

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

## **Tiny Robots, Big Rules: A 1st Grade Logic Adventure**

Decomposition, sequencing, and debugging — the core logic skills required to help a digital friend finish its chores and solve tricky puzzles.

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**1. A robot needs to put on its shoes. It has a 'Function' called TIE\_SHOES. If the robot forgets to put the shoes on its feet first, what happens?**

- A. The robot skips the task because it is too hard.
- B. The computer fixes the mistake automatically.
- C. The robot tries to tie the laces in the air (a bug).
- D. The robot changes into sandals instead.

**2. In a game, you have a box named 'StickerCount'. Every time you win, the number inside changes from 2 to 3. This box is called a \_\_\_\_\_.**

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

**3. True or False: A robot uses a 'Condition' to decide whether to carry an umbrella by checking if it is raining outside.**

- A. True
- B. False

**4. You want a dancer to clap 100 times. Instead of writing 'Clap' 100 times, which tool should you use to save time?**

- A. A Variable
- B. A Bug
- C. A Loop
- D. A Keyboard

**5. If your code tells a robot to 'Walk forward' but there is a wall in the way, the robot stops. This error in your plan is called a \_\_\_\_\_.**

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

**6. True or False: A 'Function' is a set of steps you give a name to so you can use those steps again and again easily.**

- A. True

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B. False

**7. Identify the 'Condition' in this rule: 'If the plate is empty, then put it in the sink.'**

- A. Put it in the sink
- B. The plate is empty
- C. Walking to the kitchen
- D. The person eating

**8. A chef has a recipe called 'Make\_Pizza'. In coding, this group of organized steps is known as a \_\_\_\_\_.**

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

**9. True or False: If you change the number in a Variable, the computer forgets the old number and only knows the new one.**

- A. True
- B. False

**10. Look at these steps: 1. Open door. 2. Walk through. 3. Close door. If you switch steps 1 and 2, what happens?**

- A. The robot walks through the closed door and crashes.
- B. The robot opens the door twice.
- C. The door opens itself automatically.
- D. The robot waits for someone else to help.