SCHOOL-BASED ASSESSMENT (SBA) - 2025
END-OF-YEAR ASSESSMENT
SUBJECT: COMPUTER SCIENCE
GRADE-6

FINAL TERM

[Paper A: 48 Marks, Paper B: 52 Marks, Total: 100 Marks], Time = 3 hours

School Name:

Student Name :   **Roll Number :**   **Section :**

OBJECTIVE PART(MCQs)

Question No.1 : An application of ICT is for:

(a) Traditional Schools   (b) Distance Learning

(c) Play Grounds   (d) Travelling guides

Question No.2 : CPU stands for:

(a) Computer Processing Unit   (b) Central Processing Unit

(c) Central Programming Unit   (d) Computer Programming Unit

Question No.3 : The collection of raw facts and figures is known as:

(a) Information   (b) Data   (c) Software   (d) Hardware

Question No.4 : Select the generation that included the microprocessors.

(a) First   (b) Second

(c) Third   (d) Fourth

Question No.5 : The working window on the desktop is refered to as:

(a) Actual   (b) Dynamic   (c) Active   (d) Inactive

Question No.6 : Apple computers use the operating system:

(a) Windows   (b) Mac   (c) Linux   (d) Android

Question No.7 : On the desktop, the taskbar is usually located at the side:

(a) Left   (b) Right

(c) Bottom   (d) Top

Question No.8 : Identify the link that is used to easily access a file/folder in Windows.

(a) Shortcut   (b) Briefcase   (c) Remove   (d) Save

Question No.9 : We can reduce the risk of failure of a solution by:

(a) Design   (b) Proper planning

(c) Coding   (d) Executing

Question No.10 : Deconstruction is also known as:

(a) Identification   (b) Definition

(c) Decomposition   (d) Analysis

Question No.11 : The program is:

(a) Set of decisions   (b) Set of instructions

(c) Set of tasks   (d) Set of software

Question No.12 : The first digital computer 'baby' was constructed in:

(a) 1946   (b) 1947   (c) 1948   (d) 1949

Question No.13 : The first step for developing a program is:

(a) Starting solution   (b) Defining problem

(c) Making flowchart   (d) Copying program

Question No.14 : A finite sequence of instructions to solve a specific task is called:

(a) Solution   (b) Flowchart   (c) Algorithm   (d) Data

Question No.15 : The character in scratch is called:

(a) Block palette   (b) Script area   (c) Sprite   (d) Sprite list

Question No.16 : If the output of the program does not match with desired result then the error will be:

(a) Syntax error   (b) Semantic error   (c) Logical error   (d) Assignment error

Question No.17 : A variable used to store information is called:

(a) Constant   (b) Value   (c) Character   (d) Double

Question No.18 : The first step of debugging a program is:

(a) Prove the Analysis   (b) Fix and Validate

(c) Identifying the problem   (d) Deleting the program

Question No.19 : Block used to get information about other sprites is:

(a) Sensing   (b) Control

(c) Looks   (d) Motion

Question No.20 : The process of fixing errors in programming is:

(a) Debugging   (b) Syntax   (c) Decoding   (d) Analyzing

Question No.21 : Community member is known as:

(a) Resident   (b) Citizen

(c) Immigrants   (d) Stranger

Question No.22 : Piracy is:

(a) Security   (b) Privacy   (c) Illegal reproducton   (d) Accuracy

Question No.23 : Responsible digital citizenship means:

(a) Behaving illegally   (b) Behaving lawfully

(c) Behaving rude   (d) Behaving politely

Question No.24 : A person who developes the skills by using the internet is called:

(a) citizen   (b) digital citizen   (c) new citizen   (d) technical citizen

Question No.25 : An entrepreneur is one who:

(a) works for a company   (b) starts his own business

(c) invests in stocks   (d) works in a bank

Question No.26 : Online payment network PayPal created by:

(a) Numan Skinder   (b) Bill Gates

(c) Elon Musk   (d) Zaheer Udeen Babar

Question No.27 : The final step of entrepreneurial process is:

(a) planning   (b) harvesting   (c) resourcing   (d) developing

Question No.28 : Entrepreneurial process ends on step:

(a) resourcing

(b) harvesting

(c) company management

(d) discovery

Question No.29 : Podio mobile application is used to:

(a) edit Images

(b) edit videos

(c) enhance business

(d) play games

Question No.30 : Challenge faced by digital entrepreneurship is:

(a) maintaining a physical store

(b) managing team of employees

(c) hiring labours

(d) adopting a new technology

Question No.31 : The fourth step in the entrepreneurship process is:

(a) discovery

(b) resourcing

(c) actualization

(d) harvesting

Question No.32 : Self plagiarism is:

(a) reusing your published work

(b) reusing someone else's work

(c) using others' work without citation

(d) illegal actions

SUBJECTIVE PART(CRQs)

Question No: 33

a) Write the names of any five ICT devices. (5 Marks)

b) Write a short note on booting. (5 Marks)

Question No: 34

a) Define repetition flow in the algorithm. (2 Marks)

b) Write an algorithm to polish a shoe. (4 Marks)

c) Differentiate between specific instructions and non-specific instructions. (4 Marks)

Question No: 35

a) Write an algorithm to find the sum and average of three numbers. (5 Marks)

b) Explain any two benefits of debugging. (5 Marks)

Question No: 36

a) Why do we need debugging? (2 Marks)

b) Differentiate between e-business and traditional business. (4 Marks)

c) List the names of four operations of computer. (4 Marks)

Question No: 37

a) What is meant by a digital citizen? (3 Marks)

b) Define plagiarism, and write its two types. (4 Marks)