School Connect Online

SCO INTERNATIONAL AI OLYMPIAD

CLASS 3 QUESTION PAPER

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

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

- age-fit AI awareness through daily-life examples, smart tools, data, games, and safe learning
- question-wise answer key and explanations for student review, teacher correction, and school publication
- visual question blocks with AI, data, game, robot, human-skill, and block-coding cues for clearer learning

AI Core	AI Basics	Smart Tools	Data Patterns	Games
Games	Block Coding	Logic	Safety	Review

SCO INTERNATIONAL AI OLYMPIAD

Class 3 | Question Paper Set S | Reviewed Edition

Total Questions: 35 | Time: 1 Hour | Calculator: Not Allowed

Question Paper Structure

Segment	Question Nos.	Learning Focus	Skill Tested
Basic AI Concepts	1-10	AI meaning, ML, data, image understanding, daily AI	Concept clarity
AI Tools in Games and Learning	11-20	Matching games, spelling, voice, reading, math games	Application
Machine vs Human Capabilities	21-30	Memory, logic, speed, creativity, emotions	Reasoning
Block-Based Coding	31-35	Scratch-style events, broadcast, score, conditions	Coding logic

School Connect Online

Section 1 – Basic Concepts: Introduction to AI in Daily Life

Q 1 Class 3

Question 1. What does AI stand for?

A. Amazing Inventions
B. Artificial Intelligence
C. Awesome Ideas
D. Animal Instincts

Answer: B. Artificial Intelligence

Explanation: AI stands for Artificial Intelligence. It means making computers and machines smart enough to do tasks that usually need human thinking, such as recognizing patterns, answering questions, or learning from examples.

Q 2 Class 3

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

A. A toy car that moves only when pushed
B. A calculator that adds numbers only by fixed buttons
C. A computer program that helps people talk to Siri or Alexa
D. A pencil used for drawing

Answer: C. A computer program that helps people talk to Siri or Alexa

Explanation: Voice assistants such as Siri and Alexa use AI to understand spoken questions and respond. A pencil, pushed toy car, or simple calculator does not learn or understand language.

Q 3 Class 3

Question 3. How do computers learn in AI?

A. They read books on their own
B. They learn from examples and data provided by people
C. They guess randomly
D. They watch movies to learn like humans

Answer: B. They learn from examples and data provided by people

Explanation: AI systems learn by studying many examples and finding patterns in data. This process helps them make better predictions or decisions over time.

Q 4 Class 3

Question 4. What is Machine Learning?

A. A method where computers learn from data instead of being told every exact answer
B. A game played only by robots
C. A type of computer that can only do math
D. A machine that makes lunch

Answer: A. A method where computers learn from data instead of being told every exact answer

Explanation: Machine Learning is a part of AI in which computers study data and examples to improve their performance. It is like practicing from many examples until the system gets better.

School Connect Online

Q 5 Class 3

Question 5. Which tool helps a computer "see" and understand pictures?

A. A digital camera only
B. A paintbrush
C. A Convolutional Neural Network (CNN)
D. A typewriter

Answer: C. A Convolutional Neural Network (CNN)

Explanation: A CNN is a special AI model often used for image recognition. A camera can capture the picture, but an AI model such as a CNN helps the computer understand what is in the picture.

Q 6 Class 3

Question 6. Why is Artificial Intelligence important in daily life?

A. It makes computers work without electricity
B. It helps solve problems and makes tasks easier, such as translation or recommendations
C. It makes every task slower
D. It works only in video games

Answer: B. It helps solve problems and makes tasks easier, such as translation or recommendations

Explanation: AI supports useful tools such as language translation, movie suggestions, smart search, and learning apps. It helps people complete tasks more efficiently.

Q 7 Class 3

Question 7. Which statement best describes a computer program that uses AI?

A. It follows simple fixed rules all the time without learning
B. It can learn from data or experience and improve performance
C. It works only when a button is pushed
D. It only makes random choices

Answer: B. It can learn from data or experience and improve performance

Explanation: An AI program can learn from examples and improve its results. This learning ability is what makes AI different from a simple program that only follows fixed steps.

Q 8 Class 3

Question 8. A robot helps clean a room by learning which areas are messier. What does this show?

A. The robot only follows one fixed instruction forever
B. The machine learns from its environment and improves its cleaning process
C. The robot cleans random places only
D. The robot works only when pushed like a toy

Answer: B. The machine learns from its environment and improves its cleaning process

Explanation: When a cleaning robot studies its surroundings and adjusts where it cleans, it is using AI-like learning and decision-making to improve its task.

