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SCO INTERNATIONAL AI OLYMPIAD

CLASS 3 QUESTION PAPER

Set S | Reviewed website-ready edition for schools, teachers, and students

Designed from Class 3 AI learning pathways and aligned with SCO's platform flow for guided preparation, practice, reporting, and future-ready digital growth.

- age-fit AI literacy guidance for Class 3 / primary-level learners globally
- section-wise practice across AI basics, voice assistants, games, machine vs human capabilities, and block coding
- answer keys, explanations, and visual question blocks for website and classroom use

Maths	English	Science	Mental Ability	Finance Knowledge
AI	Entrepreneurship	GK	Coding	Life Skills

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Question Paper Structure

Segment	Question Nos.	Learning Focus	Marks Focus
Basic AI Concepts	1-7	Meaning of AI, daily tools, robot help	Concept clarity
AI Tools in Games and Learning	8-12	Voice assistants, learning apps, games, smart cars	Application
Machine vs Human Capabilities	13-17	Speed, emotion, learning, data-based decisions	Reasoning
Block Coding and Rule-Based Thinking	18-25	Movement, loops, if-then, program errors	Coding logic
Achievers Section	26-35	AI features, data, translation, while loop, jump command	Higher-order thinking

Section 1: Introduction to AI – Understanding Basic AI Concepts

Q1

Class 3

Question 1. What does AI stand for?

A. Artificial Ice
B. Automatic Intelligence
C. Artificial Intelligence
D. Actual Intelligence

Answer: C. Artificial Intelligence

Explanation: AI stands for Artificial Intelligence. It means machines or computer programs can be designed to perform tasks that usually need human-like thinking, such as recognizing patterns, answering questions, or learning from examples.

Q2

Class 3

Question 2. Which of the following is an example of AI?

A. A teddy bear
B. A voice assistant like Siri
C. A book
D. A calculator

Answer: B. A voice assistant like Siri

Explanation: A voice assistant uses AI to understand spoken words and respond. A book, a simple calculator, or a teddy bear does not normally learn or respond intelligently.

Q3

Class 3

Question 3. What can AI do that helps robots?

A. Make them move without any instructions
B. Make them dance all the time
C. Help them understand commands
D. Make them play games only

Answer: C. Help them understand commands

Explanation: AI can help a robot understand commands, recognize situations, and choose what action to take. Movement alone is not enough; the robot must also follow meaningful instructions.

Q4
Class 3

Question 4. What is a simple AI tool found in many phones?

A. Alarm clock
B. Calendar
C. Voice assistant
D. Wallpaper

Answer: C. Voice assistant

Explanation: A voice assistant such as Siri, Alexa, or Google Assistant uses AI to understand questions and respond. An alarm, calendar, or wallpaper may be useful, but they are not always AI tools.

Q5
Class 3

Question 5. How does AI help us in daily life?

A. It controls the weather
B. It does everything for us
C. It helps with tasks like setting reminders or sending messages
D. It reads our minds

Answer: C. It helps with tasks like setting reminders or sending messages

Explanation: AI can support small daily tasks such as reminders, directions, spelling help, voice search, and learning practice. AI does not control the weather or read minds.

Q6
Class 3

Question 6. How can a robot use AI at home?

A. It sings songs only
B. It sleeps like a human
C. It helps in tasks like cleaning by following instructions
D. It reads books by itself all day

Answer: C. It helps in tasks like cleaning by following instructions

Explanation: A robot vacuum or helper robot can use sensors, rules, and AI-like decisions to clean or move safely. It follows programmed instructions and may adjust to its surroundings.

Q7
Class 3

Question 7. Which of the following is NOT a common AI application?

A. Voice assistants
B. Self-driving cars
C. Game characters that respond to players
D. Making a sandwich by hand

Answer: D. Making a sandwich by hand

Explanation: Voice assistants, self-driving systems, and game characters can use AI. Making a sandwich by hand is a human activity and is not an AI application by itself.

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Section 2: AI Applications – Simple AI Tools in Games and Learning

Q8

Class 3

Question 8. What does a voice assistant usually do?

A. Listen to music only
B. Control the weather
C. Help with answering questions and simple tasks
D. Play outdoor games

Answer: C. Help with answering questions and simple tasks

Explanation: A voice assistant listens to a spoken request, recognizes words, and gives a useful response such as answering a question, setting a reminder, or playing a song.

Q9

Class 3

Question 9. How can AI help in a learning app?

A. It can adjust practice based on the learner's progress
B. It makes food for the learner
C. It turns the phone into a notebook
D. It only changes the screen color

Answer: A. It can adjust practice based on the learner's progress

Explanation: AI can help learning apps suggest easier or harder activities based on a learner's answers. This makes practice more personal and useful.

Q10

Class 3

Question 10. How does AI help in a video game?

A. It makes the player stop playing
B. It makes snacks for the player
C. It controls how computer characters or enemies behave
D. It removes all rules from the game

Answer: C. It controls how computer characters or enemies behave

Explanation: In many games, AI controls characters that react to the player. These characters may follow rules, choose paths, or respond to actions.

