

AI Challenge

SAMPLE QUESTIONS

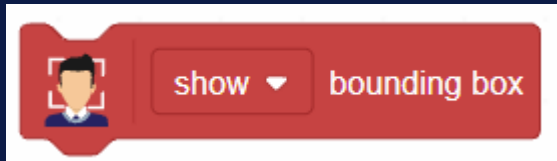
Tool: PictoBlox (Blocks)

Group 2: Junior 2 (4th Primary - 6th Primary)

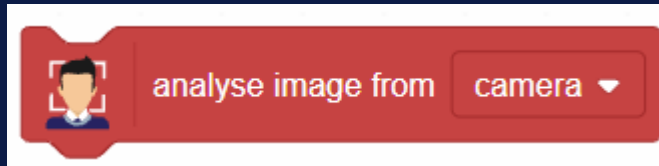
Question 1:

Which AI block is used to turn on the camera?

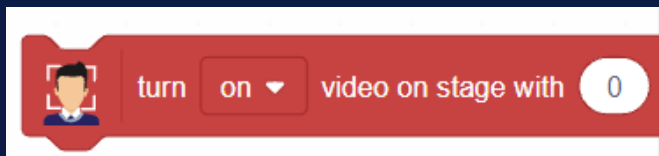
(a)



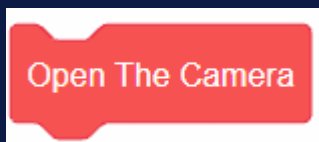
(b)



(c)



(d)



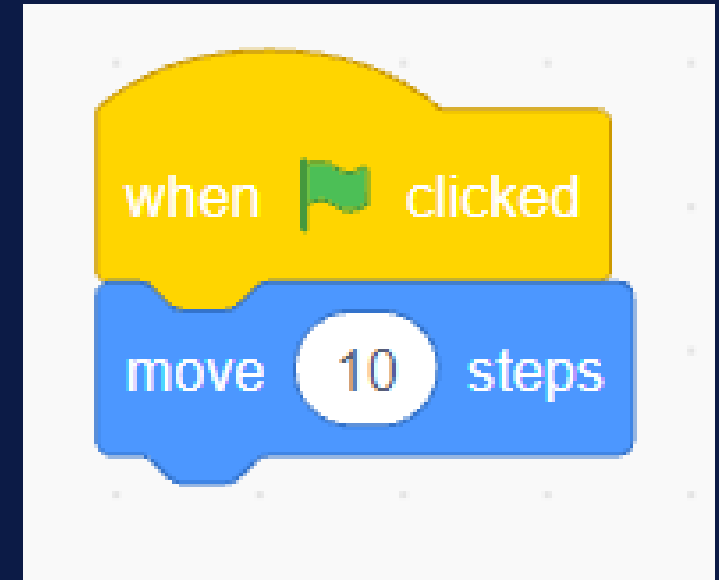
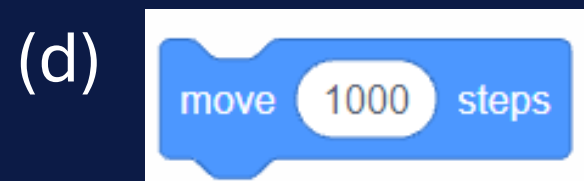
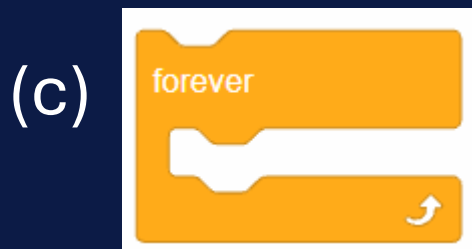
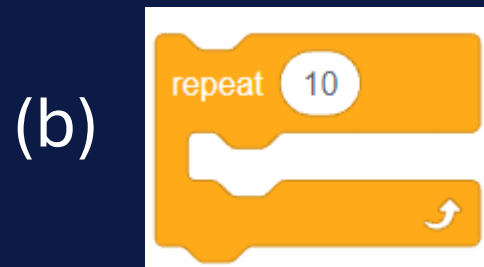
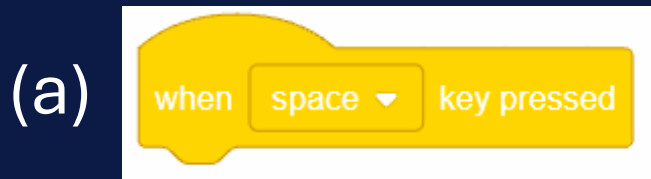
Question 2:

In PictoBlox, which block can you use to find out how many faces are in front of the camera?

