Himalaya International School

Worksheet

Class 5

Q1 Multiple Choice Questions (MCQ)

1. What is computational thinking in coding?

   - A) A way to solve problems using logical steps

   - B) Playing computer games

   - C) Writing stories on computers

   - D) Typing fast on a keyboard

2. Which of these is not a step in computational thinking?

   - A) Analyzing

   - B) Breaking problems into smaller parts

   - C) Guessing

   - D) Finding patterns

3. What does debugging mean in coding?

   - A) Finding and fixing errors in code

   - B) Creating new code

   - C) Turning off a computer

   - D) Learning new coding languages

4. What is the purpose of decomposition in computational thinking?

   - A) Breaking down problems into smaller, manageable parts

   - B) Creating big problems

   - C) Ignoring problems

   - D) Solving problems all at once

5. Why is pattern recognition important in computational thinking?

   - A) It helps to guess solutions

   - B) It helps to find hidden patterns in code

   - C) It's not important in coding

   - D) It's used to confuse computers

6. What role do algorithms play in coding?

   - A) They create problems

   - B) They provide logical solutions to problems

   - C) They make coding confusing

   - D) They're used for drawing pictures

7. What is Scratch 3.0?

   - A) A type of computer

   - B) A programming language

   - C) A video game

   - D) A book

8. What kind of interface does Scratch 3.0 provide for coding?

   - A) Graphical

   - B) Text-based

   - C) Auditory

   - D) None of the above

9. What are 'sprites' in Scratch 3.0?

   - A) Types of bugs

   - B) Characters or objects

   - C) Special effects

   - D) Mathematical formulas

10. What type of blocks does Scratch 3.0 use for coding?

   - A) Puzzle-like blocks

   - B) Wooden blocks

   - C) Stone blocks

   - D) Text-based code

11. What is the purpose of the 'stage' in Scratch 3.0?

   - A) It's where characters talk

   - B) It's the background for projects

   - C) It's a coding challenge

- D) It's a programming language

12. Which tab in Scratch 3.0 includes blocks for motion and looks?

   - A) Scripts

   - B) Costumes

   - C) Sounds

   - D) Events

13. What can be created using Scratch 3.0?

   - A) Animations

   - B) Games

   - C) Stories

   - D) All of the above

Q2 Fill in the Blanks

1. Decomposition in computational thinking means breaking problems into _____ parts.
2. Algorithms are a set of _____ to solve a problem.
3. Debugging is the process of finding and fixing _____ in code.
4. Computational thinking involves finding _____ in data or code.
5. Patterns in coding help in predicting and solving _____.
6. In computational thinking, analysis means _____ a problem.
7. The purpose of a loop in coding is to repeat a set of _____.
8. Coding involves giving instructions to a computer in a _____ way.
9. Computational thinking helps in _____ problems step by step.
10. In coding, an algorithm provides a _____ solution to a problem.
11. Scratch 3.0 uses _____ blocks to create programs.
12. The 'stage' in Scratch 3.0 is the background for _____.
13. Scratch 3.0 allows creating animations, games, and _____.
14. Scratch 3.0 allows coding without needing to write _____.

Q3 True or False

1. Computational thinking means solving problems using a step-by-step approach.
2. Debugging is the process of creating errors intentionally in code.
3. Decomposition means making problems bigger in computational thinking.
4. Patterns in code are not important for solving problems.
5. Algorithms are not used in solving problems in coding.
6. Algorithms are a series of steps to solve a problem.

7. Computational thinking is only useful for coding and computers.
8. Computers can solve problems without step-by-step instructions.
9. Scratch 3.0 is only used for making music.
10. Scratch 3.0 is only for advanced programmers.
11. Scratch 3.0 uses puzzle-like blocks for coding.
12. Scratch 3.0 requires an internet connection to function.