



BK BIRLA CENTRE FOR EDUCATION
SARALA BIRLA GROUP OF SCHOOLS
SENIOR SECONDARY CO-ED DAY CUM BOYS' RESIDENTIAL SCHOOL
POST MID TERM (2024-25)
ARTIFICIAL INTELLIGENCE



Class: III
Date: 4-1-2025
Name:

Duration: 1 Hour
Max Marks: 25
Adm. No. :

General Instructions:

Note: Write the answer in question paper itself

A. Fill in the blanks with the help of words given in the box. 4 x 1 = 4 Marks

Steps	problem solving	reasoning	result
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- To find a particular solution for a problem is called.....
- To solve any kind of problem and perform any task, we need to follow the sequence of
- We can find the missing steps by using ourand problem solving skills.
- We should follow the sequence to get the desired

B. Tick(√) the correct option. 4 x 1 = 4 Marks

- Which block is used to move a sprite?
 a. Looks b. Motion c. Control
- Who developed Scratch Programming?
 a. Mitch Resnik b. Bill Kendrik c. Mark Z
- Which block is used to change the appearance of the sprite?
 a. Sensing b. Motion c. Looks
- How many sub blocks are there in Motion Block?
 a. 12 b. 15 c. 18

C. Write 'T' for True and 'F' for False statement. 4 x 1 = 4 Marks

9. The default sprite language of Script is Hindi.
10. Script Area is an area where script for a sprite is created.
11. Reasoning means to think logically to find the strategies to solve a problem.
12. The first step in stepwise thinking is to find out the main steps in sequence.

D. Short Answer Questions. 4 x 2 = 8 Marks

13. What do you mean by Loop?

Ans-

14. What is Problem Solving Skills?

Ans-

15. Define Motion Block.

Ans-

16. Write the use of Looks Block in Sprite.

Ans-

E. Long Answer Questions.

2 x 2.5 = 5 Marks

17. Define Scratch and Write the name of different types of blocks used in scratch.

Ans-

18. Define the term stepwise thinking.

Ans-