- (a)  A purple speech bubble block with the text "say" and "Face".
- (b)  A red rounded rectangular block with a face icon and the text "get # faces".
- (c)  A red rounded rectangular block with a face icon, the text "get expression of face", and a dropdown menu showing "1".
- (d)  An orange rounded rectangular block with the text "Get Number".

Question 3:

This code should make Tobi move continuously. Which block should be added?



Question 4:

The Hand Pose extension is mainly used for:

- (a) Detecting speed
- (b) Detecting hand gestures
- (c) Detecting QR codes
- (d) Detecting colors



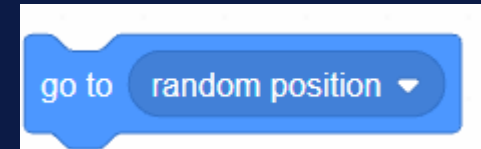
Question 5:

Which block makes Tobi move randomly on the stage.

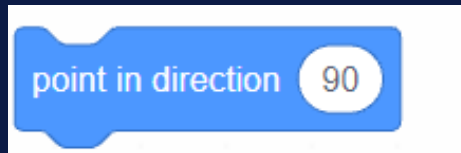
(a)



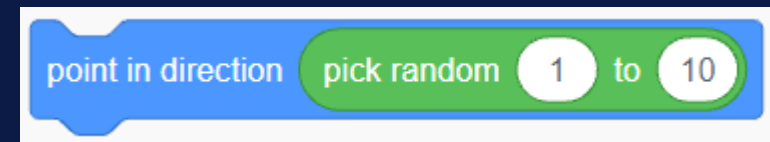
(b)



(c)



(d)



Question 6:

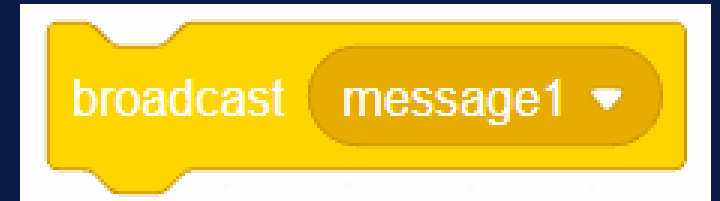
This code make Tobi turn right 15 degrees when clicked only

- (a) This code is true
- (b) This code is written in the wrong place
- (c) Tobi turn more than 15 degrees
- (d) Tobi turns when green flag clicked



Question 7:

What is the purpose of the broadcast block in PictoBlox?



- (a) To stop all scripts
- (b) To send a message to other sprites to trigger an event
- (c) To change the background
- (d) To draw a shape

Question 8:

Which block would you use to detect if a sprite is touching the mouse pointer?

(a)



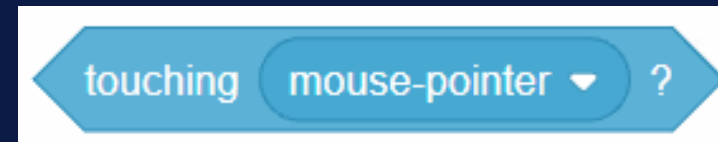
(b)



(c)



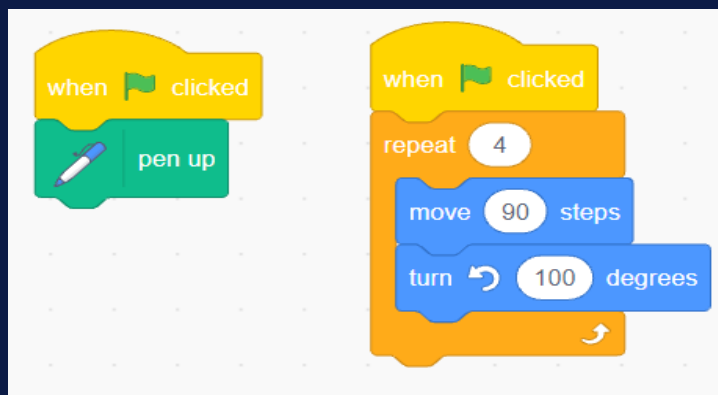
(d)



