SuperNovaSchool®
LEARN TO BE DISTINCT

Revision Worksheet 2

Grade: VI

Name:_____ **Class/Sec:** _____ **Date:** _____

Question 1: Fill in the blanks using words from the list provided.

Digital	**testing**	**algorithm**	**Cellular towers**
bandwidth	**GPS**	**instructions**	**evaluating**

I. A computing device follows a set of _____ to carry out a task.
II. Program _____ helps you to find and fix the errors in your program.
III. _____ is a group of satellites in space that help phones know exactly where they are.
IV. Communication between _____allows transfer of data through electronic device.
V. The maximum amount of data that can be transmitted at a certain time is called _____.

Question 2: Match each term with its definition. Some definitions may not be matched to.

Term	Definition
	• A physical device that allows digital devices to connect to the network.
• Streaming	• Uses mobile tower to find directions.
• Router	• Too many devices using the internet at the same time hence slowing down data transmission.
• GPS	• Enables users to listen or view while the rest of the file is still in the process of being sent.
• Network overload	• A box that allows devices to connect to each other within a single network
	• Acts as a digital compass allowing people to find directions through satellites.

Question 3: Differentiate between a prompt and an interface. Also give ONE example of each.

Prompt	Interface

Question 4: Here is an algorithm that uses two variables. Read the steps carefully to understand what the algorithm is doing and answer the questions given below.

Algorithm Steps:

1. **When green flag clicked**
2. **Set Points to 0**
3. **Set Chances to 2**
4. **Say "Welcome to the Math Challenge!" for 2 seconds**
5. **Ask "What is 12 × 7?" and wait**
6. **IF answer = 48**
   - **THEN change Points by 2**
   - **ELSE change Chances by -1**

I. What are the **names of the two variables** the programmer has created?

Ans:_____

II. What **data** does each variable store at the beginning?

Ans:_____

III. What would happen to the variables if the player **entered 7** as an answer?

Ans:_____

IV. What would happen to the variables if the player **entered 48** as an answer?

Ans:_____

V. How could you change the program so that the player **starts with 3 Chances instead of 2**?

Ans:_____

VI. How could you change the program so that the player **earns 3 Points for each correct answer**?

Ans:_____

Question 5: Differentiate between the following three types of connections. Write **TWO** points for eac

Wired	Wireless	Cellular

Question 6: Read the scenarios and fill the table with the best suitable answer. Choose the reason of your choice from the points given below for each type of connection.

Scenario	**Type of connection** (Wired/Wireless/cellular)	**Connect through?** (Wi-Fi/Ethernet cable/cellular towers)
• A university library wants to provide internet access to students using their laptops and mobile phones in the study area.		
• A bank needs to connect its computers securely for handling customer transactions and important data.		
• You are using your smartphone to stream music while sitting in a park.		
• A video editing company transfers large video files between computers daily and needs a very fast and stable connection		
• A teacher wants to move around the classroom while using a tablet to control a presentation on the screen.		

Question 7: Define the following terms.

I. **Network overload:** _____

_____

II. **Bandwidth:** _____

_____

Question 8: Read the scenario given below and choose the most suitable answer.

At lunchtime, only a few students go to the canteen, and they get their food quickly.

But when the whole school rushes to the canteen at once, everyone has to wait in line.

I. What happens when too many students try to get food at the same time?	II. What does this situation represent in terms of internet usage?
☐ Everyone gets food instantly ☐ The line becomes longer and slower ☐ The canteen becomes bigger automatically	☐ Fast internet ☐ Network overload ☐ New computers

Question 9. Imagine you are planning a programming project. What **three success criteria** would you set for it?

Ans: _____

_____

_____

Question 10. How can we **test** a program in a **systematic** way?

Ans: _____

_____

_____