
17. (B) Using devices for schoolwork
18. (B) Giving it instructions to follow
19. (C) Using strong passwords
20. (B) It helps share ideas and solve problems

SECTION B (5 marks)

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

SECTION C (25 marks

Question 1: Create a Scratch project where a sprite introduces itself and then moves in a square. **(5)**

Code:

- When green flag clicked
- Say block with greeting
- Move block
- Turn 90 degrees
- Repeat 4 times

Question 2 : Programme a Scratch project that teaches the correct order of washing hands and drying hands. **(5)**

Code:

- When green flag clicked
- Ask and wait block
- If statement checking correct answer
- Correct feedback message
- Else block with retry message

Question 3: Create a clickable sprite that reacts with sound and movement. **(5)**

Code:

- When sprite clicked
- Play sound block
- Movement block
- Colour or visual effect
- Wait block

Question 4: Programme a Scratch project where a sprite counts from 1 to 5 aloud. **(5)**

Code

- When green flag clicked
- Repeat loop
- Say number block
- Counter change
- Wait block

Question 5: Create an animation where two sprites move and spin when a key is pressed. **(5)**

Code:

- When key pressed
- Move block
- Turn block
- Repeat or forever loop
- Correct interaction behaviour

TOTAL = 50 MARKS