Q0

What is your SAGE Username (used to login to https://uat.cu-sage.org)?

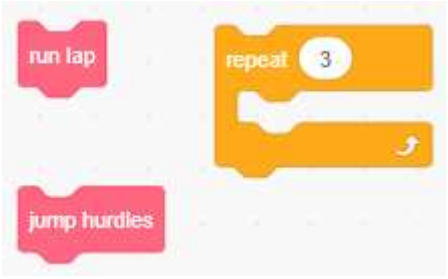
Q2

In a track and field event, players complete a lap, then jump over hurdles, then run another lap. Which of the following code elements help to achieve this task using the fewest blocks?

1 

2 

3 

4 

Q3

Which of the following blocks would be best to use in the following situation:

A sprite starts at coordinates (0,0). A green turtle sits at coordinates (50,0). The sprite stops moving when it reaches the turtle.

1

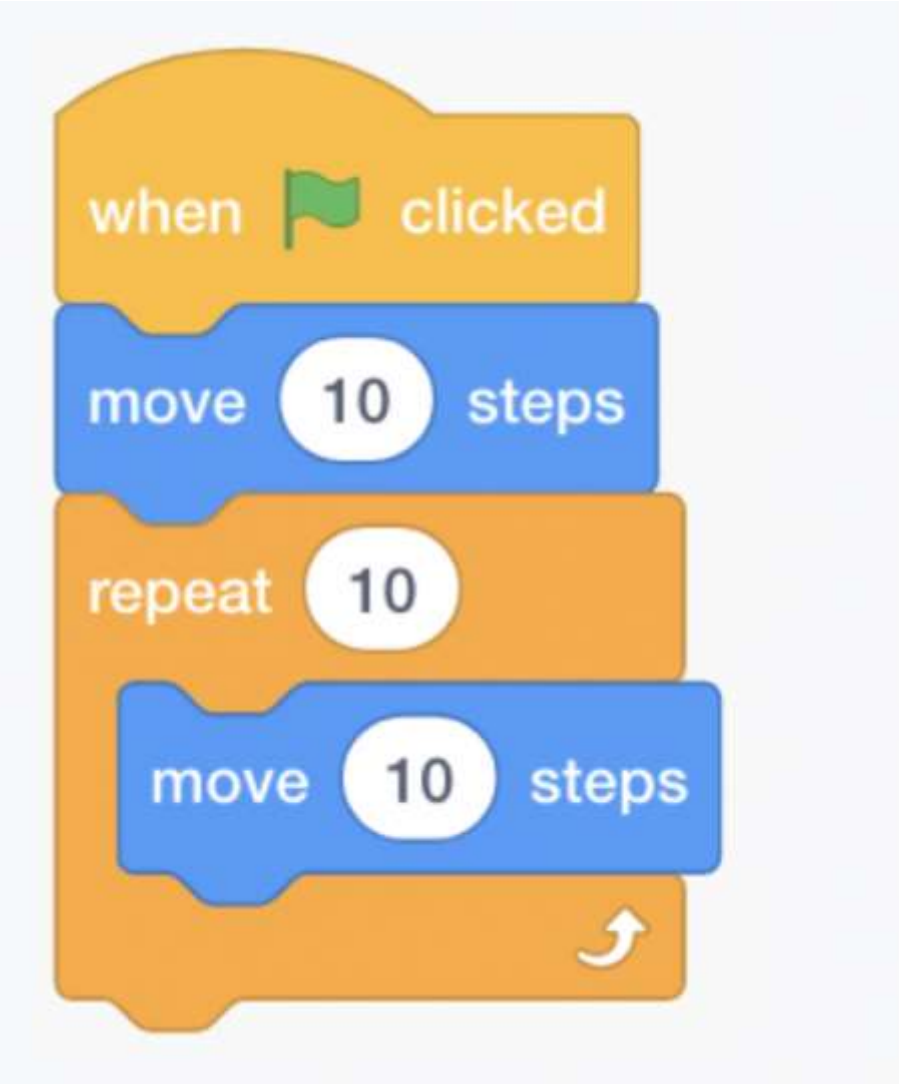
2

3

4

Q4

How many steps would be moved after the green flag is clicked?



- 100
- 30
- 20
- 110

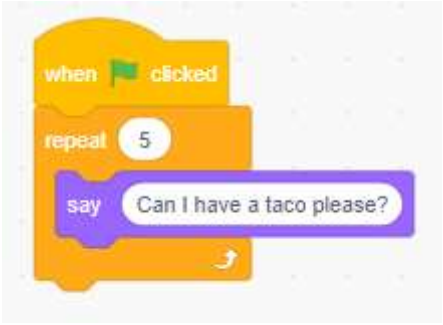
Q5

You are ordering tacos in the restaurant. For some reason, you can only get one taco at a time, and you want 5 tacos in total. Which of the following code is the most efficient (uses the fewest blocks)?

