

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Answer Key: Robo-Robot's Secret Recipes: A Kindergarten Coding Quest

Evaluate logical sequences and debug complex snack-making loops using critical thinking skills designed for advanced early learners.

**1. Chef Bot is making a fruit salad. He follows a Loop: 'Add Apple, Add Grape.' He does this 3 times. What is the last thing he puts in the bowl?**

**Answer:** B) Grape

In a loop of 'Apple, Grape,' the Grape is always the second (final) step of each repeat.

**2. If a robot has a Condition that says 'Only walk if the light is Green,' the robot will stop if it sees a Red light.**

**Answer:** A) True

Conditionals check if a rule is met; if the color isn't green, the 'walk' action cannot happen.

**3. You have a Variable box named 'ToyCount' holding 5 cars. If you add 2 more cars, what is the new value of 'ToyCount'?**

**Answer:** C) 7

Variables store information that can change. 5 plus 2 equals 7.

**4. A Function called 'BrushTeeth' includes: 'Get Brush, Add Paste, Scrub.' Why do we use a Function name instead of saying every step?**

**Answer:** C) To save time by grouping steps

Functions group instructions together so we can repeat a complex task easily using one name.

**5. Look at this broken Loop: 'Step Left, Step Right, Jump.' The robot keeps hitting a wall on the left. How should you fix (debug) the logic?**

**Answer:** A) Remove 'Step Left' from the loop

Debugging requires analyzing the failure; removing the 'Step Left' command prevents the robot from hitting the wall.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

**6. A Condition says: 'IF it is raining, wear a Coat. ELSE, wear a T-shirt.' If it is SUNNY, what should the robot wear?**

**Answer:** B) T-shirt

The 'Else' part of a conditional handles what happens when the first rule (raining) is not true.

**7. A Loop is used when we want a computer to do a task only one time and then never do it again.**

**Answer:** B) False

Loops are specifically for repeating actions multiple times, not for one-time events.

**8. Two robots have a Variable named 'Energy.' Robot A has 10. Robot B has 2. Which robot needs a 'Charge' Function first based on logic?**

**Answer:** B) Robot B

Comparing values is a key part of programming; the lower number indicates lower energy.

**9. You create a Function called 'Dance' that is 'Twirl, Clap.' If you code: 'Dance, Dance', how many times do you clap?**

**Answer:** B) 2

Each time the function is called, all steps inside it run. Two calls mean two claps.

**10. In programming, if you put instructions in the wrong order, the robot might fail even if the instructions are good.**

**Answer:** A) True

Sequence is vital; for example, you cannot 'Add Paste' before you 'Get Brush' in a toothbrushing logic flow.