Q 9 Class 3

Question 9. Which activity is most likely powered by AI in a school setting?

A. Using a blackboard to write lessons
B. A program that gives personalized learning tips after practice tests
C. Reading a printed textbook
D. Playing a traditional board game with no computer

Answer: B. A program that gives personalized learning tips after practice tests

Explanation: A personalized learning program can analyze student performance and suggest practice areas. This use of data and feedback is an example of AI in education.

Q 10 Class 3

Question 10. What makes AI different from regular computer programs?

A. AI programs can learn from data and improve, while regular programs usually follow fixed instructions
B. AI programs work only in video games
C. Regular programs can always learn and change on their own
D. AI programs never need instructions or data

Answer: A. AI programs can learn from data and improve, while regular programs usually follow fixed instructions

Explanation: Regular programs mainly follow instructions written by a programmer. AI programs can use data to learn patterns and improve how they answer or act.

Section 2 – Simple AI Tools in Games and Learning

Q 11 Class 3

Question 11. Which option best describes a simple AI tool used in a matching game?

A. A tool that picks cards randomly without rules
B. A tool that remembers revealed cards and helps find matching pairs
C. A tool that shows the same picture every time
D. A tool that hides all cards permanently

Answer: B. A tool that remembers revealed cards and helps find matching pairs

Explanation: In a matching game, a simple AI feature may store which cards were already revealed. This memory helps the game give hints or identify matching pairs.

Q 12 Class 3

Question 12. In a spelling game that uses AI, what is the main role of the AI tool?

A. To randomly choose words without checking spelling
B. To compare the player's spelling with the correct word and provide hints
C. To ignore the player's answers
D. To show only pictures of letters

Answer: B. To compare the player's spelling with the correct word and provide hints

Explanation: The AI tool can check the student's answer against the correct spelling and give feedback or hints. This makes the activity more interactive and helpful.

Q 13 Class 3	**Question 13. How does a voice assistant in an educational game help students?** **A.** It reads random words that are not related to the lesson **B.** It listens to spoken words and gives immediate feedback or answers questions **C.** It only plays music without interaction **D.** It turns off when a student speaks **Answer: B. It listens to spoken words and gives immediate feedback or answers questions** **Explanation:** A voice assistant uses speech recognition and language understanding to listen to the student and respond. This supports interactive learning.
Q 14 Class 3	**Question 14. Which option is an example of a simple AI tool in a math learning game?** **A.** A tool that creates problems and adjusts difficulty based on the student's performance **B.** A tool that shows the same problem every time **C.** A tool that does not check answers **D.** A tool that randomly changes numbers with no logic **Answer: A. A tool that creates problems and adjusts difficulty based on the student's performance** **Explanation:** A math learning game may become easier or harder based on the student's answers. This adaptive behavior is a useful AI feature.
Q 15 Class 3	**Question 15. In a game where players match animal pictures with their sounds, what does the AI tool mainly do?** **A.** It plays any random sound **B.** It compares the animal picture with stored data to play the correct sound **C.** It only shows animal pictures without sound **D.** It repeats the same sound for all animals **Answer: B. It compares the animal picture with stored data to play the correct sound** **Explanation:** The tool uses stored examples and pattern matching to connect an animal picture with the correct animal sound. This reinforces learning through feedback.
Q 16 Class 3	**Question 16. In an interactive reading app, how can AI help students learn new words?** **A.** It reads a paragraph and ignores individual words **B.** It listens to reading, identifies mispronounced words, and suggests corrections **C.** It displays words without pronunciation help **D.** It replaces all words with pictures **Answer: B. It listens to reading, identifies mispronounced words, and suggests corrections** **Explanation:** A reading app can use speech recognition to listen to pronunciation and give corrections. This helps students improve reading accuracy.

Q 17 Class 3

Question 17. Which game feature is most likely powered by simple AI to personalize gameplay?

A. The game randomly changes background colors
B. The game tracks progress and offers hints or easier challenges when needed
C. The game plays the same level without change
D. The game ignores all player actions

Answer: B. The game tracks progress and offers hints or easier challenges when needed

Explanation: A personalized game watches how the player is doing and gives help or changes difficulty. This is a simple example of adaptive AI.

Q 18 Class 3

Question 18. How does an AI tool help in a memory matching game for young learners?

