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SCO INTERNATIONAL OLYMPIAD

CLASS 2 CODING OLYMPIAD

SOLVED QUESTION PAPER

Question Paper Set A | 2026-27

For students, teachers, schools, and guided olympiad preparation

Designed from Class 2 coding-thinking pathways and aligned with SCO's practice flow for guided learning, question practice, answer review, and future-ready digital growth.

- age-fit coding guidance for Class 2 / early-primary learners globally
- concepts include sequence, algorithm, condition, loop, variable, event, input, output, function, and debugging
- practice-ready question blocks with answer key, explanations, and teacher-friendly correction notes

Coding Basics	Robots & Steps	Patterns & Logic	Input Output	Loops & Events
Variables	Functions	Scratch Thinking	Events	Answer Review

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Class 2 | Question Paper Set A | 2026-27 | Solved Paper

Total Questions	35
Suggested Time	1 hour
Question Type	Single correct option multiple-choice questions
Marking Guidance	Each question carries 1 mark unless separately declared by the school/exam authority. No negative marking is recommended for this level.

Candidate Guidelines

- Read each question carefully before selecting the answer.
- There is only one correct answer for each question.
- Use the answer key and explanations after attempting the full paper for learning review.
- All visual prompts and picture-based situations are placed inside the relevant question block.
- Calculator use is not required for this Class 2 coding-thinking paper.

Section-wise Learning Focus

Section	Questions	Core Skills	What Students Practise
Fundamentals of Coding	1-10	Code, program, algorithm, device, binary, condition	Recognising the basic language of coding and computer use.
Visual Patterns and Devices	11-15	Pattern, input device, output, ordered steps	Reading picture clues and following visible sequences.
Loops, Conditions, Events, Debugging	16-25	Repeat, if-then, event, variable, output	Connecting everyday examples with coding building blocks.
Applied Coding Scenarios	26-30	Bug fixing, loop stop, input/output, reusable steps	Choosing the correct idea for small robot and game situations.
Achievers Section	31-35	Debugging, repeat loops, counters, functions	Higher-order reasoning and reuse of named steps.

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Section 1: Fundamentals of Coding

This section checks basic computer and coding vocabulary, sequence, algorithm, binary thinking, and simple conditions.

1

Question 1

Which part of a computer shows pictures and words?

A. Monitor
B. Microphone
C. Mouse
D. Scanner

Correct Answer: A. Monitor

Explanation: A monitor is the screen that displays the computer's output.

2

Question 2

A robot must move forward three times and then turn right. Which code is correct?

A. Forward, Turn Right, Forward, Forward
B. Forward, Forward, Forward, Turn Right
C. Turn Right, Forward, Forward, Forward
D. Forward, Forward, Turn Right, Forward

Correct Answer: B. Forward, Forward, Forward, Turn Right

Explanation: The robot goes straight for three steps first, and only then turns right.

3

Question 3

Complete the pattern: square, circle, square, circle, __

A. square
B. circle
C. triangle
D. star

Correct Answer: A. square

Explanation: The pattern alternates between square and circle, so square comes next.

4

Question 4

To make a triangle, a turtle uses: Move Forward, Turn Right, Move Forward, Turn Right, Move Forward, __. Which command completes the shape?

A. Turn Right
B. Stop
C. Turn Left
D. Move Backward

Correct Answer: A. Turn Right

Explanation: A triangle has three corners, so one more right turn finishes the final corner.

5

Question 5

What is a program?

A. A list of computer instructions
B. A snack break
C. A school bag
D. A drawing book

Correct Answer: A. A list of computer instructions

Explanation: A program is a set of instructions that tells the computer what to do.

6

Question 6

Which device helps you point, click, and drag on the screen?

A. Mouse
B. Speaker
C. Printer
D. Webcam

Correct Answer: A. Mouse

Explanation: A mouse helps you move the pointer and click on things on the screen.

7

Question 7

Which part is often called the computer's brain?

A. CPU
B. Keyboard
C. Monitor
D. Headphones

Correct Answer: A. CPU

Explanation: The CPU processes instructions and controls what the computer does.

8

Question 8

In binary, what does 1 usually mean?

A. Off
B. On
C. Maybe
D. Empty

Correct Answer: B. On

Explanation: Binary uses 1 for on and 0 for off.

9

Question 9

Which of these is an algorithm?

