

REVISION WORKSHEET -GRADE 4

Pre October Assessment 2026-27

1. Mark True or False. Underline the incorrect word in each false statement.

Statement	True / False
i. An algorithm gives clear steps for completing a task.	
ii. A linear algorithm repeats each step many times.	
iii. The repeat block runs instructions a fixed number of times.	
iv. A forever loop stops automatically after ten repeats.	
v. Output is information a computer gives after processing.	
vi. The Pen extension lets a sprite draw as it moves.	
vii. A repeat until loop stops when its condition becomes false.	
viii. A keyboard is an output device.	

2. Write Input or Output for each example.

Example	Input / Output
i. Typing your name using a keyboard.	
ii. Displaying a picture on a monitor.	
iii. Scanning a barcode at a shop.	
iv. Playing music through speakers.	
v. Clicking a sprite with the mouse.	
vi. Printing your work on paper.	
vii. Touching an icon on a tablet screen.	
viii. A phone vibrating to alert you.	

3. Number the steps 1-4 to put each algorithm in the correct order.

i. Making a bowl of cereal

- ☐ Pour milk over the cereal.
- ☐ Get an empty bowl.
- ☐ Eat the cereal.
- ☐ Pour cereal into the bowl.

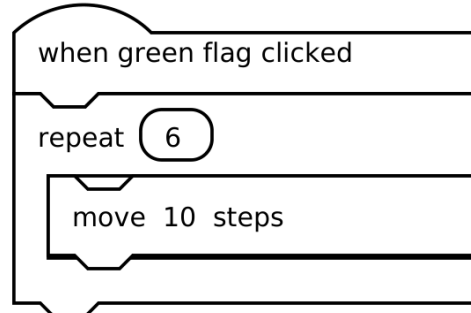
ii. Starting computer work

- ☐ Open your assignment.
- ☐ Turn on the computer.
- ☐ Complete your assignment.
- ☐ Log in to the computer.

4. Define Algorithm.
5. What is an indefinite loop?
6. Which loop keeps running until you stop the program? Circle one: Repeat / Forever.
7. Differentiate between a count-controlled loop and a forever loop.
8. Look at the code. How many steps will the sprite move altogether? Show your working.

Working:

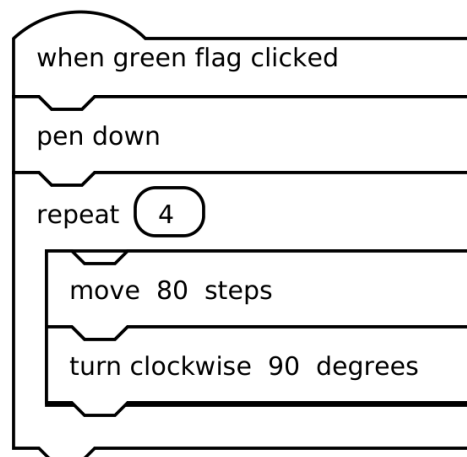
Answer:



9. Look at the numbers in the code. Complete the answers below.

Number of repeats:

Steps in each repeat:



15. Write the purpose of each Scratch block.

Block	Purpose
forever	
repeat until (condition)	
wait 1 second	
if on edge, bounce	
change colour effect by 25	