

CHINIOT ISLAMIA PUBLIC SCHOOL AND COLLEGE

1ST QUARTERLY TEST

Computer Science Paper 2 - Grade 6

Name:

Section:

Roll No:

Duration: 2 Hours

Total Marks: 1212

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. Discuss types of low level languages in detailed.

2. What do you understand about GO button and STOP button in scratch, and draw the diagram of both and identify its colour as well.

3. SCRATCH is very common nowadays, how and where it is useful in daily life ?

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

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

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

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

8. You are asked to create a colorful scenery in MS Paint. Explain how you would use the **Pencil Tool**, **Shape Tool**, and **Fill Tool** together to complete it.

9. You typed text in MS Paint but want to change its font and color. Explain the steps using the **Text Tool**.

10. In MS Paint, you want to create a banner with both pictures and text. Explain the steps and tools you will use.

11. What do you understand about SCRIPT and SPRITE in scratch. what is by default sprite in scratch.

12. Motion block is used in scratch for creating animation, state any 5 possible blocks which are available in Motion block.

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

14. What do you meant by block pallete and define any 5 available options in block palletes.

15. State Events and Sensing block of scratch and its uses.

1. List and explain **three benefits of algorithmic thinking** with real-life examples.

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

3. Give **three real-life examples** of relational operators ($>$,

4. A teacher wants to know if today's temperature is **hot** (>30) or **cool** (≤ 30). Write an if-else program in Python.

5. Explain the importance of **algorithmic thinking** in everyday life. Give two examples where it helps in solving problems faster.

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

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

8. Give one real-life example of **finite repetition** and one of **infinite repetition**. Explain difference.

9. Design an algorithm for **brushing your teeth** and explain why it is sequential.

10. Write step-by-step algorithm for **buying a pencil from a shop**. Explain how decision-making (if-else) is involved.
