

Name: _____ **Date:** _____

Tiny Blueprints, Big Towers: Pre-K Steps to Solving Problems

Young learners construction-test their logical thinking by sequencing daily routines and fixing broken patterns through hands-on algorithmic play.

1. If you want to feed a hungry stuffed bear, which step must you do FIRST?

- A. Wash the bear's face
- B. Find a plate and some play food
- C. Clean up the kitchen
- D. Put the bear to bed

2. An 'algorithm' is like a recipe that tells you exactly which step comes next.

- A. True
- B. False

3. You are building a block tower. If you put the roof on before the base, the tower will ____.

- A. Fly away
- B. Fall down
- C. Turn purple
- D. Grow taller

4. Your pretend robot is stuck in a corner. What is the best way to help it get out?

- A. Tell it to walk into the wall
- B. Give it a new step to 'Turn Around'
- C. Leave it there forever
- D. Cover it with a blanket

5. When we break a big job into tiny pieces, it makes the job harder to do.

- A. True
- B. False

6. To draw a happy face, first you draw a circle, then two dots for eyes, and lastly a ____.

- A. Square
- B. Frown
- C. Smile
- D. Shoe

7. You see a pattern of beads: Red, Blue, Red, Blue. What comes NEXT?

- A. Green
- B. Yellow
- C. Red

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D. Purple

8. If you want to plant a flower seed, you need a pot, some soil, and ____.

- A. Water
- B. A sandwich
- C. A pillow
- D. A toy car

9. Which of these is a 'broken' step for putting on shoes?

- A. Put on socks first
- B. Tie the laces last
- C. Put the shoe on over your mitten
- D. Stick your foot inside

10. Following steps in the right order helps us finish a puzzle.

- A. True
- B. False