1


when clicked
say Can I have a taco please?
say Can I have a taco please?
say Can I have a taco please?
say Can I have a taco please?
say Can I have a taco please?

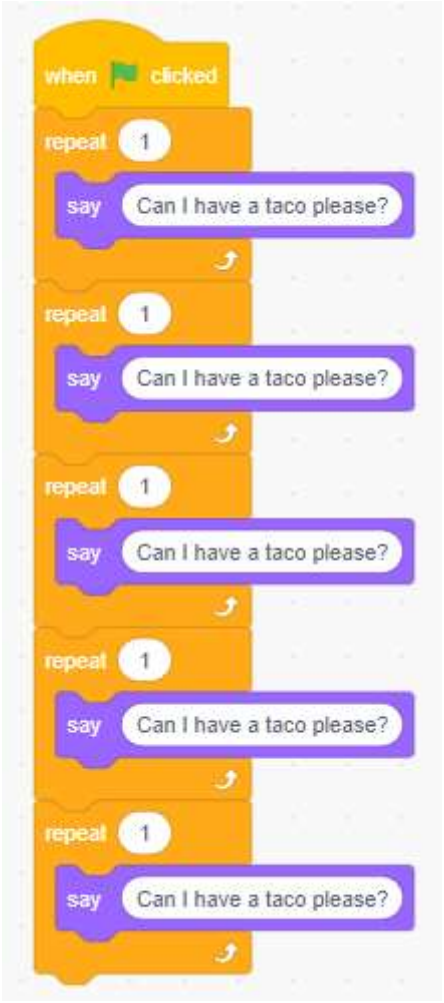
2


when clicked
repeat 5
say Can I have a taco please?

3


when clicked
repeat 5
say Can I have 5 tacos please?

4



Q6

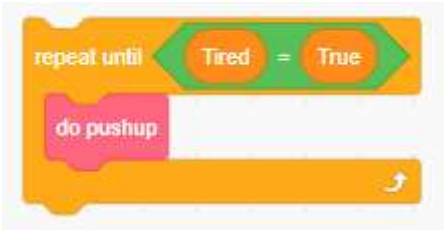
Noah is doing pushups and wants to stop only when he is tired. Which blocks would be best used for his workout?

1

2

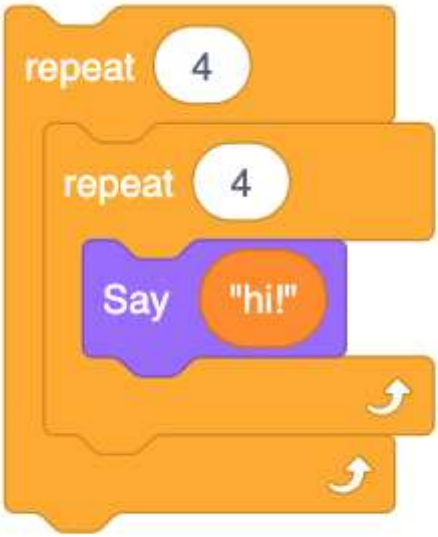
3

4



Q7

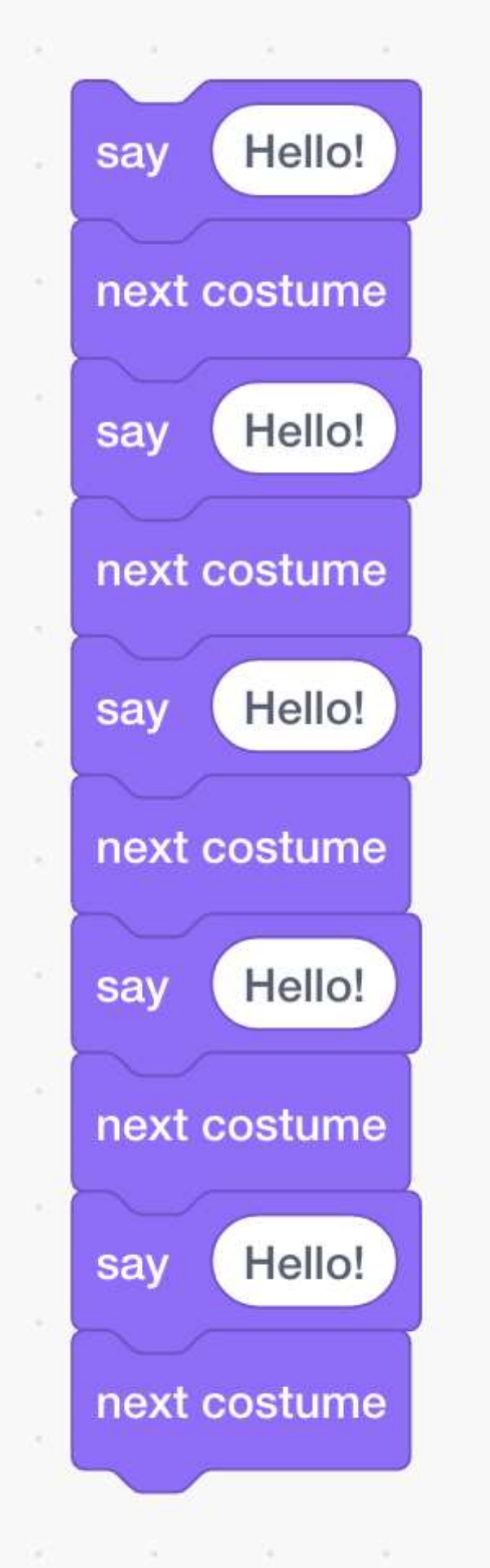
How many times does the sprite say "hi!" in the following blocks?



