

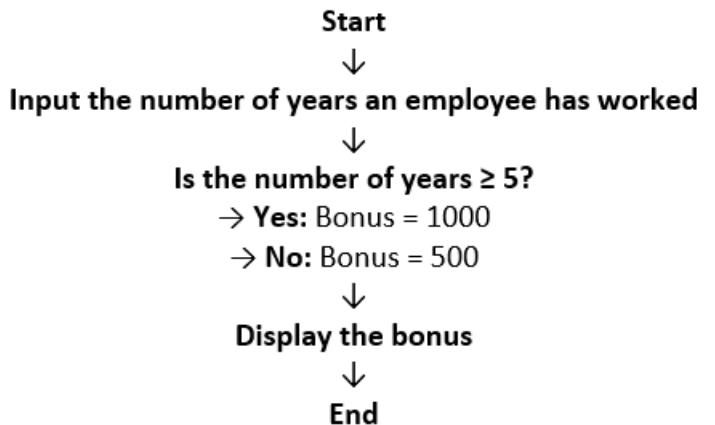
REVISION WORKSHEET -GRADE 6**Pre October Assessment 2026-27****Q1. Complete the following statements.**

- a. Computational thinking helps us break a large problem into smaller ____ **parts (appropriate booklet ans acceptable too)**.
- b. Decomposition, pattern recognition, abstraction and algorithms are the four main steps of **Computational Thinking**.
- c. An **Algorithm** is a set of clear, step-by-step instructions used to solve a problem.
- d. A **flow chart** is a diagram used to visually represent an algorithm.
- e. The **diamond** symbol is used to represent a decision in a flowchart.
- f. A rectangle in a flowchart represents a **process**.

Q2. Study the algorithm on the right -> and answer the questions.

- a. What type of flowchart symbol should be used for the question “Is the number of years ≥ 5 ?” **Decision**
- b. What will be displayed if the employee has worked for **7 years**? **Bonus 1000**
- c. What will be displayed if the employee has worked for **3 years**? **Bonus 500**
- d. Explain why the flowchart needs a decision.

The flowchart needs a decision to check whether the employee has worked for 5 years or more and then select the correct bonus.

**Q3. Identify the most suitable programming construct for each situation.**

Choose from: **Sequence – Selection – Iteration**

- a. A robot follows five instructions in a fixed order to make a sandwich.
Answer: Sequence
- b. A program checks whether a student's mark is greater than or equal to 50 and displays “Pass” or “Try Again”.
Answer: Selection
- c. A program asks a player to enter a password repeatedly until the correct password is entered.
Answer: Iteration
- d. Explain why **iteration** is suitable for situation (c).

Iteration is suitable because the program repeats the password question until the correct password is entered.

Q4. Study the Scratch-style program on the right→

- a. What is the starting value of variable **Score**? **0**
- b. What is the starting value of variable **Lives**? **3**
- c. What will happen to **Score** if the player enters **7**? **1**
- d. What will happen to **Lives** if the player enters **5**? **2**
- e. If the player starts with **3** lives and gives **two** wrong answers, how many lives will remain? **1 life**

When Green Flag clicked
Set Score to 0
Set Lives to 3
Ask "What is 3 + 4?" and wait
If answer = 7
→ Change Score by 1
Else
→ Change Lives by -1

Q5. Classify each item as Integer, Character, or String.

- a. 25 → **Integer**
- b. A → **Character**
- c. "Hello" → **string**
- d. 7 → **Integer**
- e. "Grade 6 Computing" → **String**
- f. Explain why "25" and 25 can be treated as different data types.

"25" is a String because it is written in quotation marks, while 25 is an Integer because it is a whole number--- accept similar answers

Q6. Study the expressions and answer the questions. Write A for Arithmetic or R for Relational.

- a. $8 + 4 \rightarrow$ **A**
- b. $15 > 9 \rightarrow$ **R**
- c. $20 - 7 \rightarrow$ **A**
- d. $6 == 6 \rightarrow$ **R**
- e. $5 \times 3 \rightarrow$ **A**
- f. $10 < 4 \rightarrow$ **R**