

A stylized graphic of a human brain in purple and blue. The brain is connected to a circuit board with various blue lines and circular nodes. Inside the brain, there are code symbols: curly braces {}, less than/greater than </>, and a black triangle. The background is a dark blue.

AI Challenge

SAMPLE QUESTIONS

Tool: PictoBlox (Junior Blocks)

Group 1: Junior 1 (1st Primary - 3rd Primary)

Question 1:

Which block is used to start when sprite clicked?

(a)



(b)



(c)



(d)



Question 2:

Which block repeats actions a specific number of times?

(a)



(b)



(c)



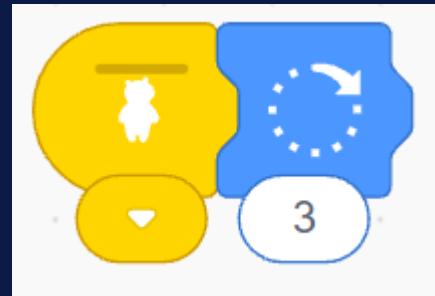
(d)



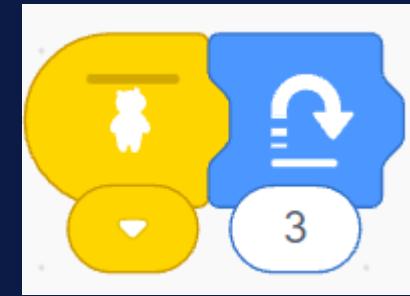
Question 3:

This code should make Tobi jump when the space key pressed. Which of the following is correct ?

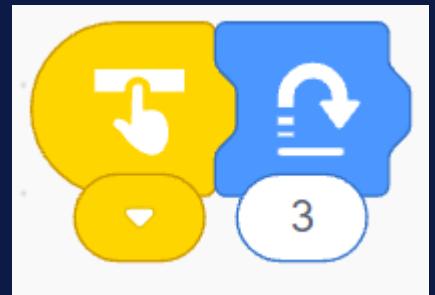
(a)



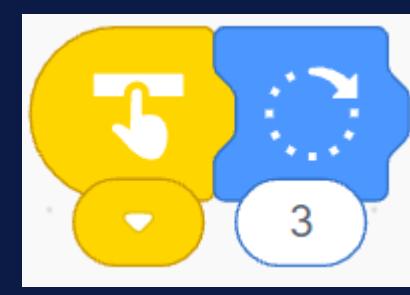
(b)



(c)



(d)



Question 4:

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

(a)



(b)



(c)



(d)



Question 5:

Which is Artificial Intelligence?

- (a) A Robot
- (b) A machine that can learn and make decisions
- (c) A video with animations
- (d) A painting

Question 6:

Hand Pose Detection in AI can help you:

- (a) Know where a person's hand is
- (b) Draw a circle
- (c) Move the character automatically
- (d) Change background color

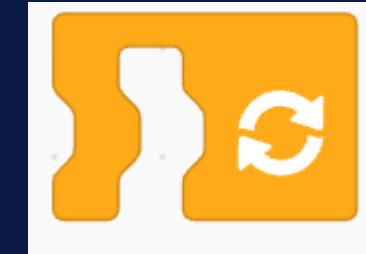
Question 1:

This code used to make Tobi say Happy or Sad depending on the face in front of the camera. Which of the following is missing to complete the code?

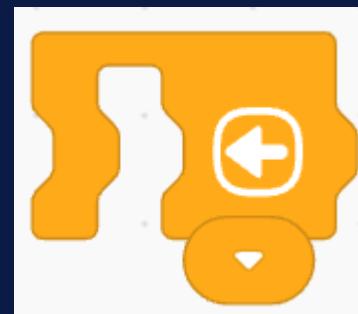
(a)



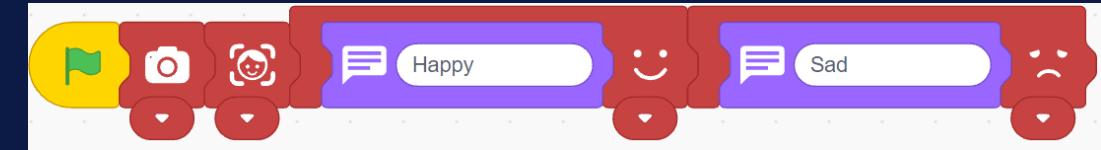
(b)



