

ST. ANDREWS SCOTS SCHOOL

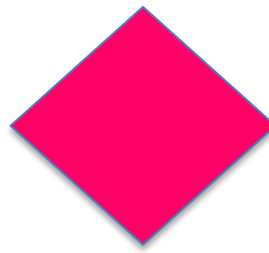
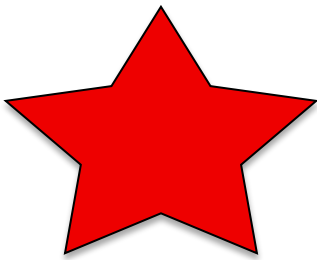
Adjacent Navniti Apartments,
I.P. Extension, Patparganj, Delhi-110092
(Session - 2025- 2026)

Class- III

L-5 (Stepwise Thinking)

Subject-Computer

Code Quest (Pg No. 60)



(Tech Ready)

A. Tick (✓) the correct option.

1. What is the process of completing one step and going onto the other known as?

(i) Stepwise thinking

2. What is the act of repeating an action again and again known as?

(ii) Looping

3. What is a set of step-by-step instructions in a unique language called?

(ii) Program

4. _____ is the process of arriving at a conclusion by making a Choice.

(ii) Decision making

B. Fill in the blanks:

1. If you miss one step, the **Output** will not be what you want it to be.

2. **Two** choices are given in 'if' condition.

3. When the 'If' condition is a 'No', then we follow **Otherwise** statement.

4. To complete a task divide each main step into the **Smaller** steps.

C. Answer the following questions.

1. Give an example of loop in real life.

Ans. See-saw is an example of loop in real life.

2. Write the general steps to do any task.

Ans. Step 1: List the main steps of the task.

Step 2: Divide each main step into smaller steps.

Step 3: Follow the sequence of steps.

3. What is decision making?

Ans. Decision making is the process of arriving at a conclusion by making a choice.

Tech Twister

A. Fill in the blanks to arrange your school bag by using the words given below:

1. School bag
2. Time table
3. Books and notebooks, first half.
4. Second
5. Pencil box

B. Tick the picture that represent an example of loop:

1. Hoola Hoop 2. Brushing

Competency- based/Application-based question:

2.

