Name: _____ **Date:** _____

Nail Kindergarten Computer Logic Creation

Synthesize pattern recognition and complex logic building through hands-on algorithm construction. A rigorous extension for young learners ready for multi-step reasoning.

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1. If you are designing a robot to brush its teeth, which step must happen BEFORE the robot starts scrubbing?

A. Rinse the toothbrush
B. Put toothpaste on the brush
C. Smile in the mirror
D. Put the brush away

2. To make a character dance forever without stopping, a programmer needs to use a Loop.

A. True
B. False

3. A robot sees a puddle. The programmer says: '___ there is water, then jump over it.' What word starts this decision?

A. Wait
B. If
C. Stop
D. Go

4. You want to store a 'Secret Color' in your program to use later. Which programming tool acts like a labeled box to hold this info?

A. A Bug
B. A Screen
C. A Variable
D. A Button

5. Imagine a 'Function' named WIGGLE that makes a sprite shake twice. To use it three times, a smart programmer would use a ___.

A. Variable
B. Loop
C. Keyboard
D. Mouse

6. A programmer must write a NEW function every single time they want a character to jump, even if the jump is exactly the same.

A. True
B. False

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7. A robot is walking. If the light is RED, it stops. If the light is GREEN, it walks. What is this type of logic called?

A. Conditionals
B. Counting
C. Variables
D. Scrolling

8. An algorithm is like a ___ for a computer. It tells it exactly which steps to follow in the right order.

A. Story
B. Picture
C. Recipe
D. Game

9. In a game, the 'Score' is an example of a Variable because the number changes as you play.

A. True
B. False

10. Which set of instructions would create a square? (Assume each step is followed by a 90-degree turn).

A. Move forward 3 times
B. Loop 'Move forward' 4 times
C. Move forward, then stop
D. Loop 'Move forward' 2 times