ITL PUBLIC SCHOOL
PRE ANNUAL EXAMINATION (2024-25)

Class: III

COMPUTER APPLICATION

	SECTION – A	
Q.1	**Multiple Choice Questions – Tick [✔] the correct option:**	5
1.1	The LOGO window is divided into _____ parts? a) Two b) Three c) Four d) Five	
1.2	LOGO commands are called _____ ? a) Instructions b) Programs c) Primitives d) Steps	
1.3	The pointed top of the turtle is called _____? a) Pointer b) Head c) Tail d) Body	
1.4	Which command button finds the errors in the program? a) Halt b) Pause c) Trace d) Status	
1.5	Which primitive turns the turtle left (anti-clockwise) by the given number of degrees? a) FD b) BK c) RT d) LT	
Q.2	**Fill in the blanks.**	5
2.1	The _____ key is used to execute a primitive.	
2.2	We type LOGO primitives in the _____ box.	
2.3	The _____ primitive clears the main screen but does not send the turtle back to its home.	
2.4	The _____ primitive draws a line in the backward direction by the given number of steps.	
2.5	The CT primitive clears the _____ list box.	
	SECTION – B	
Q.3	**APPLICATION BASED QUESTIONS**	5
3.1	Arrange all the steps that you will follow since early morning to get ready for friends birthday party in the evening. Step - 1: Shop for a birthday gift. Step - ____: Take your gift and arrange your conveyance to the location. Step - ____ : Wear your dress and comb your hair.	1

	Step - ____ : Start getting ready for the party.	
	Step - 5: Leave for the birthday party.	
3.2	Complete the pattern by drawing the shape that comes next.	2
3.3	Ruhi wants to draw a triangle using LOGO. Which primitive turn the head of the turtle into right by 45º? _____	2
	SECTION – C	
Q.4	**State 'True' or 'False'.**	5
4.1	The HOME primitive sends the turtle back to its home _____	
4.2	The HT primitive makes the turtle visible again. _____	
4.3	The LT primitive turns the turtle right (clockwise). _____	
4.4	Command input box is the place where we type our LOGO primitives. _____	
4.5	With the help of LOGO primitives, we can draw objects. _____	