(c)

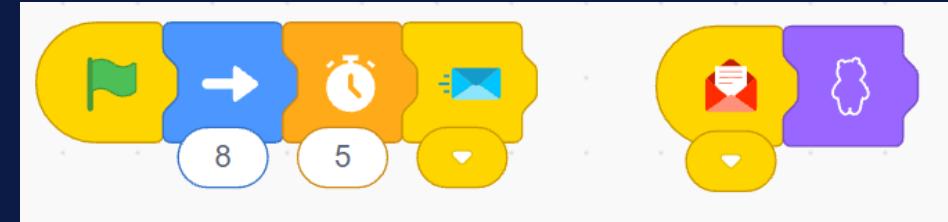


(d)



Question 2:

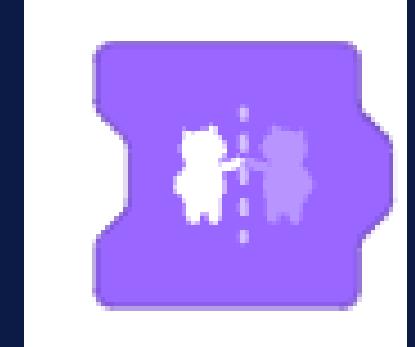
What is the result of the following code snippet?



- (a) Tobi wait 5 seconds, then disappear
- (b) Tobi disappears
- (c) Tobi moves 8 steps, wait 5 seconds, then disappear.
- (d) Nothing of these

Question 3:

The mirror orientation block is used to:



- (a) Make Tobi look at the mirror
- (b) Make Tobi reflect its orientation
- (c) Make Tobi moves until it sees a mirror
- (d) Make Tobi change its x-axis

Question 4:

If this code is applied to Hazel, and Hazel's starting position is shown below, what will Hazel's position be after the code finishes running?



(a)



(b)



(c)



(d)



Question 1:

In this game, Tobi follows the nose detected and if the Tobi touches the apple, the apple disappears. Which of the following is the wrong part ?

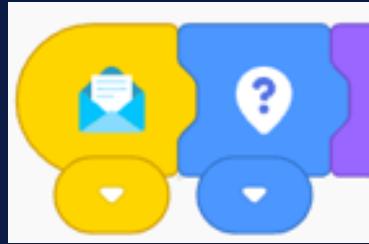
(a)



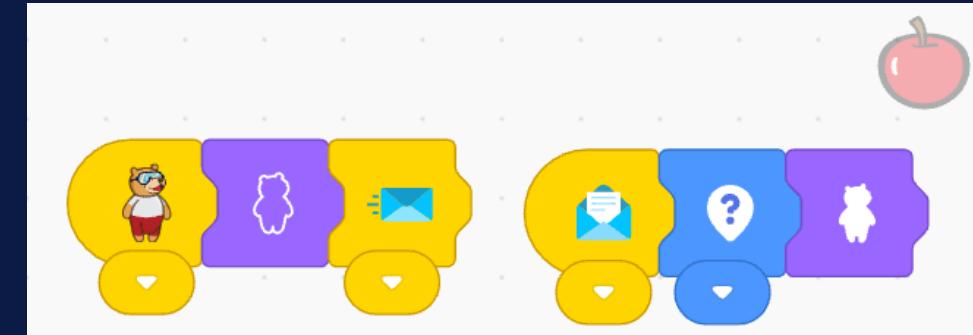
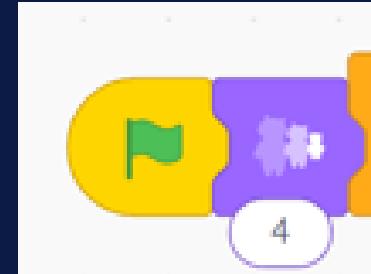
(b)



(c)