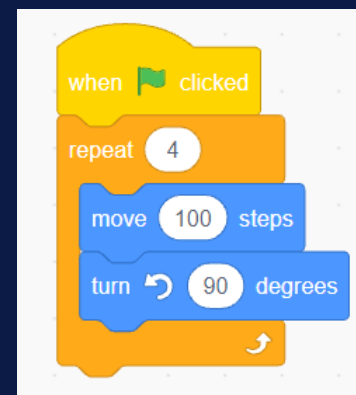
Question 9:

Which of the following is a correct way to use the Pen extension to draw a square?

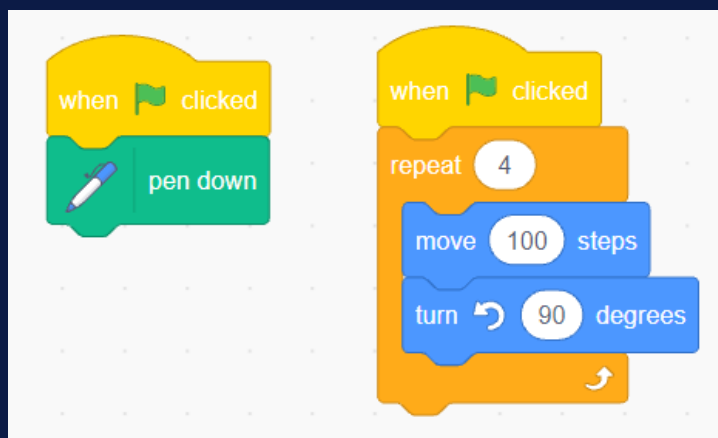
(a)



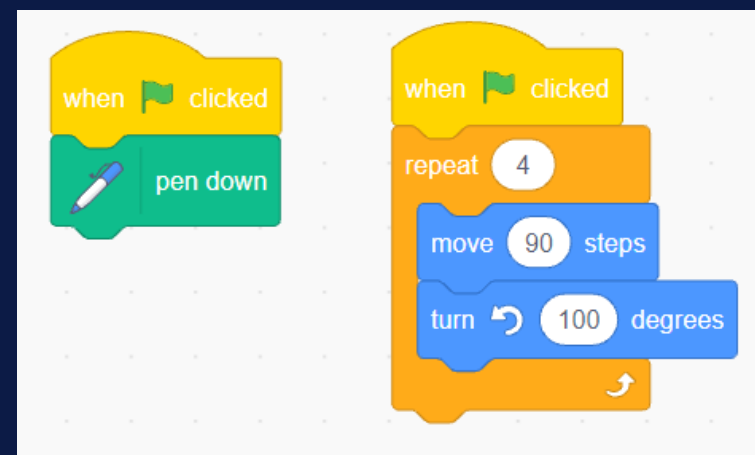
(b)



(c)



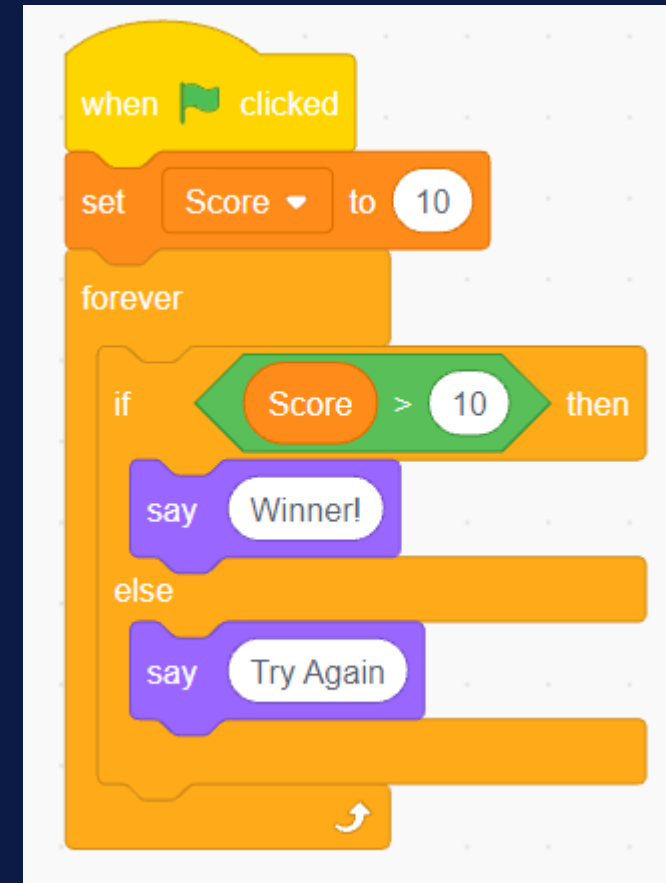
(d)



