# Learning Logic with Kidlo Coding

A. Multiple Choice Questions:-

1. How to open Kidlo Coding Games on the computer.
   a) Start button > Kidlo Coding Game
   b) Start button > Program > Kidlo Coding Games
   c) Start button > Accessories > Programs > Kidlo Coding Games
   d) Start button > Program > Accessories > Kidlo Coding Games

2. Use _____ and drag-drop the pieces of road on the tiles.
   a) Keyboard
   b) Monitor
   c) Mouse
   d) UPS

3. We give _____ to the computer in correct order to do a task.
   a) Instructions
   b) Steps
   c) Sequence
   d) Order

4. Instructions are given to move _____.
   a) Up
   b) Down
   c) Forward
   d) Upward

5. Click _____ to run your little program.

   a)
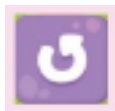
   b)

   c)

   d)

B. Fill in the blanks:-

1. The instructions will be added in your program on the _____ hand side.
2. We will first arrange the steps in a _____.
3. _____ means doing same steps again and again.
4. To repeat the steps, we need to keep them in the _____.
5. Steps are kept in the loop block to _____.

C. Write 'T' for true and 'F' for false in front of the following questions:-

1. Doing same steps again and again is called looplay.

2. Sign of the loop button looks like .
3. Telling the steps to a computer to do a task is called coding.
4. We need to know to perform any task is called program.
5. To repeat the steps, we need to keep them in the coding.

D. Answer the following questions:-

1. What is coding?
2. What is looplay?
3. How to open Kidlo coding games on the computer?
4. Rosy wants to create coding game program. Which coding game will she use?
5. Raghu clicks a wrong button by mistake. He wants to correct his mistake. Which button will he press?