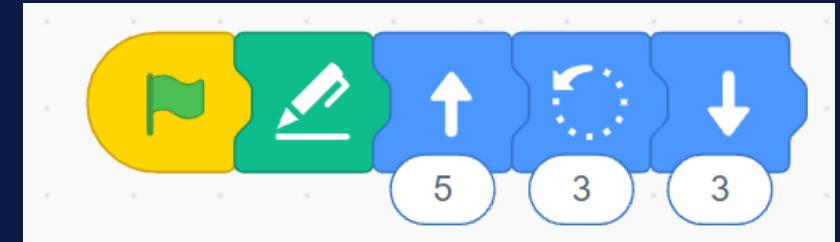
(d)



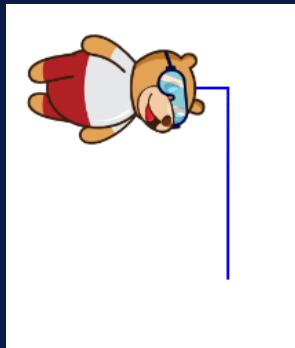
Question 2:

This code should make Tobi move 5 steps, turn, then move 3 steps.

What is the output in the screen?



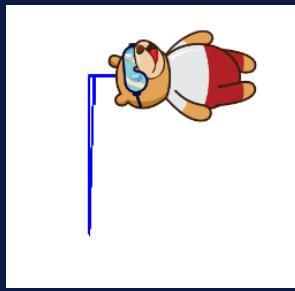
(a)



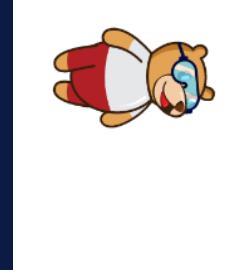
(b)



(c)



(d)

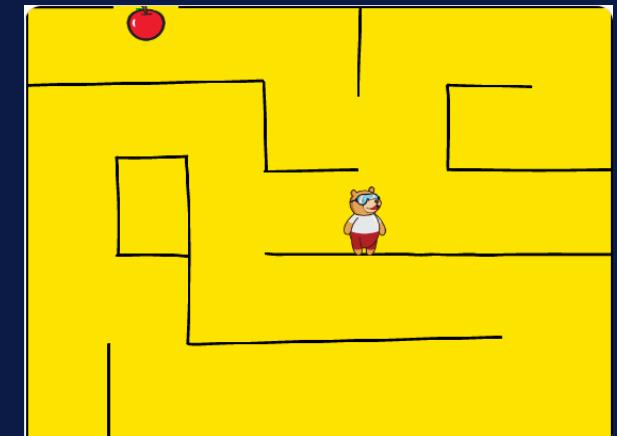


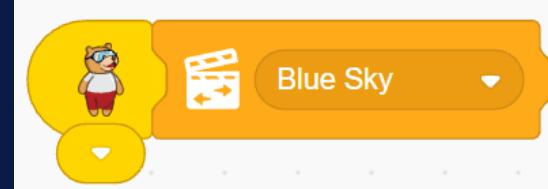
Question 3:

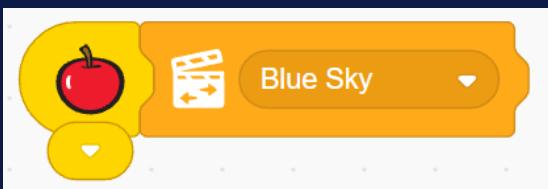
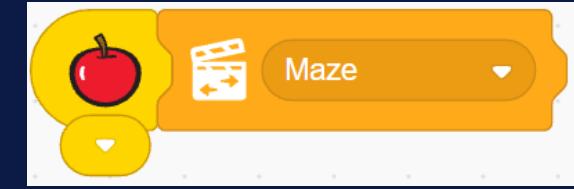
In the maze game, the goal is to help Tobi reach the apple. When Tobi touches the apple, the game should switch to another backdrop that displays “Game Over.”

Which of the following blocks of code will achieve this result?

Also, in which sprite should this code be placed: Tobi or the apple?



(a)  , Tobi (b)  , Apple

(c)  , Apple (d)  , Tobi