Plenary worksheet answers

**Decomposition**

1. A group of games designers develop solutions to a software problem by first identifying the different parts of the task. This is an example of:



1. Evaluating a problem
2. Abstraction of a problem
3. Generalisation of a problem
4. **Decomposition of a problem**

2. Why would you want to decompose a complex problem?

1. To change the problem that you are presented with
2. **To make it more manageable and easier to solve**
3. To make it more challenging
4. To make it smaller

3. Which of the list below is the best match for a definition of decomposition?

1. Adding details to add complexity to a problem
2. When you ignore the extra details in a problem
3. **Breaking down a large and/or complex problem or system into more manageable, smaller parts**
4. Making something easier to do

4. How many times in your life will you need to decompose something?

1. When you do your GCSEs
2. Only professional programmers need to know about decomposition
3. **You are decomposing problems every day of your life**
4. Sometimes, but only when things are really difficult

5. Which of these is an example of decomposition?

1. **Solving a crime by breaking it down into smaller problems and questions**
2. Looking at the crime statistics in a particular area
3. Correctly guessing who solved a crime from the evidence available
4. Announcing the different crimes that have been committed on the news