ANSWER KEY

Touchpad PLUS Ver 2.0

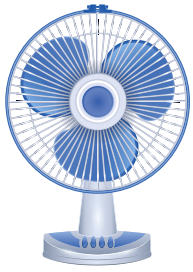
Class-1

1. Machines

Let's Plug-in

Do it yourself

Let's Catch Up (Page no. 8)


M


N


N


M


M

Let's Catch Up (Page no. 10)













Test Your Skills

1. a. (i) b. (ii) c. (i) d. (iii)
2. a. FAN b. COMPUTER c. TRAIN

IMPRINT 1

3. a. (F) b. (T) c. (T) d. (F) e. (T)

Fun Zone

Let's Solve

C	F	G	V	**C**	R	A	Y	O	N
O	**B**	G	H	E	M	W	**C**	J	B
M	I	D	B	K	H	R	A	R	**J**
P	C	**R**	O	S	E	F	R	H	U
U	Y	F	J	M	V	G	Y	P	I
T	C	R	O	B	O	T	B	S	C
E	L	F	H	K	T	C	L	O	E
R	E	B	**B**	A	N	A	N	A	R

Let's Explore

Do it yourself.

2. Uses of a Computer

Let's Plug-in





Let's Catch Up

1. SHOP 2. BANKS 3. HOSPITAL 4. SCHOOL 5. OFFICE

Test Your Skills

1. a. (i) b. (i) c. (i) d. (i)

2. a. (T) b. (F) c (T) d. (F) e. (T)

3. a.  b.  ✓ c.  ✓ d. 

Fun Zone

Let's Solve

P	A	S	U	M	B	F	G	R	T	Y
O	C	V	C	A	R	T	O	O	N	K
E	K	J	G	H	S	C	H	O	O	L
M	Y	D	R	A	W	D	F	G	H	L
Y	R	T	H	Y	U	M	I	O	P	M
P	O	N	Y	M	L	O	Q	W	E	N
V	P	O	M	I	U	V	T	R	E	B
H	J	K	E	M	R	I	L	O	P	V
G	F	D	B	A	Z	E	Z	X	V	C

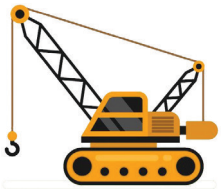
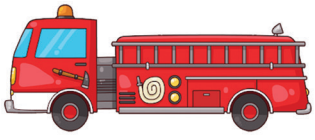
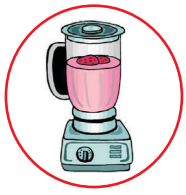
Let's Explore

Do it yourself.

Periodic Assessment–1

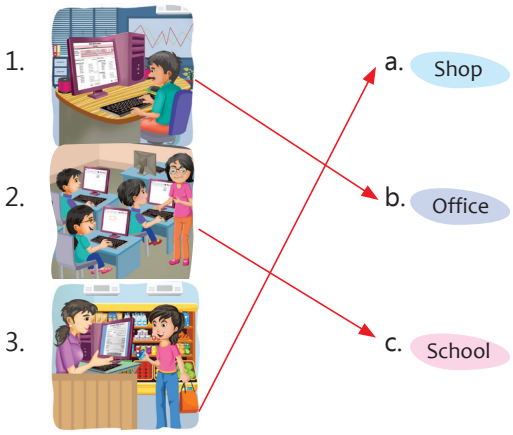
(Based on chapters 1 & 2)

A.

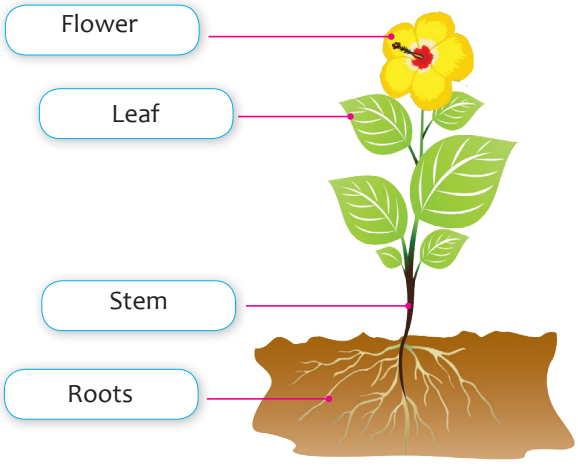



B.



