Summative assessment – questions

## Selection in quizzes

Q1. Why do you use selection in programming?

1. To allow the program to flow in different directions
2. To make sure the program runs in the correct order
3. To perform the same action more than once
4. To make sure the program starts the same way for each user

Q2. Draw a box around each program that contains an example of selection.

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Q3. Tick the box which shows the action that will be carried out when the condition is false.



Q4. What is present in all of these programs?

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1. Selection
2. A condition
3. Two outcomes
4. Repetition

Q5. Draw a box around the program in which there will be an outcome every time key ‘p’ is pressed.

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Q6. What will happen if the green flag is clicked to run the program below?



1. The sprite will increase in size
2. The sprite will change colour once
3. Nothing
4. The sprite will change colour continuously

Q7. Here is the algorithm for a quiz program. If someone wrote the answer ‘a’ what would the program display on the screen?



1. You’re correct
2. Try again
3. Apple
4. False

Q8. Follow this algorithm and complete the program by writing in the **say** blocks.





Q9. Tick all the words that would make the program display ‘That’s correct’.



* no
* nope
* yes
* yes!

Q10. Which block(s) would you use for program setup? Tick all that are correct.

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Resources are updated regularly - the latest version is available at: [the-cc.io/curriculum](http://the-cc.io/curriculum).



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