

Name:

Date:

Unit title: Computational thinking

1 What does decomposition mean in computing?

- A Making a program faster.
- B Breaking a problem down into smaller, easier steps.
- C Testing if your code works.
- D Adding more sound effects.

2 Which of these is an example of abstraction?

- A Drawing a detailed picture of every tree in a forest.
- B Writing down every single step you take in a day.
- C Memorising all the phone numbers of your family.
- D Creating a map that only shows the roads and key locations.

3 Look at the image of this robot vacuum. It cleans a room by avoiding furniture. What abstraction does the robot use?

- A The exact shape of each piece of furniture.
- B The colour of the floor.
- C Where the furniture is and where the empty floor is.
- D What brand of vacuum it is.

4 What makes a good algorithm?

- A It has clear, step-by-step instructions that can be followed exactly.
- B It is a random list of instructions.
- C It only works for one specific situation and cannot be reused.
- D It uses as many steps as possible to make sure it is detailed.

5 Why is pattern recognition useful in computing?

- A It makes everything random so computers do not get confused.
- B It stops computers from making mistakes.
- C It helps us find and use similarities to solve problems faster.
- D It helps a computer draw pictures.

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KS2 Quiz

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6 Look at this Scratch code. What part of a game do you think this code controls?

- A Moving a character around the screen.
- B Detecting if a character falls into water.
- C Changing the background colour.
- D Showing a winning message.

7 You find a Scratch project where a character moves left and right. You want to remix it so the character can also jump. What should you do?

- A Copy the original code exactly without changing anything.
- B Add new blocks to make the character jump and keep the original movement code.
- C Delete everything and start from scratch.
- D Only change the background to make it look different.

8 You made a Scratch game, but the character doesn't stop moving when it touches a wall. What is the best way to debug the problem?

- A Check your code and test different solutions step by step.
- B Delete the game and start over.
- C Ask your friend to fix it without looking at your code.
- D Add random blocks to see if it fixes itself.

9 You created a quiz in Scratch but you want to make it better. What is the best way to evaluate your project?

- A Run through the quiz and check if it works as expected.
- B Ask someone else to test it and give feedback.
- C Compare your project to the original plan and see if it meets the goal.
- D All of the above.

10 How do you think computational thinking will help you in future projects? Why is it important or useful?

Write the answer in your book or on the back of this sheet.