

**Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

## **A Robot's Morning Routine: 2nd Grade Coding Magic Quiz**

Solve 10 logic-building puzzles to help a digital friend prepare its breakfast using variables, loops, and basic commands.

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**1. A robot wants to know how many toys you have. Which of these acts like a 'label' on a box to keep track of that number?**

- A. A Variable
- B. A Screen
- C. A Battery
- D. A Keyboard

**2. If you want a robot to brush its teeth 10 times without telling it 'brush' 10 times, you should use a \_\_\_\_\_.**

- A. Variable
- B. Loop
- C. Switch
- D. Button

**3. True or False: A computer uses 'Conditionals' to make choices, like 'IF it is raining, THEN use an umbrella.'**

- A. True
- B. False

**4. You have a big block of code that draws a star. You give it a name like 'Draw\_Star' so you can use it again later. What is this called?**

- A. A Variable
- B. A Mouse
- C. A Function
- D. A Loop

**5. True or False: Computers need instructions in a specific order to work correctly.**

- A. True
- B. False

**6. In a game, your 'health' is 100. When you get hit, the health number changes. This changing number is stored in a \_\_\_\_\_.**

- A. Keyboard
- B. Variable
- C. Function
- D. Monitor

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**7. Which of these is a real-life example of a LOOP?**

- A. Turning on a light
- B. Tying your shoes once
- C. Pedaling a bike over and over
- D. Opening a book

**8. When a coder finds a mistake in their instructions and fixes it, they are \_\_\_\_\_.**

- A. Debugging
- B. Sleeping
- C. Playing
- D. Typing

**9. True or False: A function is a block of code that can only be used one time.**

- A. True
- B. False

**10. If a robot has the rule: 'IF hungry, THEN eat,' what happens if the robot is NOT hungry?**

- A. It eats anyway
- B. It does nothing
- C. It breaks
- D. It runs in a circle