Q11

Class 3

Question 11. Which of the following uses AI to help it drive by itself?

A. A simple bus without sensors
B. A smart car with cameras and sensors
C. A bicycle without a computer
D. A toy truck with no controls

Answer: B. A smart car with cameras and sensors

Explanation: A self-driving smart car uses cameras, sensors, maps, and AI to understand the road and make safe movement decisions.

Q12

Class 3

Question 12. Which of the following is an example of a game that can use AI to play against a person?

A. Candy Crush as a simple matching puzzle
B. A coloring book
C. Chess with a computer opponent
D. A paper notebook

Answer: C. Chess with a computer opponent

Explanation: A computer chess opponent uses AI-like logic to study possible moves and choose a good move against the player.

Section 3: Machine vs Human Capabilities – Memory, Logic and Reasoning

Q13

Class 3

Question 13. Which task can AI often do faster than humans?

A. Solve many complex calculations very quickly
B. Feel emotions
C. Understand jokes like a close friend
D. Sleep

Answer: A. Solve many complex calculations very quickly

Explanation: AI can process large amounts of data and perform calculations very quickly. However, it does not feel emotions or sleep like humans.

Q14

Class 3

Question 14. Which is something humans can do but AI cannot truly do like a person?

A. Think logically
B. Feel emotions
C. Remember information
D. Perform calculations

Answer: B. Feel emotions

Explanation: AI can store information and perform calculations, but it does not truly feel emotions in the way people do.

Q15

Class 3

Question 15. Can AI learn from mistakes or feedback?

A. No, AI can never improve
B. Yes, AI can learn and improve over time
C. Only if it eats food
D. No, AI always repeats the same mistake

Answer: B. Yes, AI can learn and improve over time

Explanation: Some AI systems learn from examples, feedback, and data. This helps them improve performance over time, although humans still guide and check them.

Q16

Class 3

Question 16. Can AI think for itself exactly like a human being?

A. Yes, AI thinks and feels exactly like humans
B. No, AI uses data, rules, and patterns to make decisions
C. Yes, but only while sleeping
D. No, AI can only be a toy

Answer: B. No, AI uses data, rules, and patterns to make decisions

Explanation: AI does not think exactly like a human. It works by using data, rules, algorithms, and learned patterns to produce answers or actions.

Q17

Class 3

Question 17. Which job is humans usually better at than AI?

A. Doing fast calculations
B. Understanding and caring about feelings
C. Sorting numbers very quickly
D. Following repeated instructions

Answer: B. Understanding and caring about feelings

Explanation: Humans can understand feelings, show kindness, and make caring choices. AI can support people, but it does not truly feel or care.

Section 4: Block-Based Coding and Rule-Based Thinking

Q18

Class 3

Question 18. In block-based coding, which block would you use to make a robot move straight ahead?

A. Jump
B. Move forward
C. Turn left
D. Stop

Answer: B. Move forward

Explanation: The "move forward" block gives the robot or character an instruction to move in a straight direction.

Q19

Class 3

Question 19. What usually happens when there is an error in a block-based program?

A. The program always runs perfectly
B. The program may not work correctly and should be fixed
C. The program becomes faster
D. The program turns into a picture

Answer: B. The program may not work correctly and should be fixed

Explanation: A coding error means the instructions may be wrong or incomplete. The program should be checked and corrected so it can work as intended.

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Q20

Class 3

Question 20. What is used to create simple games in block-based programming?

A. Blocks
B. Only long text commands
C. Printed pictures only
D. Videos

Answer: A. Blocks

Explanation: Block-based programming uses visual blocks that represent commands. Students join blocks to create actions, games, stories, and simple programs.

Q21

Class 3

Question 21. In coding, what does a "repeat" block do?

A. It makes the robot stop
B. It tells the program to do the same action several times
C. It deletes the program
D. It changes the screen into a book

Answer: B. It tells the program to do the same action several times

Explanation: A repeat block is used when the same instruction must happen again and again. It saves time and makes the program shorter.

Q22

Class 3

Question 22. What can be used in a simple robot game to avoid obstacles?

A. A stop block only
B. A color block only
C. A sound block only
D. An if-then block

Answer: D. An if-then block

Explanation: An if-then block helps a program make a decision. For example, if there is an obstacle, then the robot can turn or stop.

Q23

Class 3

Question 23. How does a simple robot know where to go?

A. By guessing randomly
B. By following instructions programmed by a human
C. By asking another toy
D. By reading a storybook

Answer: B. By following instructions programmed by a human

Explanation: Robots follow instructions written in code. Sensors and AI can help robots respond to the world, but the rules and goals are still designed by people.

Q24

Class 3

Question 24. What can block-based programming teach?

A. How to build every part of a robot body
B. How to cook food
C. How to create a computer program using visual commands
D. How to paint a wall

Answer: C. How to create a computer program using visual commands

Explanation: Block coding helps students understand sequence, repetition, conditions, and logic by building programs with visual commands.