A. Steps for planting a seed
B. A poem
C. A funny sticker
D. A cloud

Correct Answer: A. Steps for planting a seed

Explanation: An algorithm is a step-by-step way to do something or solve a problem.

10

Question 10

Which sentence uses a condition?

A. If the light is red, stop.
B. I have a pencil.
C. The dog is running.
D. We ate lunch.

Correct Answer: A. If the light is red, stop.

Explanation: A condition checks something first, then tells what action to take.

Section 2: Visual Patterns, Devices, and Step-by-Step Thinking

This section uses pictures and ordered steps to check pattern recognition, input-output understanding, and algorithmic thinking.

11

Question 11

Pattern shown: red circle, blue diamond, red circle, blue diamond, __
Which shape is in the 5th place?

A. red circle
B. blue diamond
C. red triangle
D. black circle

Correct Answer: A. red circle

Explanation: Positions 1, 3, and 5 are red circles in this alternating pattern.

12

Question 12

Which command should the robot do first to reach the star?

A. Turn Left
B. Forward
C. Turn Right
D. Stop

Correct Answer: B. Forward

Explanation: The robot must first move straight out of its starting space before turning.

13

Question 13

Devices labeled A: Monitor, B: Keyboard, C: Speaker, D: Printer.

Which labeled device is used for typing words?

A. A
B. B
C. C
D. D

Correct Answer: B. B

Explanation: Label B is the keyboard, and a keyboard is used for typing.

14

Question 14

Five light boxes are shown. The third box is dark.
How many lights are ON?

A. 2
B. 3
C. 4
D. 5

Correct Answer: C. 4

Explanation: Only one light is off, so 4 of the 5 lights are on.

15

Question 15

Picture steps: (1) Put toothpaste on the brush, (2) Brush teeth, (3) Rinse mouth.

Which step should come last?

A. Put toothpaste on the brush
B. Rinse your mouth
C. Open the notebook
D. Wash the chair

Correct Answer: B. Rinse your mouth

Explanation: After brushing, the final step is to rinse your mouth.

Section 3: Loops, Conditions, Events, and Debugging

This section connects everyday situations with loops, events, variables, output, and simple debugging.

16

Question 16

Three smiley faces appear again and again.
Which block saves time when the same thing happens again and again?

A. Variable
B. Loop
C. Output

D. Bug

Correct Answer: B. Loop

Explanation: A loop repeats the same action many times without rewriting it.

17

Question 17

Which action matches the picture best?

A. Open an umbrella
B. Wear mittens
C. Switch off the computer
D. Go to sleep

Correct Answer: A. Open an umbrella

Explanation: The picture shows rain, so using an umbrella is the best match.

18

Question 18

Which block is on top in the picture?

A. Red block
B. Blue flat block
C. Blue tall block
D. No block

Correct Answer: A. Red block

Explanation: The red block is resting above the blue flat block.

19

Question 19

Teacher: "Ankit, how do I tell the robot to go straight?"

Ankit: "I say Move Forward every time."
Which command is Ankit repeating?

A. Jump
B. Move Forward
C. Turn Left
D. Stop

Correct Answer: B. Move Forward

Explanation: Ankit keeps using the same Move Forward command again and again.

20

Question 20

Robo: "I keep going in circles and never stop!"

Maya: "You need to add one more command."
What command was missing?

A. Start
B. Stop
C. Print
D. Input

Correct Answer: B. Stop

Explanation: Without a Stop command, the robot keeps moving instead of ending the code.

21

Question 21

Sara says, "If it is raining, the robot should open its umbrella."
What must the robot check before opening the umbrella?

A. Whether it is raining
B. Its favorite color
C. The day of the week
D. How many songs it knows

Correct Answer: A. Whether it is raining

Explanation: The robot should check the condition first and act only if it is true.

22

Question 22

Teacher: "Repeat the song block three times."

Adil: "Okay, Play, Play, Play!"
How many times did Adil say Play?

A. 1
B. 2
C. 3
D. 4

Correct Answer: C. 3

Explanation: Adil said Play three times, which matches the repeat instruction.

23

Question 23

Mom says, "Show me the steps to brush your teeth."

You say, "1. Put on toothpaste. 2. Brush up-down. 3. Rinse."
Which step comes just before Rinse?

