

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.

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