Question 10:

What is the result of the following code snippet?

- (a) Always says “Winner!”
- (b) Always says “Try Again”
- (c) Script stops working
- (d) Says “It’s Already 10”



Question 11:

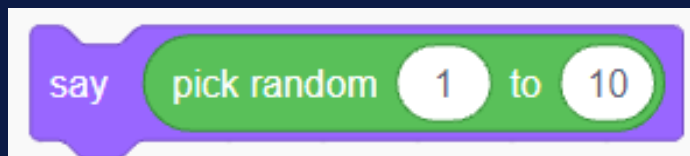
In PictoBlox, which block type is used to store a number or text value?

- (a) Motion
- (b) Control
- (c) Variable
- (d) Storing Area

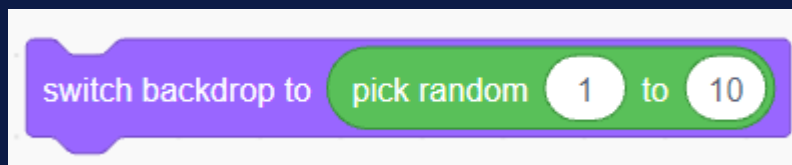
Question 12:

You want to change a sprite's appearance based on a random number. Which combination is correct?

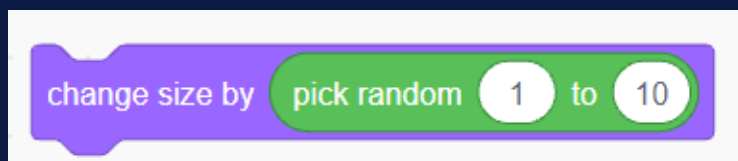
(a)



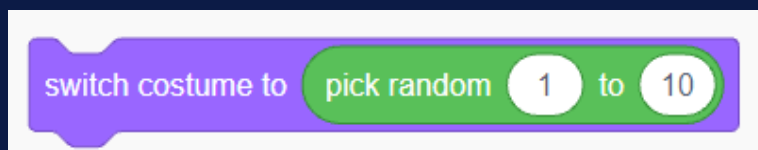
(b)



(c)



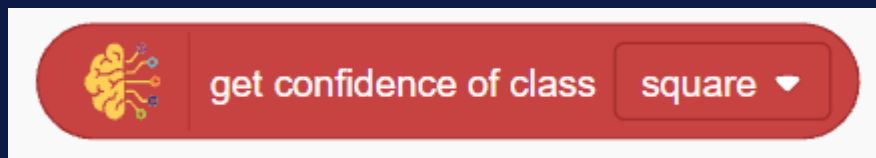
(d)



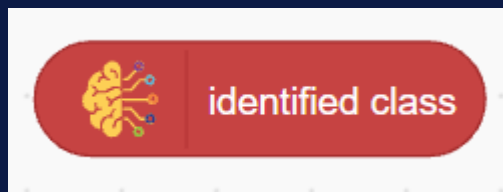
Question 13:

You trained a model to classify shapes (circle, square, triangle).
If the camera shows a square, what block gives the prediction?

