

ANSWER KEY

Touchpad PRIME Ver 1.1

Class-1

1. Computer—A Wonderful Machine

One Touch Learn



- A. 1. (c) 2. (b)
B. 1. T 2. F 3. F 4. T 5. F
C. 1. easy 2. movies 3. machine 4. electricity 5. computer
D. 1. (d) 2. (c) 3. (b) 4. (a)

Let's Do It



1. Computer, Fan
2. Computer is an machine that can do many kinds of work.

Crack The Code



- A. 1. (X) 2. (✓) 3. (X) 4. (✓) 5. (X) 6. (X) 7. (✓) 8. (✓) 9. (✓)

B.

C	O	M	P	U	T	E	R
R	S	A	B	A	C	U	S
A	B	C	C	U	S	R	T
N	D	H	A	B	D	F	I
E	T	I	K	R	R	T	X
J	E	N	O	M	Q	B	J
K	R	E	D	C	C	A	U

- C. 1.  2.  3.  4. 

Touchpad PRIME (Version 1.1)-I (Answer Key)



2. Features of a Computer

One Touch Learn 

- A. 1. (b) 2. (b)
B. 1. T 2. F 3. T 4. F 5. T 6. T
C. 1. games 2. walk 3. music 4. draw 5. fast
D. 1. (b) 2. (a) 3. (c) 4. (e) 5. (d)

Let's Do It 

- A. 1. (a) We can type letters on a computer.
 (b) We can draw images on a computer.
2. Desktop computer, laptop computer and tablet computer.
3. Computer cannot dance.
B. 1. Laptop 2. Desktop computer 3. Tablet

Crack The Code 

1. (X) 3. (X) 5. (X)

Periodic Assessment-1

(Based on chapters 1 & 2)

- A. Write the correct number in the boxes:
1. Machines found inside
2. Machines found outside
B. 2. (✓) 4. (✓)

3. Places where Computers are used

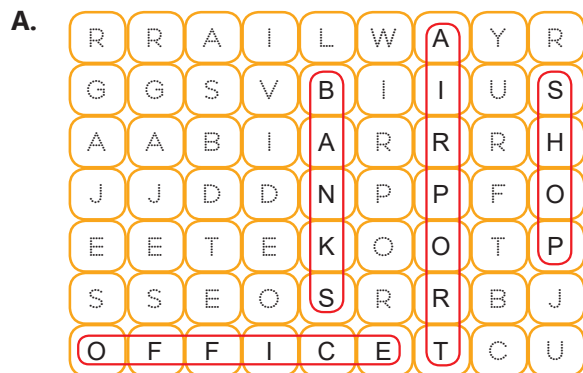
One Touch Learn 

- A. 1. (b) 2. (a)
B. 1. T 2. T 3. T 4. F 5. F





1. Watch movies, play games
2. to make medical reports



- B. 1. Shop 2. Airport 3. Hospital 4. School 5. Office

4. Parts of a Computer



- A. 1. (b) 2. (a)
- B. 1. F 2. T 3. T 4. F 5. F
- C. 1. wire 2. television 3. keys 4. buttons
- D. 1. (b) 2. (d) 3. (a) 4. (c)



- A. 1. Monitor, CPU, Mouse and Keyboard
2. Keyboard
3. Printer
- B. 1. MOUSE 2. KEYBOARD 3. MONITOR 4. CPU



- A. 1. (✓) 5. (✓) 6. (✓) 7. (✓) 8. (✓)
- B. 1. Mouse 2. Keyboard 3. CPU 4. Monitor

Periodic Assessment-2

(Based on chapters 3 & 4)

- A. 1. (c) 2. (d) 3. (b) 4. (e) 5. (a)
B. 1. Mouse 2. Keyboard 3. CPU 4. Headphones

Test Sheet-1

(Based on chapters 1 to 4)

Section A

- A. 1. (iii) 2. (ii) 3. (ii)
B. 1. man 2. sums 3. tickets 4. keys 5. printer

Section B

- A. 1. Television, Telephone computer 2. Home, Offices 3. Car, Fan, Television 4. Keyboard
B. 1. Other machines cannot do any other work except the work for which they are made. But computers can do many kinds of work.
2. A desktop computer is big in size. It is kept on the desk.