3. Parts of a Computer

Let's Plug-in



Let's Catch Up

Do it yourself.

Test Your Skills

1.	a. (iii)	b. (ii)	c. (ii)	d. (ii)	
2.	a. Mouse	b. Speaker	c. CPU	d. Keys	
3.	a. Monitor	b. Keyboard	c. CPU	d. Printer	e. Mouse

Fun Zone

Let's Solve

1.





2.





3.





Let's Explore

Do it yourself.

4. Keys of the Keyboard

Let's Plug-in







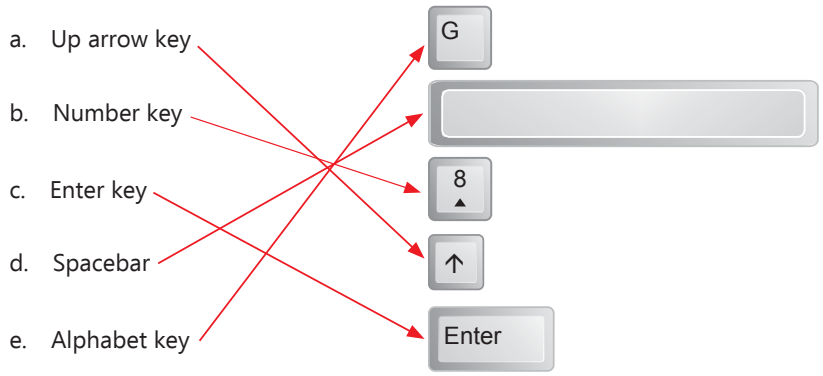


Let's Catch Up

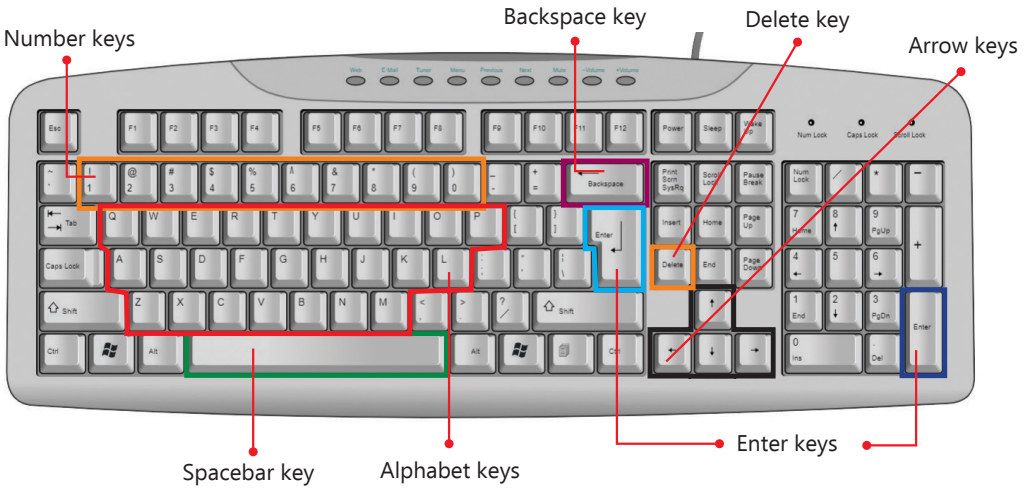
Do it yourself.

Test Your Skills

1. a. (ii) b. (ii) c. (ii) d. (ii)
2. a. Keyboard b. 10 c. Alphabet d. Enter e. Spacebar
3.



4.



Fun Zone

Let's Solve

1. ALPHABET 2. SPACEBAR 3. NUMBER 4. DELETE
5. ARROW 6. ENTER 7. CURSOR 8. BACKSPACE

Let's Explore

Do it yourself.