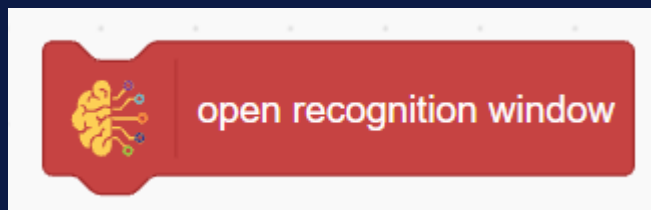
(a)



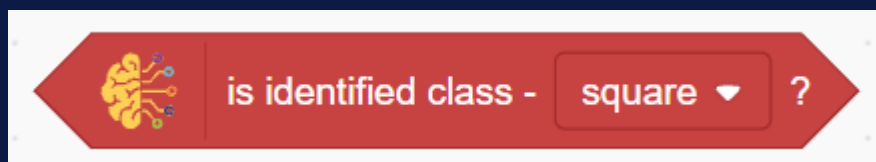
(b)



(c)

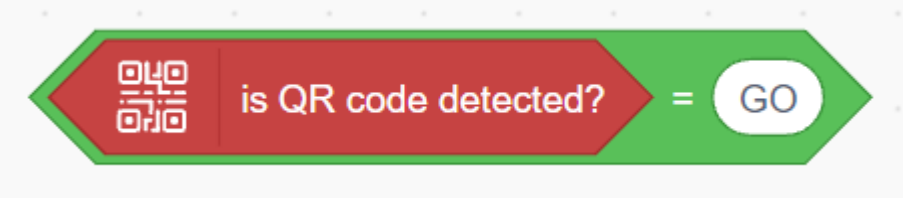
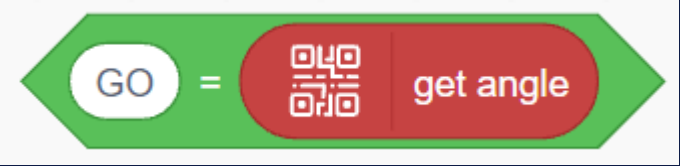
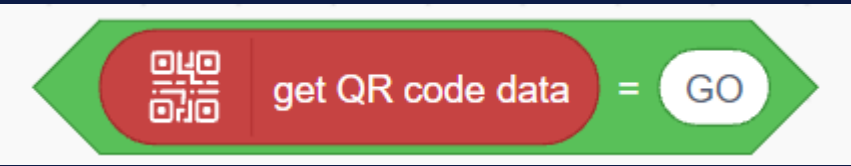
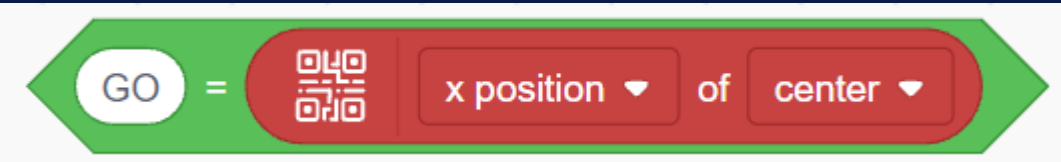


(d)



Question 14:

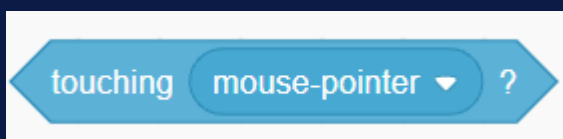
You want to show a message only when a QR code with text “GO” is detected. Which condition is correct?

- (a)  A Scratch condition block with a QR code icon on the left, the text "is QR code detected?" in the middle, an equals sign, and a "GO" message box on the right.
- (b)  A Scratch condition block with a "GO" message box on the left, an equals sign, a QR code icon, and the text "get angle" on the right.
- (c)  A Scratch condition block with a QR code icon on the left, the text "get QR code data" in the middle, an equals sign, and a "GO" message box on the right.
- (d)  A Scratch condition block with a "GO" message box on the left, an equals sign, a QR code icon, and the text "x position" followed by a dropdown arrow, "of", and "center" followed by a dropdown arrow on the right.

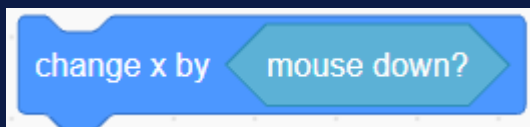
Question 15:

Which block combination will make a sprite follow the mouse pointer smoothly?

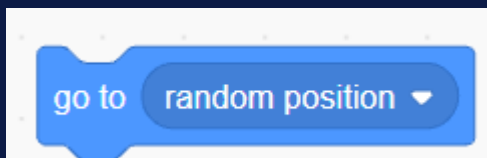
(a)



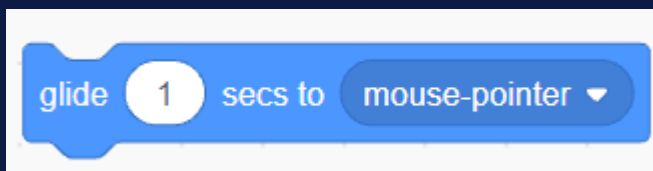
(b)



(c)



(d)



Question 16:

A sprite should follow the human body (elbow) position on screen. Which combination is correct?