- 4
- 12
- 16
- 8

Q8

What is the minimum number of blocks needed to replicate the following blocks in the most efficient way using looping?

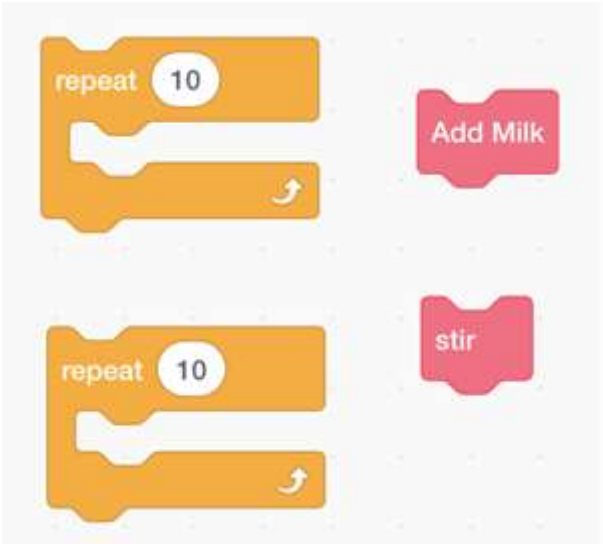

say Hello!
next costume
say Hello!
next costume
say Hello!
next costume
say Hello!
next costume
say Hello!
next costume

- 2
- 3
- 4
- 5

Q9

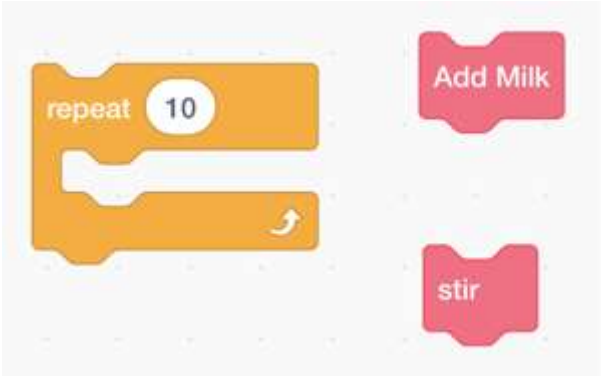
A recipe specifies that a baker should repeat the process of adding milk and then stirring 10 times for cycles. Which of the following sets of elements is sufficient to complete this task while using the fewest blocks?

1



2

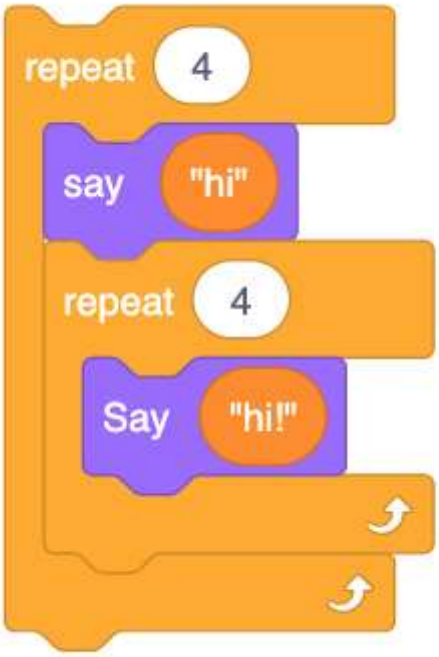
3



4

Q10

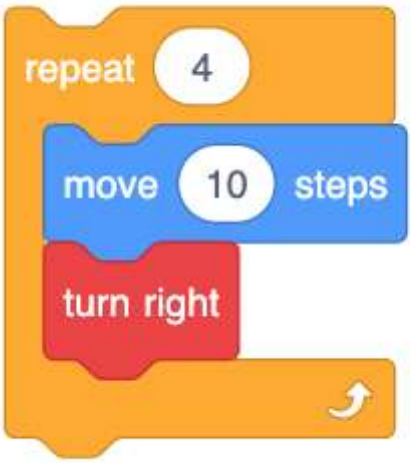
How many times does the sprite say "hi!" in the following blocks?