A. It hides the cards so they are never revealed
B. It records which cards have been revealed and helps remember their positions
C. It shuffles the cards every second to confuse the player
D. It deletes the cards after the game starts

Answer: B. It records which cards have been revealed and helps remember their positions

Explanation: A memory game can keep track of revealed cards. This use of memory and matching is a basic AI-style support feature.

Q 19 Class 3

Question 19. Which method can a simple AI drawing app use to recognize shapes drawn by children?

A. It ignores the drawing and always shows a circle
B. It compares the drawn shape with stored patterns and identifies it
C. It deletes the drawing immediately
D. It replaces the drawing with a random shape

Answer: B. It compares the drawn shape with stored patterns and identifies it

Explanation: The app can compare a child's drawing with known patterns such as circles, squares, or triangles. This is a form of pattern recognition.

Q 20 Class 3

Question 20. In a learning game that adjusts difficulty based on student performance, what does the AI tool do?

A. It ignores performance and shows the same level every time
B. It tracks correct answers and increases or decreases difficulty accordingly
C. It changes difficulty randomly without checking answers
D. It resets the game after every question

Answer: B. It tracks correct answers and increases or decreases difficulty accordingly

Explanation: The AI tool studies how many answers are correct and then selects a suitable difficulty level. This helps the learner practice at the right level.

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

School Connect Online

Q 21 Class 3

Question 21. Which statement best explains how computers remember saved information?

A. Computers can store numbers and letters exactly when data is saved correctly
B. Computers forget everything after a little while
C. Computers remember by thinking like humans
D. Computers only remember pictures

Answer: A. Computers can store numbers and letters exactly when data is saved correctly

Explanation: Computer memory stores digital data in a precise form when it is saved correctly. Human memory can fade or change over time.

Q 22 Class 3

Question 22. What is a big difference between computer logic and human logic?

A. Computers follow exact rules, while humans can also use feelings and experience
B. Humans never change, while computers always change their rules
C. Both computers and humans always follow the same rules perfectly
D. Humans never use logic

Answer: A. Computers follow exact rules, while humans can also use feelings and experience

Explanation: Computers follow algorithms and instructions. Humans can use logic too, but they also consider emotions, experiences, and context.

Q 23 Class 3

Question 23. Which task are computers usually very good at compared with humans?

A. Solving a large number of math problems very quickly
B. Remembering a personal story with feelings
C. Understanding emotions in a conversation
D. Making creative decisions without rules

Answer: A. Solving a large number of math problems very quickly

Explanation: Computers can process numbers and data very quickly and accurately. Humans are often stronger in emotion, meaning, and creativity.

Q 24 Class 3

Question 24. Which statement best describes human memory compared with computer memory?

A. Humans remember every detail perfectly like a computer
B. Computer memory can store information exactly, while human memory can sometimes be fuzzy
C. Human and computer memory always work the same way
D. Computer memory is always less reliable than human memory

Answer: B. Computer memory can store information exactly, while human memory can sometimes be fuzzy

Explanation: Computers can store data exactly, but human memory can be affected by time, attention, and feelings.

Q 25 Class 3

Question 25. Why are computers very good at repetitive tasks compared with humans?

A. Computers get tired easily
B. Computers can follow the same instructions repeatedly without getting tired
C. Humans are always better at repeating tasks without mistakes
D. Computers cannot repeat tasks

Answer: B. Computers can follow the same instructions repeatedly without getting tired

Explanation: Computers can repeat the same instruction many times without fatigue. Humans may become tired or distracted during repetitive work.

Q 26 Class 3

Question 26. In solving puzzles, how can computers differ from humans?

A. Computers use programmed rules and algorithms, while humans may also use creativity and intuition
B. Computers and humans always use the same creative methods
C. Humans only use exact rules like computers
D. Computers only guess randomly

Answer: A. Computers use programmed rules and algorithms, while humans may also use creativity and intuition

Explanation: Computers solve problems using programmed methods and data. Humans may combine rules, imagination, experience, and creativity.

Q 27 Class 3

Question 27. Which statement is true about how computers and humans recognize patterns?

A. Computers can quickly find patterns in lots of numbers or images, while humans may need more time
B. Humans always find patterns faster than computers
C. Both always take the same time
D. Computers cannot recognize patterns

Answer: A. Computers can quickly find patterns in lots of numbers or images, while humans may need more time

Explanation: Computers can process large data sets quickly. Humans also recognize patterns, but may take longer with large amounts of information.