(a)

```
when clicked
forever
  set x to mouse x
```

(b)

```
when clicked
repeat until (hand icon is right elbow of person 1 detected?)
  set x to x position
```

(c)

```
when clicked
if (hand icon is right elbow of person 1 detected?) then
  broadcast (elbow detected)
```

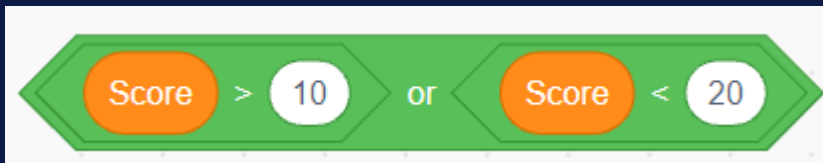
(d)

```
when clicked
forever
  set x to (hand icon X position of right elbow of person 1)
```

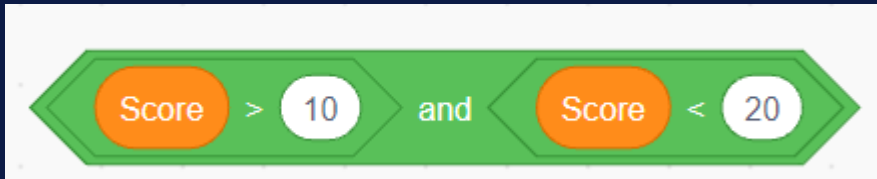
Question 17:

Which of these correctly checks if a variable score is between 10 and 20?

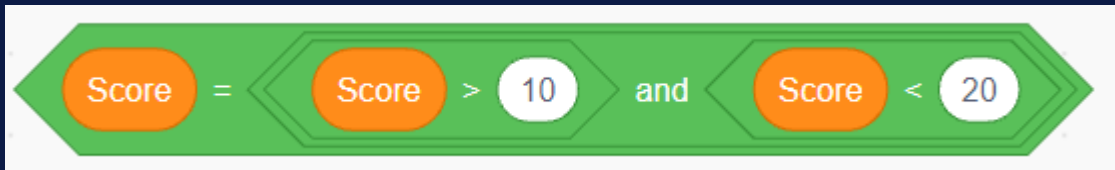
(a)



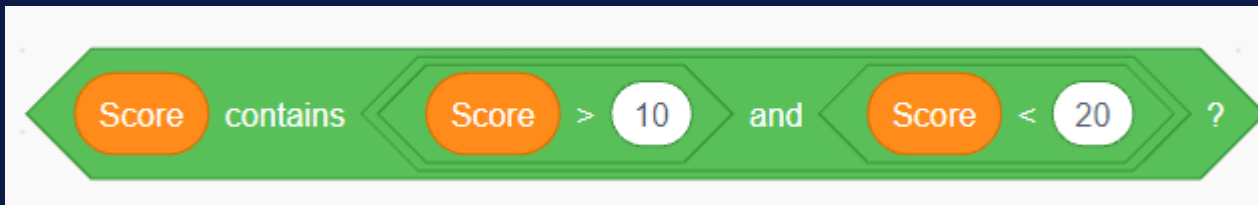
(b)



(c)



(d)



Question 18:

Which of the following code snippets doesn't stop the timer in PictoBlox?

(a)

```
when green flag clicked
  set Timer to 4
  forever
    wait 1 seconds
    if Timer > 0 then
      change Timer by -1
    else
      stop all
```

(b)

```
when green flag clicked
  set Timer to 30
  forever
    wait 1 seconds
    change Timer by -1
    if Timer = 0 then
      stop all
```

(c)

```
when green flag clicked
  set Timer to 30
  repeat until Timer = 0
    wait 1 seconds
    change Timer by -1
  stop all
```

(d)

```
when green flag clicked
  set Timer to 0
  forever
    wait 1 seconds
    change Timer by -1
    if Timer = 0 then
      stop all
```