Logic Development with Robomind

A. Multiple Choice Questions:-

- 1. To control Robo we need to use
 - a) Remote
 - b) Remote Control
 - c) Commands
- 2. What is the use of the given icon?



- a) To pick up the beacon
- b) To put down the beacon
- c) To move backwards on the tile
- 3. Which key is used to bring Robo home?
 - a) Escape
 - b) Backspace
 - c) Enter
- 4. How many beacons can Robo pick at a time?
 - a) Multiple
 - b) One
 - c) Three
- 5. The repeat block is denoted by
 - a) (and)
 - b) [and]
 - c) { and }

B. Fill in the blanks:-

To work with Robo, we need to bring it in a world called
Program editor is present on the hand side of Robomind window.
The block is used to move or turn Robo multiple times in a sequence
When the world is opened, Robo is found sitting on a
You can zoom out of the map using the menu.

C. State whether the following statements are true or false:-

- 1. Instructions given need to be in proper sequence.
- 2. It's not necessary for Robo to put down one beacon down before picking another.
- 3. The instruction pane has instructions corresponding to each button clicked.
- 4. If and else blocks are used within repeat block.
- 5. In Robomind we can paint the tiles in any color.

D. Answer the following questions:-

- 1. What is a program?
- 2. What is Robomind?
- 3. Write steps to open map.
- 4. Write steps to control Robo.
- 5. Write steps to move Robo repeatedly.