



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:

MARKING SCHEME

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
--------------	------------------------	------------------	---------------

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

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

5. Which block is used to move a sprite?
 a. Looks **b. Motion** c. Control
6. Who developed Scratch Programming?
 a. **Mitch Resnik** b. Bill Kendrik c. Mark Z
7. Which block is used to change the appearance of the sprite?
 a. Sensing b. Motion **c. Looks**
8. 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.-F

10. Script Area is an area where script for a sprite is created.-T

11. Reasoning means to think logically to find the strategies to solve a problem.-T

12. The first step in stepwise thinking is to find out the main steps in sequence.-T

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

13. What do you mean by Loop?

Ans- A **loop** is a programming concept that allows a block of code to be executed repeatedly based on a condition or a specified number of iterations. It is used to automate repetitive tasks within a program, reducing the need for manual repetition of code.

14. What is Problem Solving Skills?

Ans- The ability to identify, analyze, and find solutions to challenges or issues.

15. Define Motion Block.

Ans- It is used to control the movement of sprites (characters or objects) on the screen. These blocks allow users to define how an object moves, its speed, direction, and position.

16. Write the use of Looks Block in Sprite.

Ans- Looks blocks are essential for creating dynamic visual storytelling. By changing how sprites appear, such as making them say or think messages, switching costumes, or changing effects, you can create interactive stories or animations.

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- Scratch uses a **block-based coding system**, where different actions and commands are represented as colorful blocks that can be connected to form scripts.

Motion Blocks

Looks Bloc

Sound Block

Event Block

Control Block

18. Define the term stepwise thinking.

Ans- This method involves analysing a task or challenge step by step, addressing each part in a sequence, and building upon the previous steps to reach a solution.