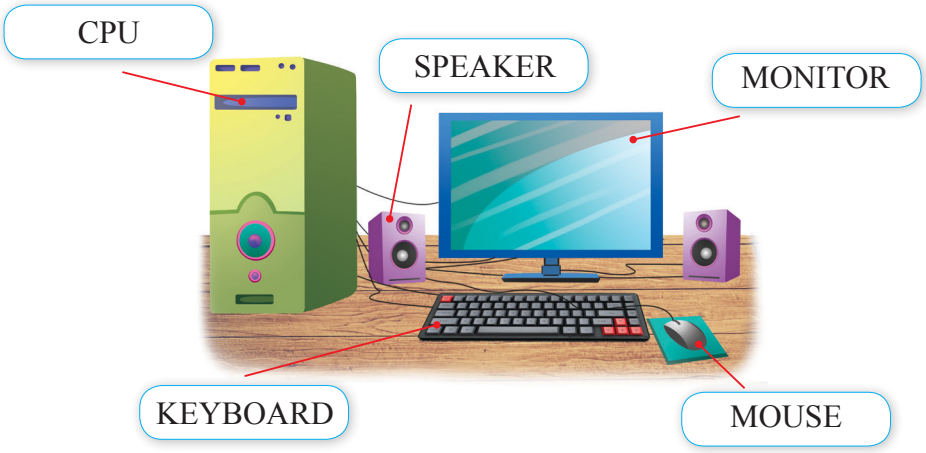
Periodic Assessment–2

(Based on chapters 3 & 4)

A.

1.		a. erases letters to the left
2.		b. erases letters to the right
3.		c. moves the cursor up
4.		d. used to type numbers
5.		e. gives space between two words

B.



Test Sheet–1

(Based on chapters 1 to 4)

A. 1. (ii) 2. (i) 3. (i) 4. (i)

B. 1. 10 2. Alphabet 3. Teach 4. Speaker 5. CPU

C. 1. Bicycle and boat.
2. School/Office/Hospital/Shop/Bank/Home (any two).

D. 1. Two uses of computer: (any two)
(i) We can solve sums on computer.
(ii) We can play games on computer.
2. Enter key is used to move the cursor to the next line.
3. Delete key is used to erase letters and numbers to the right of the cursor.

5. Let's Type in Rapid Typing

Let's Plug-in

Do it yourself.

Let's Catch Up

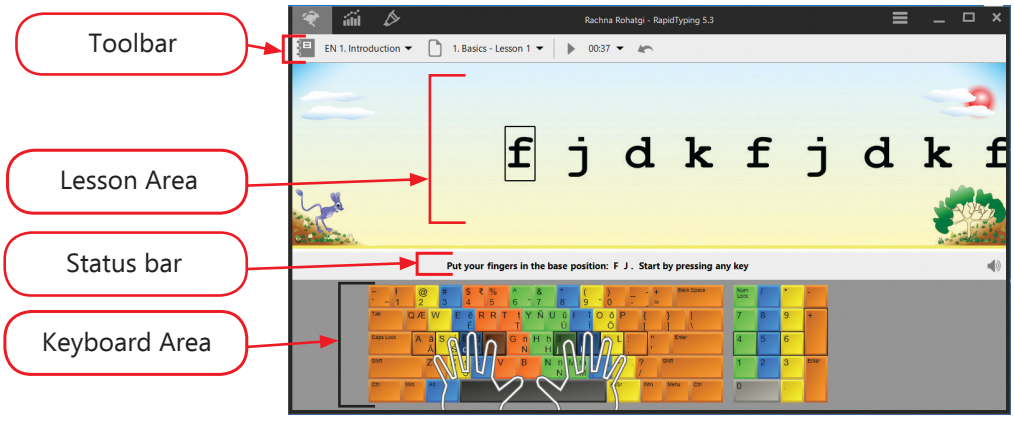
Toolbar Status bar

Test Your Skills

1. a. (iii) b. (ii) c. (ii)
2. a. (F) b. (F) c. (T)

Fun Zone

Let's Solve



Let's Explore

Do it yourself.

6. Using a Mouse

Let's Plug-in

Do it yourself.

Let's Catch Up (Page no. 44)

Do it yourself.

