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Unit title: Computational thinking KS2 Quiz					
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1	What is a sequence?				
Α	A set order or pattern for something to follow.				
В	Something complicated and disorganised.				
С	Something that constantly changes.				
D	Something confusing that needs editing.				
2	What is identifying the important details and ignoring irrelevant information?	3	Which of these best describes an algorithm?		
Α	Algorithm.	A	A set of confusing instructions.		
В	Sequence.	В	A set of clear and precise instructions.		
С	Abstraction.	С	A set of long instructions.		
D	Coding.	D	A set of short instructions.		
4	Which word means to break something down into smaller pieces?	5	What word do we use to describe fixing a mistake in code?		
Α	Delete.	Α	Debug.		
В	Decompose.	В	Delete.		
С	Code.	С	Design.		
D	Abstraction.	D	Divide.		
6	What phrase means to identify similarities and recurrences in data?				
Α	Problem solving.				
В	Computational thinking.				
С	Algorithm design.				
D	Pattern recognition.				
7	What is a code block?				
Α	A type of computer.				
В	A printer.				
С	A section of code that can be snapped together to build a program.				
D	The end of a piece of code.				

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What is algorithm design?						
Creating a formula or set of instructions to solve a problem.						
A plan for an algorithm.						
A type of pattern recognition.						
A way of decomposing code.						
If you want code to work, it is ok to make a few mistakes. True or false	?					
True - a few mistakes is not a problem.						
True - but only one.						
False - any mistakes mean the code will not run properly.						
True - you can make as many mistakes as you like.						
How has computational thinking belond you learn about coding? Has i	t made it easier to					
understand how computer software works?						
	what is algorithm design? Creating a formula or set of instructions to solve a problem. A plan for an algorithm. A type of pattern recognition. A way of decomposing code. If you want code to work, it is ok to make a few mistakes. True or false True - a few mistakes is not a problem. True - but only one. False - any mistakes mean the code will not run properly. True - you can make as many mistakes as you like. How has computational thinking helped you learn about coding? Has i					