	INDIAN SCHOOL AL WADI AL KABIR		
	FINAL ASSESSMENT REVISION WORKSHEET **(2024-2025)**		
NAME:		**DATE:**	**/02/2025**
CLASS: III SEC: ROLL NO:		**SUBJECT: COMPUTER SCIENCE**	
PARENT'S SIGN:		**TEACHER'S SIGN:**	

SECTION - A

I. Read the questions carefully and circle the correct option.

1. The step-by-step procedure is also called _____.

(a) Algorithm   (b) Stepwise Thinking   (c) Decision Making   (d) Loop

2. _____ is used to add a 'speech bubble' in the Scratch program.

(a) Event Block   (b) Looks Block   (c) Motion Block   (d) Start button

3. The _____ is used to make changes in the appearance of the sprite.

(a) Sound Tab   (b) Coding Tab   (c) Costume Tab   (d) Backdrop

4. _____ is an AI application used to set reminders.

(a) Chatbot   (b) Smart Speaker   (c) Smart TVs   (d) Chatgot

5. The process of completing one step and going on to the other is known as _____.

(a) Simple Instructions   (b) Stepwise Thinking   (c) Decision Making   (d) Loop

6. The _____ option is used to open a Scratch Project.

(a) File   (b) Edit   (c) Open   (d) Go

7. _____are dragged and dropped to give instructions.

(a) Blocks   (b) Sprite   (c) Backdrop   (d) Program

8. A _____ must have at least two blocks.

(a) Tab   (b) Script   (c) Sprite   (d) Backdrop

9. _____ uses a combination of sensors, cameras, and AI to travel between destinations.

(a) Smart TV   (b) Smartwatch   (c) Driverless car   (d) Smart Speaker

II. Match the following.

1	Chatbot	a.	Which on clicking stops the running program
2	Stop Button	b.	an AI application used to make an online chat conversation.
3	Event Block	c.	A software which helps you to create games.
4	Looks Block	d.	This block controls all the blocks in the program.
5	Scratch	e	Purple in colour.

1. _____   2. _____   3. _____   4. _____ 5. _____

III. Read the given sentences carefully. Write 'True' for the correct sentence and 'False' for the incorrect sentence.

1. The act of repeating an action is called Decision Making. _____

2. We can make a sprite turn at the same location. _____

3. The Edit option is used to save a Scratch project. _____

4. Clicking on the stay option will bring you back to the Scratch window. _____

5. Smart Speakers are devices that accept our voice commands to play music. _____

IV. Fill in the blanks with the correct words.

> **Motion, Cat, Stay, Looping, blocks**

1. The act of repeating an action again and again is called _____.

2. Clicking on _____ option will bring you back to the scratch desktop.

3. _____ are the codes or commands used to create a program in scratch.

4. _____ blocks are used to control the movement of a sprite.

SECTION – B

V. Rearrange the letters to form meaningful words.

1. RPGORMA

2. ABCKRDPO

VI. Label the components of the Scratch window.

SECTION – C

VII. Colour the following motion block as it appears in the Scratch window.

turn ↻ ◯ degrees
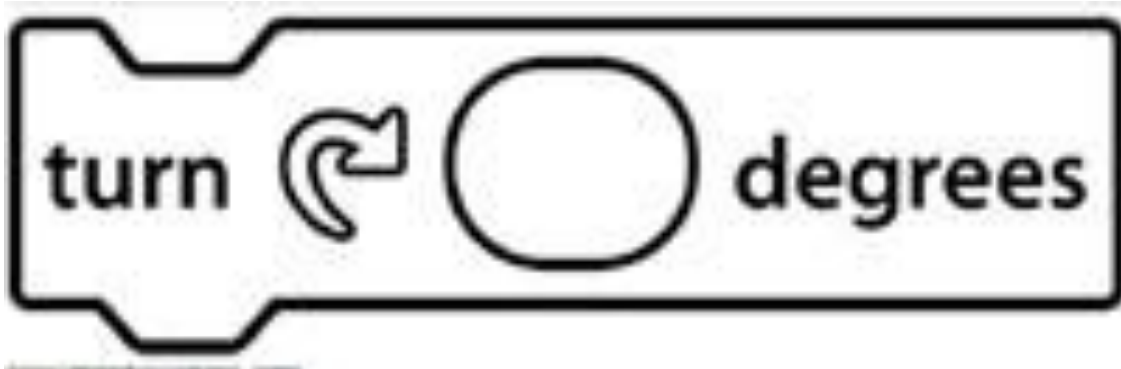
VI. Identify and circle all the AI-enabled devices.