Let's Catch Up (Page no. 46)

1. Single-Click 2. Double-Click

Test Your Skills

1. a. (iii) b.(ii) c.(i) d. (ii)

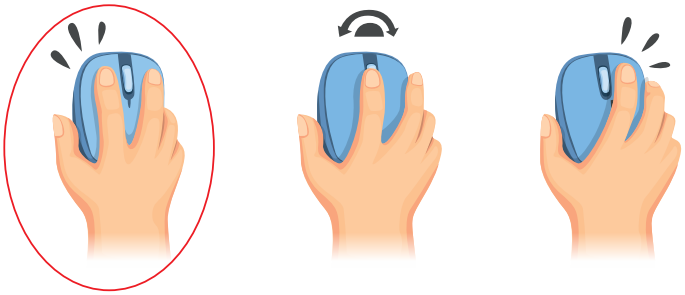
2.

a.	Single-click	i.	
b.	Scroll	ii.	
c.	Double-click	iii.	
d.	Mouse pointer	iv	

3. a. right b. single-click c. pointer d. draw , colour

Fun Zone

Let's Solve



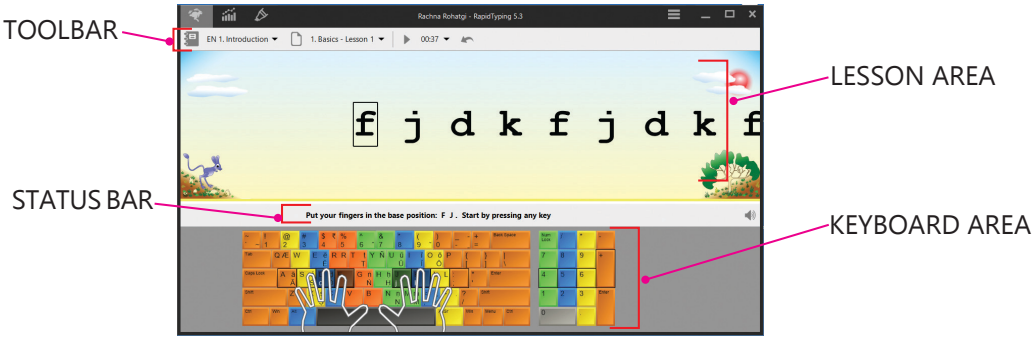
Let's Explore

Do it yourself.

Periodic Assessment–3

(Based on chapters 5 & 6)

A.



B.



DOUBLE-CLICK SINGLE-CLICK SCROLLING

C. 1. Touch-typing is typing with all the fingers without looking at the keyboard.
2. Left button/Right button and Scroll wheel.

7. Let us Draw in Paint

Let's Plug-in

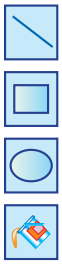
Do it yourself.

Let's Catch Up (Page no. 54)

Do it yourself

Let's Catch Up (Page no. 55)

1. Fill with color tool — a.
2. Oval shape — b.
3. Line shape — c.
4. Rectangle shape — d.

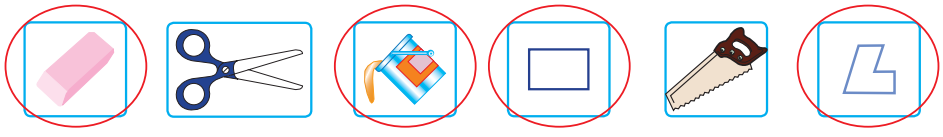


Test Your Skills

1.	a. (ii)	b. (iii)	c. (ii)	d. (ii)
2	a. home	b. group	c. rectangle	d. paint
3.	a. (F)	b. (T)	c. (F)	d. (T)
4.	a. Line tool	b. Rectangle tool	c. Oval tool	d. Fill Color tool

Fun Zone

Let's Solve



Let's Explore

Do it yourself.

8. Tux Paint

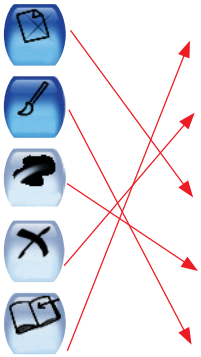
Let's Plug-in

Do it yourself.

Test Your Skills

1. a. (iii) b.(i) c.(i) d. (iii)

2.

