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Question Paper

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Total Marks: 40

ID: ITISKILL4106F8

Student Name: \_\_\_\_\_ Roll No: \_\_\_\_\_

1. What does working well together mean?

- A) Finding solutions together  
B) Offering to help when someone needs it  
C) All of these  
D) Sharing ideas and listening

- A) Workers don't know the tasks  
B) All of these  
C) Communication problems  
D) Not enough workers

2. What are some resource related problems in a workplace?

- A) All of these  
B) Machine Problems  
C) Shortage of Materials  
D) Not Enough Space

8. Rohan has come up with an idea to improve his work using Design Thinking. What must he do next?

- A) Write down his idea and keep it safe  
B) Tell everyone about it  
C) Think of another idea  
D) Apply and test if it works

3. Which of the following best describes the self-management skill of reliability?

- A) People always trust you to do your job well  
B) Not completing tasks on time  
C) Ignoring the needs of others  
D) Not being honest with coworkers

9. Which of these situations shows people working well together as a team?

- A) One person doing all the work without any help from team members  
B) None of these  
C) A group sharing ideas and listening to each other  
D) Two people arguing and not agreeing

4. You are working on something difficult, but it's not going well. What should you do?

- A) Ask someone else to do it for you.  
B) Keep trying and look for another way.  
C) Take a break and give up.  
D) Get upset and quit trying.

10. How does Design Thinking help solve problems?

- A) By understanding what people need and improving solutions  
B) By following a strict process  
C) By guessing solutions randomly  
D) By trusting on personal assumptions

5. In a team where members have different ideas, and there is a disagreement in the team, what should be done?

- A) Choose one idea without discussion  
B) Let them argue  
C) Discuss both ideas and find a way to make everyone agree  
D) Ask someone else to decide

11. Which of the following behaviors is NOT a characteristic of a team player?

- A) Respecting different viewpoints  
B) Taking credit for others' work  
C) Listening to teammates' ideas  
D) Willingness to help others

6. Shreeja made a new bag design and showed it to 5 different people for feedback. Why is it important to listen to different users and not just one?

- A) Because it's fun  
B) To get a lot of appreciation for her work  
C) To get a lot of ideas  
D) To understand the common problems from different users

12. When thinking of new ideas, why is it important to share ideas with others, even if they are not perfect?

- A) Talking can help make ideas better.  
B) To impress others.  
C) To make others feel included.  
D) To show off your knowledge.

7. What are some people related problems in a workplace?

- A) Following workplace rules  
B) Not giving up when something goes wrong

C) Staying calm when work is challenging  
D) All of the above

A) Honesty and Integrity  
B) Commitment  
C) Adaptability and Flexibility  
D) All of these

14. Priya works at a factory where she operates a packaging machine. When the machine suddenly stops working, Priya quickly finds another way to do her work. Which self-management skill does Priya use?

A) Honesty and Integrity  
B) Adaptability  
C) None of these  
D) Conflict management

22. You discover a mistake in your work that caused delays in the project. What should you do?

A) Ignore the mistake and continue working  
B) Blame team members for the delay  
C) Wait for someone else to find out your mistake  
D) Tell your boss about the mistake

15. Why is it important to think of new ways to solve problems?

A) It is fun to try new things.  
B) It is unnecessary to try new things.  
C) To waste time  
D) New ideas can make work easier or faster.

23. Sameera is trying to make a better school bag using Design Thinking. What would be her next step after understanding what students need in a bag?

A) Ask students to test the bags  
B) Choose the colour of the bag  
C) Plan different bag designs  
D) Choose the material for the bag

16. Savita works at a factory. A new machine she hasn't used before stops working. What should she do?

A) Blame someone else.  
B) Ignore it.  
C) Hide the machine.  
D) Try again and believe in her ability to fix it.

24. In a manufacturing unit, the packaging process is taking longer than usual, causing delays in shipments. What should the workers do?

A) Ignore the problem  
B) Continue packaging the same way  
C) Think of different ways to pack faster  
D) Complain to the management

17. You are making a new language learning app. Why should you let some people try it before it's done?

A) To see how people use it and make it better.  
B) Because it's fun to watch others try your app.  
C) To get appreciation.  
D) To show people how good you are at making apps.