5. Uses of a Keyboard

One Touch Learn

- A. 1. (b) 2. (b)
B. 1. F 2. T 3. T 4. T 5. F
C. 1. cursor 2. keyboard 3. spacebar 4. number 5. alphabet

Let's Do It

1. are used to type words and sentences
2. Enter key
3. Backspace key

Crack The Code



6. Uses of a Mouse

One Touch Learn 

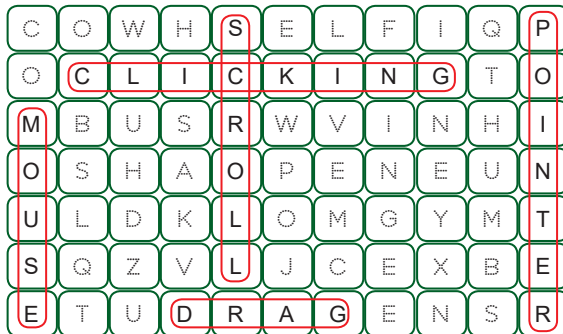
- A. 1. (c) 2. (b)
 B. 1. F 2. F 3. T 4. F
 C. 1. mouse 2. Dragging 3. clicking
 4. Mouse pointer 5. single-click
 D. 1. (c) 2. (a) 3. (b) 4. (d)

Let's Do It 

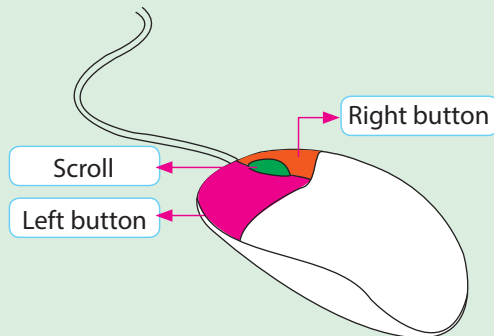
- E. 1. A mouse can have two or three buttons. Some mouse have a scroll wheel also.
 2. Index finger

Crack The Code 

- A. Find the given words hidden in this word grid.

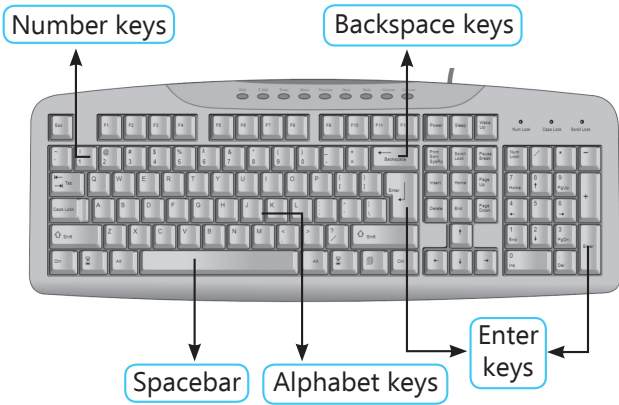


HANDS-ON 



Periodic Assessment-3

(Based on chapters 5 & 6)

- A.**
- 
- B.** 1. Number 2. Mouse 3. Cursor control keys 4. Spacebar

7. Introduction to Paint

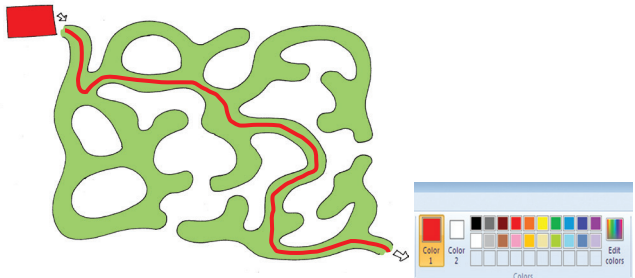
One Touch Learn 

- A.** 1. (b) 2. (c)
B. 1. (b) 2. (c) 3. (a)

Let's Do It 

- A.** 1. Shapes group, Tools group 2. Line shape 3. Fill with color

Crack The Code 

- A.**
- 
- B.**
- 



8. Introduction to Tux Paint

One Touch Learn 

- A. Paint Shapes Save Text Erase Lines
B. 1. Lines 2. Eraser 3. Quit 4. Paint 5. Tux Paint

Let's Do It 

1. Tux Paint is a freehand drawing program designed for young children.
2. Lines tool is used to draw straight lines.

Crack The Code 

Shapes, Paint, Magic

Periodic Assessment-4

(Based on chapters 7 & 8)

- A. 1. Eraser 2. Drawing 3. Brushes 4. Tools
B. 1. (b) 2. (a) 3. (f) 4. (e) 5. (c) 6. (d)

Test Sheet-2

(Based on chapters 5 to 8)

Section A

- A. 1. (iii) 2. (ii) 3. (ii)
B. 1. Cursor 2. Alphabet 3. Left-click 4. Paint 5. Lines

Section B

- A. 1. Enter key is also called the return key.
2. The computer mouse has one scroll wheel.
3. The parts of the paint window are: title bar, ribbon, tabs, drawing area, status bar.
4. Space key is used to give a blank space between two words.
B. 1. Moving the mouse while keeping the left button pressed is called dragging.
2. We use number keys to type numbers.