CODING & ROBOTICS OLYMPIAD GRADE 1

DATE: 24 AUGUST 2026

TIME: 60 MINUTES

INSTRUCTIONS:

This booklet consists of multiple-choice questions.
The total of this booklet is out of twenty-five marks.
You have 60 minutes to complete the paper.
Read the questions carefully before answering.

Visit the website: www.saolympiads.co.za.

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

SECTION A: MULTIPLE CHOICE QUESTIONS

1. What helps a robot know when to stop moving? (1)
   A. Speaker
   B. Sensor
   C. Screen
2. Which part of a robot helps it move? (1)
   A. Motor
   B. Controller
   C. Battery
3. What does a 'move forward' block do in ScratchJr? (1)
   A. Makes the character talk
   B. Makes the character move ahead
   C. Stops the character

4. Which of these is a robot? (1)
   A. A toy car that moves by itself
   B. A book
   C. A chair

5. Which block would you use to make a character turn right in ScratchJr? (1)
   A. Left turn block
   B. Right turn block
   C. Jump block

6. What is sequencing? (1)
   A. Guessing what happens
   B. Putting steps in the correct order
   C. Drawing pictures

7. Which of these helps a robot hear sounds? (1)
   A. Light sensor
   B. Sound sensor
   C. Touch sensor

8. What happens when you tap the green flag in ScratchJr? (1)
   A. The computer or tablet turns off
   B. The code starts running
   C. The character disappears

9. What does a robot need electricity for? (1)
   A. To grow
   B. To work
   C. To sleep

10. What is a bug in coding? (1)
    A. An insect
    B. A mistake in the programme
    C. A robot part

11. Which block makes a character keep doing an action again and again? (1)
    A. Stop block
    B. Repeat block
    C. End block
    D. Go block

12. Which block tells a ScratchJr character to wait? (1)
    A. Move block
    B. Stop block
    C. Wait block
    D. Turn block

13. What should you do first if your programme is not working correctly? (1)
    A. Delete everything
    B. Check the steps in the code
    C. Close the app
    D. Turn the computer or tablet upside down

14. Where does a robot follow instructions from? (1)
    A. Its wheels
    B. Its programme
    C. Its battery
    D. Its lights

15. Which sensor helps a robot know when it touches something? (1)
    A. Touch sensor
    B. Colour sensor
    C. Sound sensor
    D. Light sensor

16. Which TWO actions could be part of an algorithm? (2)
    A. Start
    B. Jump
    C. Step forward
    D. Think
    E. Turn

17. What are TWO examples of a set of step-by-step instructions called? (2)
    A. Steps
    B. Random moves
    C. Painting a picture
    D. Guessing
    E. An algorithm

18. What TWO actions does the red stop block do in ScratchJr? (2)
    A. Starts the code
    B. Ends the programme
    C. Pauses the computer or tablet
    D. Stops the script
    E. Makes the character bigger

19. Which TWO ways can a ScratchJr character change how it looks? (2)
    A. Change costume
    B. Use a sound block
    C. Paint the character
    D. Use a stop block
    E. Shake the computer or tablet

20. Which TWO things can robots be programmed to do? (2)
    A. Follow instructions
    B. Feel hungry
    C. Read minds
    D. Go to sleep
    E. Sense their surroundings

Question 1-15: 1 mark each = 15 marks
Question 16-20: 2 marks each = 10 marks
TOTAL = 25 MARKS