

CHINIOT ISLAMIA PUBLIC SCHOOL AND COLLEGE

1ST QUARTERLY TEST

Computer Science Paper 2 - Grade 6

Name: _____ Section: _____ Roll No: _____

Duration: 2 Hours

Total Marks: 50

INSTRUCTIONS • Answer all questions. • Use a black or dark blue pen. You may use an HB pencil for any diagrams or graphs. • Write your name, centre number and candidate number in the boxes at the top of the page. • Write your answer to each question in the space provided. • Do not use an erasable pen or correction fluid. • Do not write on any bar codes. • Calculators must not be used in this paper.

INFORMATION • The total mark for this paper is 50. • The number of marks for each question or part question is shown in brackets []. • No marks will be awarded for using brand names of software packages or hardware.

Q1 .

1. How can you converting an algorithm into a program give your answer with an example.

2. How can you upload a new background in the scratch stage area write your answer in steps.

3. A student drew a rectangle but accidentally made it tilted. Describe how he can correct it without redrawing the whole picture.

4. Discuss types of low level languages in detailed.

5. You filled a background with yellow, but later you changed your mind to green. Explain how the **Fill Tool/Bucket Tool** works in this situation.

6. Your teacher asked you to design a flower using only the **Shape Tool**. Which shapes will you use and how will you arrange them?

7. Differentiate High level language and Low level language .

8. What is Paint Editor in scratch and list down any three main parts of paint editor .

9. Ahmed finds two different answers on two websites about the same question. Explain how he can decide which one is more **trustworthy**.

10. Your school asks you to edit class photos by removing unwanted backgrounds. Which software would you choose and why?

11. Fatima needs images of “Mount Everest” for a school project. Explain how she can search for **copyright-free images** on the internet.

12. How can you customize a sprite in scratch write all steps in your answer.

13. Two types of languages are used in computer which is low level and high level so explain your answer in detail about their uses .

14. Name five tools in Adobe Photoshop and their purpose.

15. You want to design a diagram with exact circles and rectangles. Explain how the **Shape Tool** ensures neatness.

16. Explain how the **Color Picker Tool** helps when editing a multi-colored drawing in MS Paint.

17. Write differences between algorithm and programming.

18. Write an algorithm to make a cup of tea .

19. How many types of computer languages are used in programming explain your answer in detail.

20. Ali wants to find information about “Solar Energy Projects in Pakistan.” Explain how he can use **keywords** in Google to get accurate results.

Q2 .

1. Differentiate between a **simple problem** and a **complex problem**. Give one example each.

2. Write the algorithm for **making a pizza**. Explain why the order of steps is important.

3. Khalid wants to make a sandwich. Write the **algorithm steps** and explain why the steps must be in sequence.

4. write Python code to input two numbers and print the **greater number** using if-else.

5. Explain with real-life example what **sequence** means in algorithms. Why must steps follow order?

6. Explain with real-life example what **repetition (loops)** means in algorithms. why is it important?

7. Write Python code to check whether a number is **divisible by 5**.

8. Write an algorithm: If it rains, carry an umbrella, else no umbrella. Explain how

8. write an algorithm. if it rains, carry an umbrella, else no umbrella. Explain how selection works here.

9. A shopkeeper gives discount if bill > 1000. Write Python if-else code for this.

10. Explain with an example how abstraction helps to focus only on important details

10. Explain with an example how **abstraction** helps to focus only on important details (e.g., solving a maze).

11. Write a Python program using **if-else** to check whether a student's age allows them to vote (≥ 18). .

12. A student identifies patterns in multiplication tables. Explain how this shows **pattern**

12. A student identifies patterns in multiplication tables. Explain how this shows **pattern recognition** in computational thinking.

13. Write an if-else program in Python to check if a number is **positive or negative**.

14. Write a Python program that checks if a number entered by the user is **even or odd**.

14. Write a Python program that checks if a number entered by the user is even or odd. Show the output for both cases.

15. Write a step-by-step **algorithm for making tea**. Explain why this is considered an algorithm.