Q 28 Class 3

Question 28. When making decisions, how do computers typically differ from humans?

A. Computers use data and rules, while humans also use feelings and experiences
B. Computers use feelings just like humans
C. Humans only use rules and never emotions
D. Computers decide randomly while humans follow rules strictly

Answer: A. Computers use data and rules, while humans also use feelings and experiences

Explanation: Computers make decisions based on data, models, and instructions. Humans may include feelings, values, experience, and judgment.

Q 29 Class 3	**Question 29. Why might a computer be better than a human at remembering a long list of numbers?** **A.** Computers store numbers exactly, while humans may forget or mix them up **B.** Humans always remember numbers perfectly **C.** Computers forget numbers quickly **D.** Both remember numbers in the same way **Answer: A. Computers store numbers exactly, while humans may forget or mix them up** **Explanation:** Digital storage can keep numbers exactly as saved. Human memory can be affected by distraction, time, or confusion.

Q 30 Class 3	**Question 30. Which is a creative task that humans are usually better at than computers?** **A.** Adding very large numbers quickly **B.** Creating a new story or drawing using imagination **C.** Repeating the same calculation without error **D.** Storing thousands of facts exactly **Answer: B. Creating a new story or drawing using imagination** **Explanation:** Humans are naturally creative and can use imagination, emotion, and personal experience. Computers can help generate content, but they do not imagine like humans.

Section 4 – Achievers Section: Matching Games and Block-Based Coding

Q 31 Class 3	**Question 31. In a Scratch-style matching game, which block is best used to check if one sprite is touching another?** **A.** when green flag clicked **B.** if <touching [sprite]> then **C.** repeat until <touching [sprite]> **D.** broadcast [message] **Answer: B. if <touching [sprite]> then** **Explanation:** The “if <touching [sprite]> then” block checks whether one sprite is touching another. In a matching game, it can help decide whether selected items are interacting.

School Connect Online

Q 32 Class 3	**Question 32. In a Scratch-style matching game, what is a broadcast block used for?** **A.** To permanently store player scores **B.** To send a message that can trigger other scripts **C.** To make a sprite invisible only **D.** To check if two sprites are touching **Answer: B. To send a message that can trigger other scripts** **Explanation:** A broadcast sends a message to scripts or sprites so that multiple actions can happen after an event, such as starting a new round or showing feedback.

Q 33 Class 3	**Question 33. A matching game must decide if two selected cards match. Which control structure is best for this check?** **A.** if <condition> then <action> else <action> **B.** forever loop only **C.** when this sprite clicked only **D.** wait until <condition> only **Answer: A. if <condition> then <action> else <action>** **Explanation:** An if-then-else structure allows the program to take one action if cards match and another action if they do not match. This is decision-making in code.

Q 34 Class 3	**Question 34. In block-based coding, which block should update a player's score by adding 10 points after a correct match?** **A.** set score to 10 **B.** change score by 10 **C.** if score > 10 then **D.** repeat score 10 times **Answer: B. change score by 10** **Explanation:** The "change score by 10" block increases the current score by 10. "Set score to 10" would replace the score instead of adding to it.

Q 35 Class 3	**Question 35. In a matching game, which concept explains actions that happen when a sprite is clicked or touches another sprite?** **A.** Continuous looping only **B.** Random number generation **C.** Event-driven triggers **D.** Manual coding without conditions **Answer: C. Event-driven triggers** **Explanation:** Event-driven programming means the program responds to events such as clicks, touches, or broadcasts. This is important for interactive games.

Consolidated Answer Key

Q	Ans	Q	Ans	Q	Ans	Q	Ans
1	**B**	2	**C**	3	**B**	4	**A**
5	**C**	6	**B**	7	**B**	8	**B**

9	**B**	10	**A**	11	**B**	12	**B**
13	**B**	14	**A**	15	**B**	16	**B**
17	**B**	18	**B**	19	**B**	20	**B**
21	**A**	22	**A**	23	**A**	24	**B**
25	**B**	26	**A**	27	**A**	28	**A**
29	**A**	30	**B**	31	**B**	32	**B**
33	**A**	34	**B**	35	**C**		

Learning Review Focus

- Explain AI as a system that learns from examples, data, and patterns.
- Identify AI tools in daily life, learning apps, games, translation, and voice assistants.
- Compare machine strengths with human strengths such as feelings, creativity, and care.
- Use basic block-coding ideas such as condition, event, broadcast, score change, and sprite interaction.

Space for Rough Work