Name: Date:

Unit title: Mars Rover 1

KS2 Quiz

1	What do we call the information the Mars Rover sends back to Earth?
A	Info.
B	Data.
C	Details.
D	Text.

2	How long did it take the Mars Rover Perseverance to get to Mars?
A	Almost seven months.
B	Seven years.
C	Seven hours.
D	Seven and a half minutes.

3	What code is used in computers based around 0 and 1?
A	Ruby code.
B	C++ code.
C	Block coding.
D	Binary code.

4	What is the decimal value of the binary number 0010?
A	0.
B	1.
C	2.
D	3.

5	What is the binary number with the decimal value of 4?
A	0001.
B	0011.
C	0101.
D	0100.

6	What is the role of the CPU in the Mars Rover?
A	To store long term photographs of the Martian surface.
B	To send signals back to Earth through the antenna.
C	To process data from the sensors and decide what the rover should do next.
D	To provide electrical power to the rover.

7	Which of the following is an example of an input on the Mars Rover?
A	A motor turning the rover's wheels.
B	A distance sensor detecting how far away an object is.
C	A UHF antenna sending data back to Earth.
D	A screen displaying information.

© Kapow Primary 2024

Name:

Date:

Unit title: Mars Rover 1

KS2 Quiz

8	**What is RAM used for in the Mars Rover?**
A	Storing the rover's entire mission history permanently.
B	Holding instructions and data the CPU is using at that moment.
C	Sending movement signals to the motors.
D	Receiving radio messages from Earth.

9	**What does ASCII help a computer do?**
A	Store large files more quickly.
B	Represent letters and symbols using binary numbers.
C	Send data back to Earth without using binary.
D	Measure the strength of a computer's signal.

10	**How does the Mars Rover send information back to Earth? Why is this the best way available to send information?**

© Kapow Primary 2024