- 16
- 4
- 20
- 18

Q1Excluded

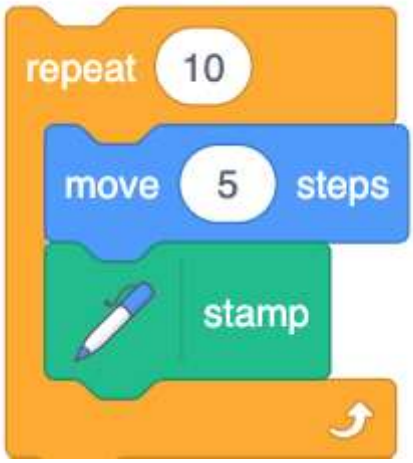
What shape does the sprite following the blocks below create?



- Circle
- Square
- Triangle
- Star

Not Included Q11Unused

How many stamps are made by the following code?



- 50
- 5
- 10
- 15

Not included Block 9

If a sprite needs to run around a track 4 times and perform a repetitive exercise at each corner, how many "loop" blocks would we need to solve the problem?

- None
- 1
- 2
- 3

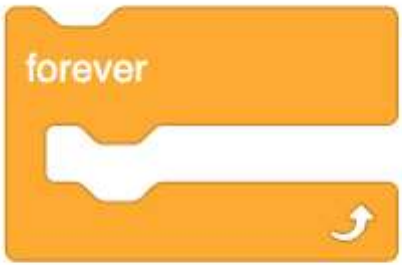
Not included Q10

Which of the following benefits does a programmer get by using loops?

- Reusing code
- Efficiently repeating steps
- Using more code blocks
- Slower code runtime

Not included Q11

Which situation is the following block most appropriate for?

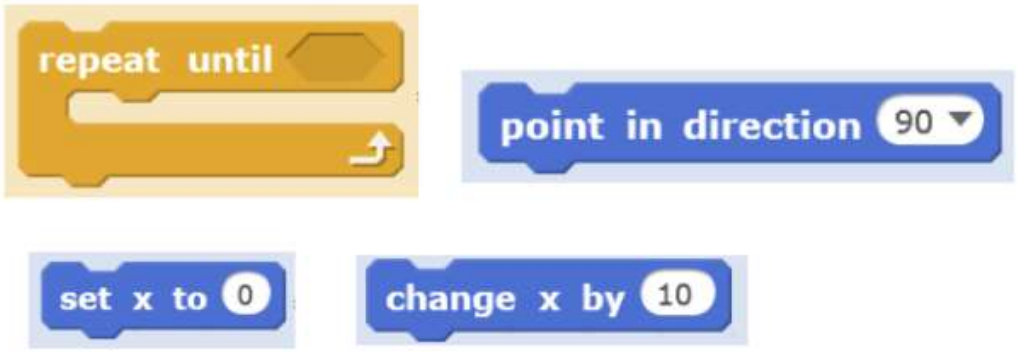


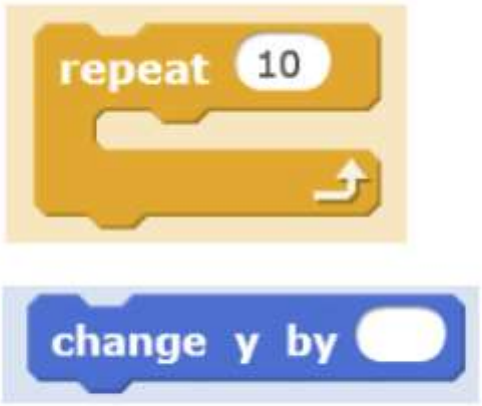
- Letting your program run until you stop it
- Repeating instructions a set number of times
- Checking for a certain condition in a loop
- Repeating instructions for a set length of time

Not included Q13

Let's say we want to create a new dance move that consists of jumping up and down 3 times. Which of the following options contains all the blocks necessary to complete this dance move?

1

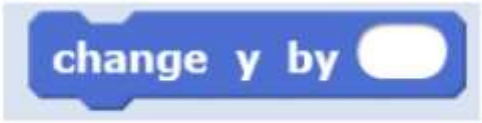

repeat until
point in direction 90
set x to 0
change x by 10


repeat 10
change y by

2


forever
change y by
set x to 0

3



4