

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

2. Write Input or Output for each example.

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

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

i. Making a bowl of cereal

- ☐ **3** Pour milk over the cereal.
- ☐ **1** Get an empty bowl.
- ☐ **4** Eat the cereal.
- ☐ **2** Pour cereal into the bowl.

ii. Starting computer work

- ☐ **3** Open your assignment.
- ☐ **1** Turn on the computer.
- ☐ **4** Complete your assignment.
- ☐ **2** Log in to the computer.

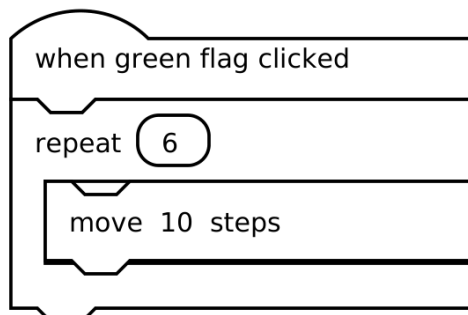
4. Define Algorithm. **Step-by-step instructions to do a task**
5. What is an indefinite loop? **A loop that repeats indefinitely**
6. Which loop keeps running until you stop the program? Circle one: Repeat / **Forever**.
7. Differentiate between a count-controlled loop and a forever loop.
8. Look at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

Working:

6 x 10

Answer:

60 steps



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

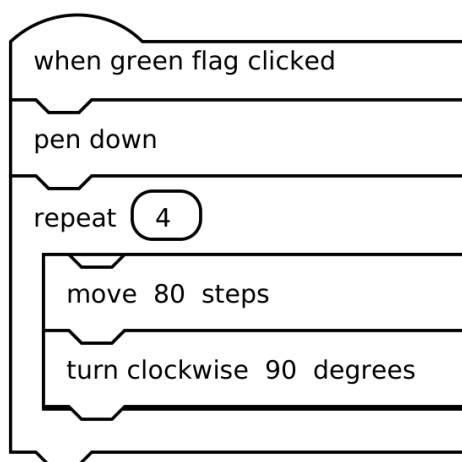
Number of repeats:

_____ **4 times repetition** _____

Steps in each repeat:

80 steps

90 turns



15. Write the purpose of each Scratch block.

Block	Purpose
forever	Repeats the commands inside it continuously.
repeat until (condition)	Repeats the commands until the condition is true.
wait 1 second	Pauses the script for one second.
if on edge, bounce	Makes the sprite bounce back when it touches the edge.
change colour effect by 25	Changes the sprite's colour effect by 25.