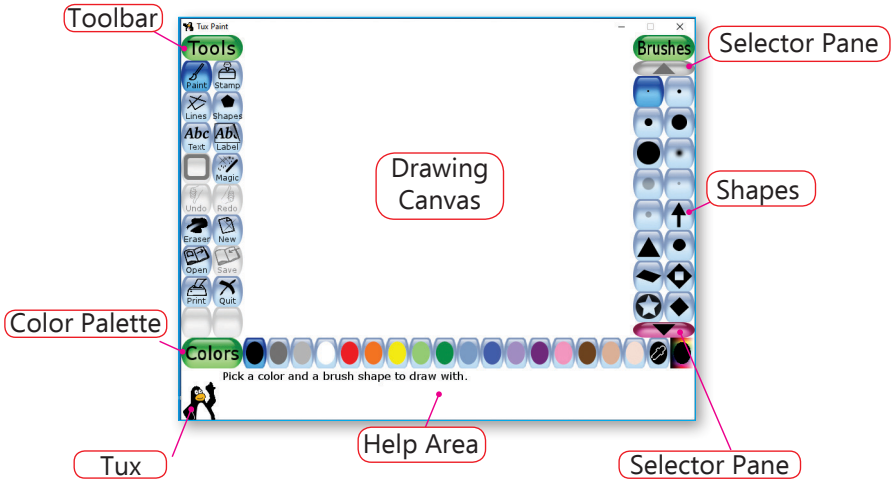


a.	i. Save tool
b.	ii. Quit tool
c.	iii. New tool
d.	iv. Eraser tool
e.	v. Paint tool

3. a. colors b. Drawing Canvas c. Help Area d. Paint e. Eraser

Fun Zone

Let's Solve



Let's Explore

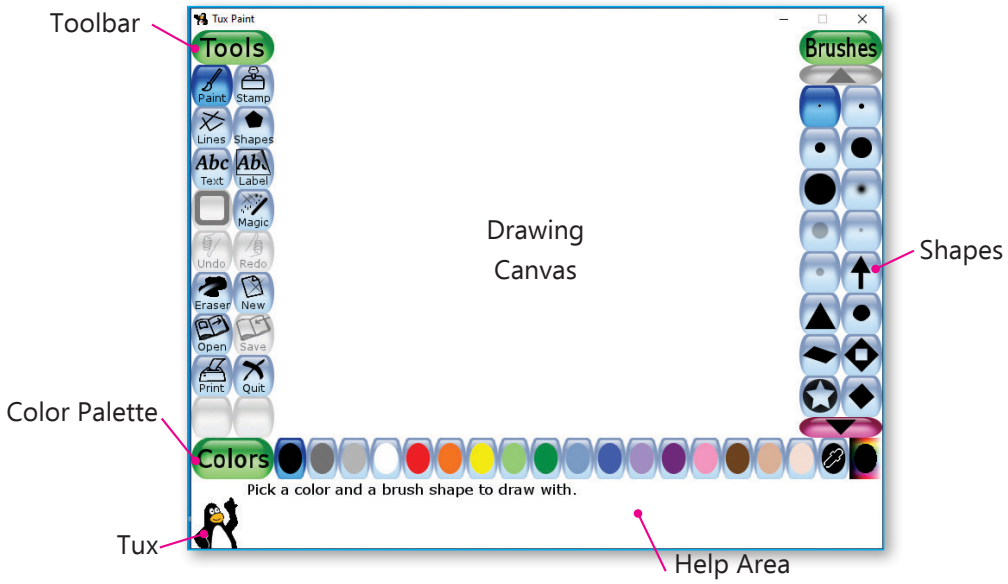
Do it yourself.

Periodic Assessment–4

(Based on chapters 7 & 8)

A.  Rectangle Circle Line

B.



Test Sheet–2

(Based on chapters 5 to 8)

A. 1. (i) 2. (ii) 3. (ii) 4. (iii)

B. 1. Eraser 2. Drawing Canvas 3. Shapes 4. seat 5. right

C. 1. Clicking and scrolling.

2. RapidTyping is a touch-typing program which helps you to type without looking at the keyboard.

D. 1. Shapes Tool, Help Area and Drawing Canvas (any three).

2. To draw a reactangle, we use Rectangle shape . Follow the given steps to draw a rectangle:

Step 1: Click on the Rectangle shape in the Shapes group.

Step 2: Choose a colour from the Colors group.

Step 3: Move the mouse pointer to the drawing area. Drag the mouse to draw a rectangle. Release the mouse button when the rectangle is drawn.