CODING & ROBOTICS OLYMPIAD GRADE 2

DATE: 24 AUGUST 2026

TIME: 60 MINUTES

INSTRUCTIONS:

This booklet consists of multiple-choice questions.
The total of this booklet is out of 30 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 is an algorithm? (1)
   A. A robot
   B. A set of steps to solve a problem
   C. A computer game
2. Which object can be controlled using code? (1)
   A. Robot
   B. Paper
   C. Crayon
3. What does coding help a computer do? (1)
   A. Think on its own
   B. Follow instructions
   C. Draw pictures

4. Why do we use sequence in coding? (1)
   A. To decorate the screen
   B. To put instructions in order
   C. To make sounds

5. What does a loop do in ScratchJr? (1)
   A. Stops the programme
   B. Repeats actions
   C. Deletes code

6. What is debugging? (1)
   A. Finding and fixing mistakes
   B. Making the programme longer
   C. Turning off the device

7. Which device do you use to create code? (1)
   A. Tablet or computer
   B. Ruler
   C. Scissors

8. How does a robot get information from its environment? (1)
   A. Using sensors
   B. Using wheels
   C. Using batteries

9. Which part processes instructions in a computer? (1)
   A. Screen
   B. CPU
   C. Mouse

10. What should you do if your programme gives the wrong result? (1)
    A. Ignore it
    B. Debug the code
    C. Restart the robot

11. Which ScratchJr block makes the character move? (1)
    A. Move block
    B. Sound block
    C. Stop block

12. What starts a ScratchJr programme? (1)
    A. Red stop button
    B. Green flag
    C. Purple block

13. What is an input device? (1)
    A. Speaker
    B. Keyboard
    C. Screen

14. Which ScratchJr block colour is used to stop a script? (1)
    A. Red
    B. Blue
    C. Green

15. When does a robot stop moving? (1)
    A. When the programme ends
    B. When it feels tired
    C. When it is bored

16. What can learners create using ScratchJr? (1)
    A. Stories
    B. Statues
    C. Posters
    D. Sculptures

17. What does a wait block do? (1)
    A. Makes the character pause
    B. Deletes the character
    C. Makes the character faster
    D. Ends the programme

18. Which statement is true about robots? (1)
    A. They need instructions to work
    B. They think like humans
    C. They grow bigger
    D. They eat food

19. What tool is mainly used to type code? (1)
    A. Mouse
    B. Keyboard
    C. Speaker
    D. Camera

20. Why is coding useful in games and animations? (1)
    A. It controls actions and movement
    B. It makes devices heavier
    C. It removes pictures
    D. It turns off sound

21. What is an 'if' statement used for in coding? (2)
    A. To repeat instructions
    B. To make decisions
    C. To draw pictures
    D. To play sounds
    E. To stop the computer

22. Which TWO ScratchJr blocks are needed to move a character after starting? (2)
    A. Green flag block
    B. Move block
    C. Sound block
    D. Stop block
    E. Paint block

23. What does repetition mean in programming? (2)
    A. Doing something once
    B. Doing something again and again
    C. Drawing shapes
    D. Playing music
    E. Skipping steps

24. Give TWO reasons why sensors are important in robots. (2)
    A. They help robots collect information
    B. They help robots sense the world
    C. They decorate robots
    D. They make robots heavier
    E. They make robots sleep

25. Why should children learn coding? Choose TWO (2)

A. To improve problem-solving skills
B. To think logically
C. To damage computers
D. To avoid schoolwork
E. To slow down technology

Question 1-20: 1 mark each = 20 marks
Question 21-25: 2 marks each = 10 marks
TOTAL = 30 MARKS