25. Venu is a fabric cutter. His team made a mistake in cutting cloth. What's a good way to handle it?

A) Discuss and find a way to fix it  
B) Get angry and scold his team  
C) Wait for someone else to solve it  
D) Blame the person who cut the cloth

18. Raj works as a factory manager. He has a big order to deliver but there aren't enough workers. What should Raj do?

A) Ignore the problem  
B) Cancel the orders  
C) Request workers to work extra hours  
D) Stop working

26. Ranjana works at a restaurant. How can Ranjana use design thinking to improve the restaurant's menu?

A) By randomly selecting new dishes to add.  
B) By talking to the customers, understanding their preferences, making changes to the menu and asking for feedback.  
C) By guessing what customers want.  
D) By copying other restaurants.

19. Which of the following ways can help you work well with people?

A) Paying close attention to what people say  
B) All of these  
C) Staying calm, even in challenging situations  
D) Accepting your mistakes

27. Which of the following is NOT a people skill required in a workplace?

A) Technical skills  
B) Listening  
C) Supporting coworkers  
D) Being kind

20. Ravi wants to make a new chair for his school using Design Thinking. What should he do first?

A) Choose the colour of the chair  
B) Plan how to make the chair  
C) Test different chair designs  
D) Listen to what students want in a chair

28. Ravi and his team are deciding on a new machine for the factory. How should they make the final choice?

A) Choose the first machine they see  
B) Choose the cheapest machine available

21. Which of the following is a self-management skill?

- C) Ravi should pick the machine he likes
- D) Look at all the details, think carefully about their needs & budget and then make the choice

29. Priyanka found faster way to pack products at the factory. What should she do?

- A) Pack products faster than her coworkers
- B) Continue packing the way the team has been doing
- C) None of these
- D) Share the faster packing method with her team

30. Simi is always trying out new ways to reuse the waste materials. She is the \_\_\_?

- A) Peacekeeper
- B) Idea Person
- C) Planner
- D) Doer

31. If your first design doesn't work, what should you do?

- A) None of these
- B) Ask for feedback and try to improve
- C) Give up on it
- D) Make something else

32. You are working on a team project with tight deadlines. Your coworker falls ill, leaving their portion of the work incomplete. What should you do?

- A) Ask other team members for help and complete your coworker's task
- B) Keep working on your own tasks
- C) Complain your supervisor about the incomplete work
- D) Criticise your coworker for not completing his work

33. If more workers know how to work, what will happen?

- A) Less work gets done
- B) Loss for the company
- C) More work gets done
- D) Confusion

34. While working with your team on a project, one of your coworkers is finding it difficult to finish their job. What should you do in this situation?

- A) Ignore their problem and focus on your own work.
- B) Finish their work for them.
- C) Help and support them to finish their work.
- D) Complain about them to the boss.

35. What are the different steps in Design Thinking?

- A) Try, Create and Decide
- B) Imagine, Decide, Create and Try
- C) Listen, Choose, Plan, Try, Ask
- D) Imagine, Plan and Try

36. Amit's team is feeling low because of a failed project. As a leader, what should he do?

- A) Blame them for the failure
- B) Encourage learning from mistakes
- C) Scold them
- D) Ignore his team members

37. Your community wants to reduce plastic waste. How can you use Design Thinking to find new ideas to solve this problem?

- A) Blame others for the plastic waste issue.
- B) Work together with shops and people nearby to find ways to use less plastic.
- C) Make more things with plastic because they're easy to use.
- D) Ignore the problem because it's too difficult to solve.

38. You notice a coworker struggling with their workload. What should you do?

- A) Report their struggles to the supervisor.
- B) Offer to help them with their tasks.
- C) Laugh at their inability to manage their workload.
- D) Ignore their struggles and focus on your own work.

39. What should you do before making a choice at work?

- A) All of these
- B) Listen to others' ideas and ask questions
- C) Look at all the details
- D) Take time to think and then choose

40. Venu does not know how to use the new machine. What should he do?

- A) Ask for help and learn how to use the machine
- B) Leave the job.
- C) Stay silent till someone teaches him.
- D) Take a break and do it later.