A. Brush up-down
B. Go to sleep
C. Put on shoes
D. Close the door

Correct Answer: A. Brush up-down

Explanation: Brushing happens before rinsing in the sequence of steps.

24

Question 24

Robo says, "I want to remember how many candies I collected."
What is the variable storing?

A. Candy count
B. Music volume
C. Robot color
D. Table height

Correct Answer: A. Candy count

Explanation: A variable can store a changing number, such as how many candies were collected.

25

Question 25

Every time you press the green button, the robot says "Hello".
What event makes the robot speak?

A. Pressing the green button
B. Closing the window
C. Eating lunch
D. Sleeping

Correct Answer: A. Pressing the green button

Explanation: The button press is the event that triggers the robot to speak.

Section 4: Applied Coding Scenarios

This section checks whether students can select the right coding idea for small robot/game situations.

26

Question 26

The robot was supposed to turn left, but it turned right.
What was the bug?

A. Wrong direction command
B. Too many pictures
C. A loud speaker
D. A shiny screen

Correct Answer: A. Wrong direction command

Explanation: The code used the wrong turn command, so the robot moved the wrong way.

27

Question 27

Sara wants the robot to dance until she claps her hands.
When should the dance stop?

A. When you clap
B. When it starts
C. After one step
D. Never

Correct Answer: A. When you clap

Explanation: The robot should keep dancing until the clap condition happens.

28

Question 28

Robo wants to say a different number answer than before.
What can you change to store a new number?

A. Monitor
B. Variable
C. Printer
D. Mouse

Correct Answer: B. Variable

Explanation: A variable stores a value, so changing it can give a new number answer.

29

Question 29

The robot asks your name and then says, "Hello, [Name]!"
The message Hello, [Name]! is an example of:

A. Output
B. Input
C. Bug
D. Loop

Correct Answer: A. Output

Explanation: Output is information the computer or robot shows or says back to you.

30

Question 30

All the steps to draw a square are grouped and named drawSquare.
Why is drawSquare helpful?

A. It lets the robot reuse the same steps quickly
B. It makes the monitor bigger
C. It turns sound into pictures
D. It deletes all code

Correct Answer: A. It lets the robot reuse the same steps quickly

Explanation: A named set of steps can be used again whenever the robot needs it.

Section 5: Achievers Section

This section asks higher-order questions involving debugging, repeat blocks, counters, and reusable functions.

31

Question 31

A square code has one Turn Left in the middle instead of Turn Right.
Why will the robot not finish the square?

A. One turn goes the wrong way
B. The screen is too bright
C. The mouse is missing
D. The code name is too short

Correct Answer: A. One turn goes the wrong way

Explanation: A square needs the correct turning direction at each corner.

32

Question 32

The If Ready? check was placed inside a Repeat 5 times block.
Why does the robot ask Are you ready? many times?

A. The question is inside a repeat loop
B. The speaker is loud

C. The battery is new
D. The answer is blue

Correct Answer: A. The question is inside a repeat loop

Explanation: Anything inside the repeat block runs again and again.

33

Question 33

The robot collects apples and needs to remember the total.
What should the apple counter start at before collecting any apples?

A. 0
B. 1
C. 5
D. 10

Correct Answer: A. 0

Explanation: Before collecting any apples, the total is zero.

34

Question 34

The code says Great job! even when the answer is wrong.
When should the robot say Great job!?

A. Only when the answer is correct
B. Every single time
C. Only when the screen is green
D. Before the question appears

Correct Answer: A. Only when the answer is correct

Explanation: The message should appear only when the correct condition is true.

35

Question 35

The student writes drawStar() once and then uses it four times.
What is the student doing?

A. Reusing a function
B. Charging the robot
C. Printing a paper
D. Turning off the event

Correct Answer: A. Reusing a function

Explanation: A function lets the same set of steps be used many times.

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Complete Answer Key

Q. No.	Answer	Q. No.	Answer	Q. No. / Answer
1	A	13	B	25 - A
2	B	14	C	26 - A
3	A	15	B	27 - A
4	A	16	B	28 - B
5	A	17	A	29 - A
6	A	18	A	30 - A
7	A	19	B	31 - A
8	B	20	B	32 - A
9	A	21	A	33 - A
10	A	22	C	34 - A
11	A	23	A	35 - A
12	B	24	A	

Space for Rough Work