

iPrimary Computing

Year 6

TOPICS:

**PROBLEM SOLVING, PROGRAMMING &
DEVELOPMENT**

Teacher:

Ms Deepthie Fernando

1. A program asks a student to input:

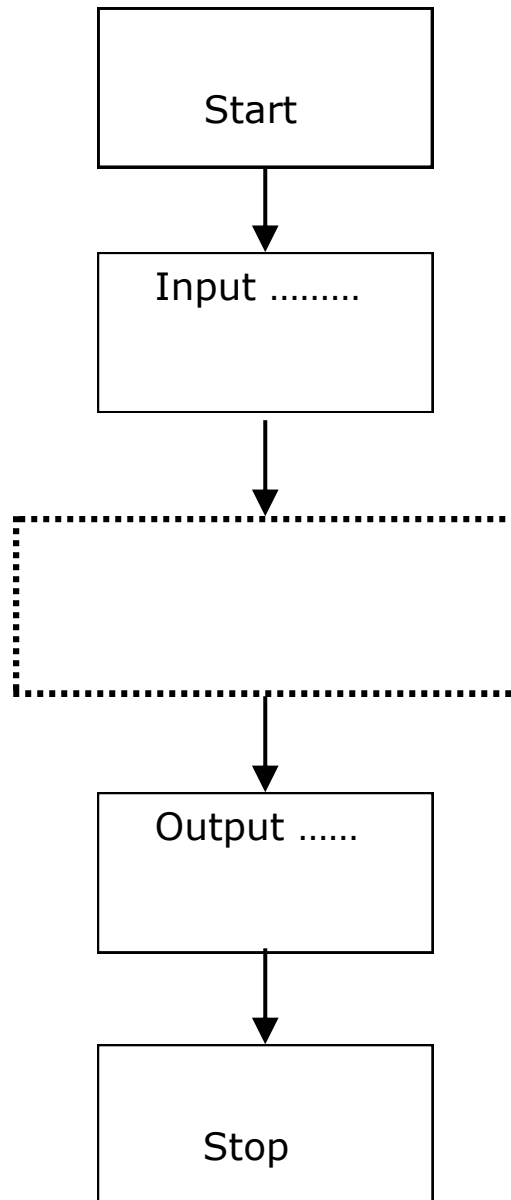
- Name of the plant
- Number of leaves
- Average height
- Whether the plant was watered today

Complete the data table by giving the data type that should be used for each input.

(a)	name of the plant	
(b)	number of leaves	
(c)	average height	
(d)	watered today?	

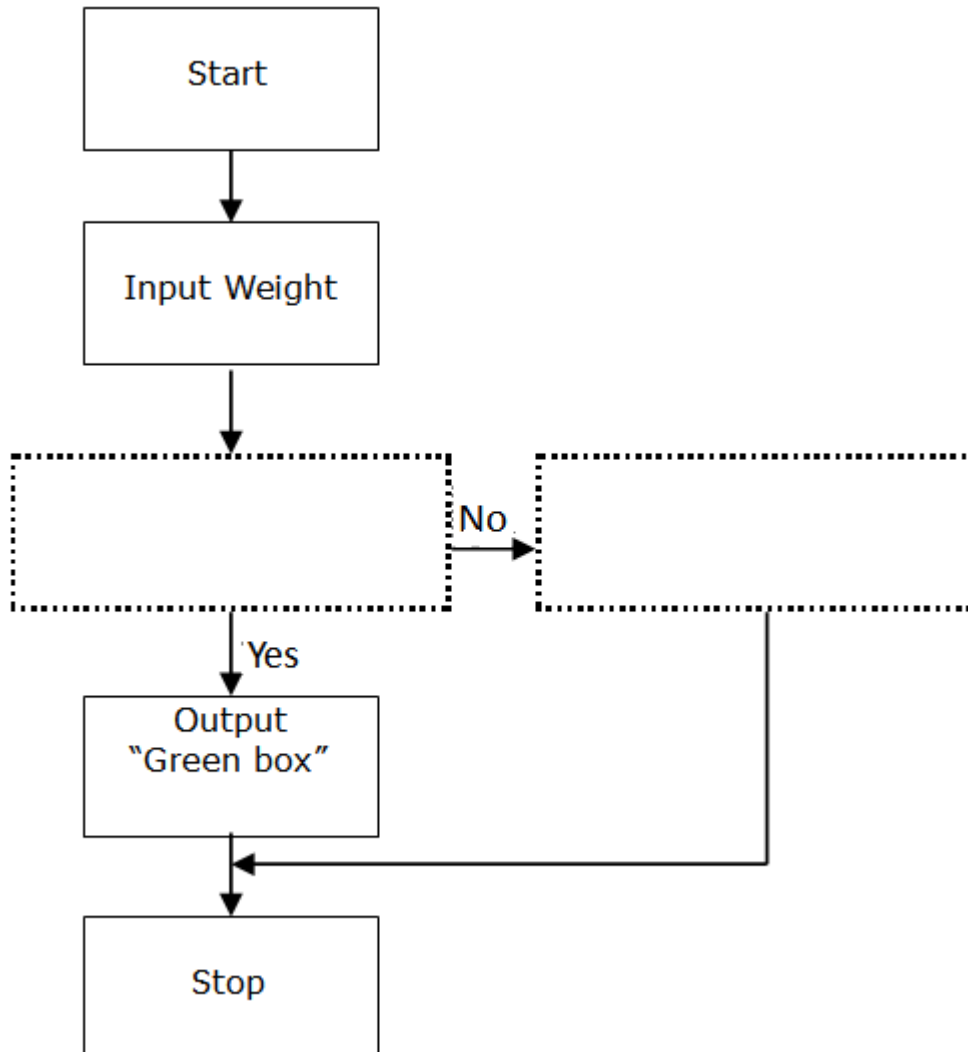
(Total for Question 1 = 4 marks)

2. This flowchart calculates the perimeter of a square.
Complete the flowchart.



(Total for Question 2 = 2 marks)

3. This flowchart checks the weight of bunches of grapes that would go to a Green box if it is over 1kg.

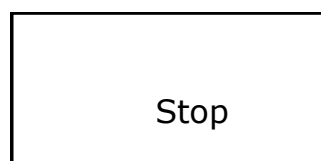
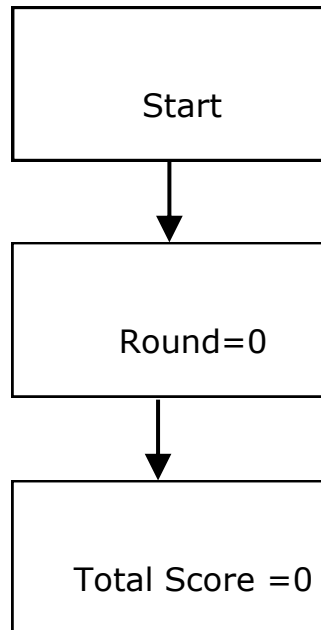


Complete the flowchart.

(Total for Question 3 = 2 marks)

4. A program calculates and displays the average speed of a runner after four rounds.

Create a flowchart to show the steps in this program.



(Total for Question 4 = 4 marks)

Thank You!