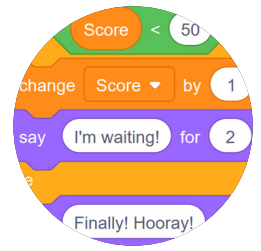


# Computing - Test Your Skills

Year 3 Programmer



1. Which of these algorithms moves a sprite? Circle **one**.

```
when green flag clicked
say Hello! for 2 seconds
say I'm a tiger! for 2 seconds
```

```
when green flag clicked
move 100 steps
```

```
when green flag clicked
switch costume to costume2
start sound Meow
think Hmm...
```

1 mark

2. The Internet joins together computers across the world. Tick **all** of the services that the Internet provides.

- Seeing and hearing others through a computer.
- Talking to others through a computer.
- TV streaming.
- Email.
- Web pages.

2 marks

3. Draw a line to match the block to the category it belongs in.

```
move 10 steps
```

Control

```
switch costume to costume2
```

Motion

```
if [ ] then [ ]
```

Looks

1 mark

4. Look at the pictures below. Tick the tools that are **inputs** into a computer.



Scanner



Printer



Monitor



Keyboard



Mouse



Speakers



Webcam



Headphones

2 marks

5. Look at this program.

```
when space key pressed
  move 100 steps
  say Hello! for 2 seconds
```

2 marks

A) What input makes the program start?

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B) Describe the output.

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**6. Luke has made an animation using Scratch.**

Tick the comments to show which are **acceptable** and which are **unacceptable** things to say about his animation.

1 mark

Comment	Acceptable 😊	Unacceptable 😞
I love your animation!		
I think it would look better if you make the sprite move a bit faster.		
How do you make Scratch do that?		
This animation is soooooo boring!		
Don't bother making animations again!		
How cool!		

**7. This code is for an animated sprite.**

Explain how the code works.

1 mark

```

when green flag clicked
  forever loop
    if touching color pink? then
      say Game over! for 2 seconds
    else
      say I'm flying! for 2 seconds
  
```

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Total