Q25

Class 3

Question 25. Which block can help create repeated patterns in a program?

A. Loop blocks
B. Picture blocks only
C. Sound blocks only
D. Coloring blocks only

Answer: A. Loop blocks

Explanation: Loop blocks repeat actions. Repeating actions can create movement patterns, drawing patterns, and game behavior.

Section 5: Achievers Section – AI in Daily Life, Data and Patterns

Q26

Class 3

Question 26. Which of the following is a useful feature of AI in daily life?

A. It can sleep at night
B. It can recognize speech or solve problems from data
C. It can feel hungry
D. It can breathe like a human

Answer: B. It can recognize speech or solve problems from data

Explanation: AI can help recognize speech, sort information, suggest routes, and solve problems by using data and patterns. It does not sleep, feel hungry, or breathe.

Q27

Class 3

Question 27. What is a smart speaker that uses AI?

A. A simple phone charger
B. A refrigerator without sensors
C. Google Home
D. A wristwatch without smart features

Answer: C. Google Home

Explanation: Google Home is a smart speaker that can use AI to understand voice commands, answer questions, and control smart devices.

Q28

Class 3

Question 28. Which AI-powered tool helps people translate languages?

A. Calculator
B. Google Translate
C. Camera stand
D. Paper notebook

Answer: B. Google Translate

Explanation: Google Translate uses AI methods to translate words and sentences from one language to another.

Q29

Class 3

Question 29. What type of AI ability does a virtual assistant like Alexa use to answer spoken questions?

A. Painting ability
B. Cooking ability
C. Voice recognition and language understanding
D. Sleeping ability

Answer: C. Voice recognition and language understanding

Explanation: Alexa listens to speech, recognizes words, understands the request, and gives a response. This uses voice recognition and natural language processing.

Q30

Class 3

Question 30. How does AI help in video games?

A. By making characters look colorful only
B. By controlling how computer characters or enemies behave
C. By making the screen larger
D. By turning the game into a book

Answer: B. By controlling how computer characters or enemies behave

Explanation: AI can make game characters move, chase, avoid, or respond according to the game rules and the player's actions.

Q31

Class 3

Question 31. Which of the following is a task that AI can be designed to do?

A. Sleep at night
B. Feel hungry
C. Learn from experience or examples
D. Make real friends like a person

Answer: C. Learn from experience or examples

Explanation: AI can be designed to learn from examples and improve its results. It does not sleep, feel hungry, or form friendships like humans do.

Q32

Class 3

Question 32. Can AI make mistakes like humans?

A. Yes, and it always repeats the same mistake
B. No, AI never makes mistakes
C. Yes, but it can sometimes learn from mistakes and improve
D. No, AI always gets everything right

Answer: C. Yes, but it can sometimes learn from mistakes and improve

Explanation: AI can give wrong answers if the data, rules, or situation are difficult. Good AI systems are checked and improved using feedback and better data.

Q33

Class 3

Question 33. What does AI mainly use to solve problems?

A. Feelings
B. Data and patterns
C. Sleep
D. Magic

Answer: B. Data and patterns

Explanation: AI looks for patterns in data and uses rules or models to make decisions, predictions, or suggestions.

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Q34

Class 3

Question 34. What is the purpose of a "while" loop in block-based programming?

A. To repeat an action while a condition is true
B. To move a character forward only once
C. To stop the program forever
D. To change the screen color only

Answer: A. To repeat an action while a condition is true

Explanation: A while loop repeats instructions as long as a condition remains true. This is useful in games, animations, and robot instructions.

Q35

Class 3

Question 35. In block-based coding, how can you make a character jump?

A. Use the move forward block
B. Use the repeat block only
C. Use a jump block or a jump command
D. Use the turn block

Answer: C. Use a jump block or a jump command

Explanation: A jump block or command is designed to make a character move upward and come back down, like jumping in a game.

Consolidated Answer Key

Q	Ans	Q	Ans	Q	Ans	Q/Ans
1	**C**	2	**B**	3	**C**	4 - C
5	**C**	6	**C**	7	**D**	8 - C
9	**A**	10	**C**	11	**B**	12 - C
13	**A**	14	**B**	15	**B**	16 - B
17	**B**	18	**B**	19	**B**	20 - A
21	**B**	22	**D**	23	**B**	24 - C
25	**A**	26	**B**	27	**C**	28 - B
29	**C**	30	**B**	31	**C**	32 - C
33	**B**	34	**A**	35	**C**	

Learning Review Focus

- Students should be able to explain AI as a helpful computer-based system that uses data and patterns.
- Students should identify AI examples in daily life, including voice assistants, smart speakers, maps, games, and translation tools.
- Students should understand that AI is useful but does not truly feel emotions like humans.
- Students should recognize basic coding ideas such as move, repeat, if-then, while loop, and command blocks.

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Space for Rough Work