

ANSWER KEY

Touchpad PLUS Ver 3.0

Class-1

1. Computer—A Wonderful Machine

Checkpoint

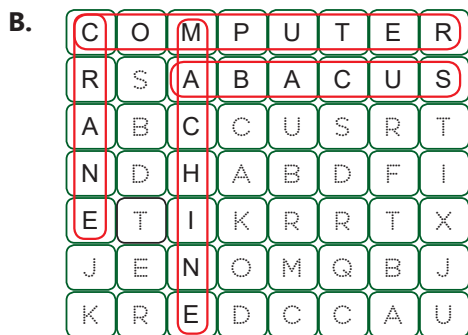


- A.** 1. (c) 2. (b) 3. (b)
- B.** 1. easy 2. movies 3. machine 4. electricity 5. computer
- C.** 1. (d) 2. (c) 3. (e) 4. (a) 5. (b)
- D.** 1. Computer, Fan
2. Computer is a machine that can do many kinds of work.

Mind Boggler



- A.** 1. (X) 2. (✓) 3. (X) 4. (✓) 5. (X) 6. (X)



- C.**
1. 
2. 
3. 
4. 
5. 
6. 



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Lab Session

SUBJECT ENRICHMENT

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2. Features of a Computer

Checkpoint

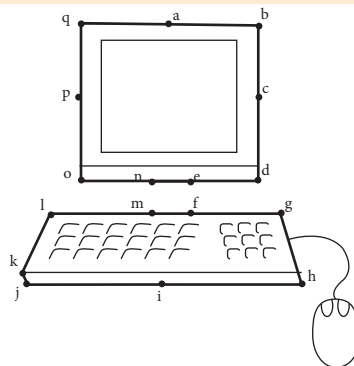
- A.** 1. (b) 2. (b) 3. (a)
- B.** 1. T 2. F 3. T 4. F 5. T
- C.** 1. (b) 2. (a) 3. (c) 4. (e) 5. (d)
- D.** 1. Laptop 2. Desktop 3. Tablet
- E.** 1. Computer cannot dance.
2. Desktop computer, laptop computer and tablet computer.
3. We can play lots of games and we can watch cartoons and movies.

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



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Periodic Assessment-1

(Based on chapters 1 & 2)

A. Write the correct number in the boxes:

1. Machines found inside **3**

2. Machines found outside **3**

B. 2. (✓) 4. (✓)

3. Places where Computers are used

Checkpoint



- A. 1. (b) 2. (a)
 B. 1. T 2. T 3. T 4. F 5. F
 C. 1. Watch movies, play games
 2. To make medical reports

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A.

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

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



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4. Parts of a Computer

Checkpoint



- A.** 1. (b) 2. (a) 3. (a)
B. 1. wire 2. television 3. keys 4. buttons
C. 1. (b) 2. (d) 3. (a) 4. (c)
D. 1. Monitor, CPU, Mouse and Keyboard
 2. Keyboard
 3. Printer

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1. Mouse 2. Keyboard 3. CPU 4. Monitor



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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, Washing machine, Computer 2. Home, Offices 3. Car, Fan, Television
4. Keyboard
- B.** 1. The other machines can only do the kind of work for which they have been 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

Checkpoint



- A.** 1. (b) 2. (c) 3. (a)
- B.** 1. F 2. T 3. T 4. T 5. F
- C.** 1. cursor 2. Keyboard 3. Number 4. Alphabet
1. Alphabet keys are used to type words and sentences. 2. Enter key
3. Backspace key

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6. Uses of a Mouse

Checkpoint



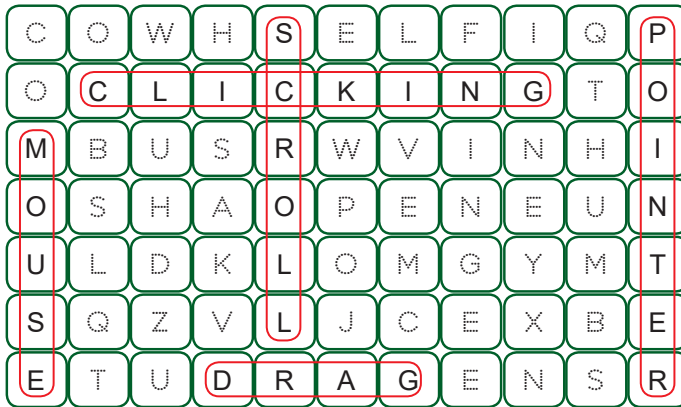
- A.** 1. (c) 2. (a)
- B.** 1. F 2. F 3. T 4. F

- C. 1. (c) 2. (a) 3. (b) 4. (d)
- D. 1. mouse 2. Dragging 3. clicking
4. Mouse pointer 5. single-click
- E. 1. Left button, Right button, Scroll wheel
2. Index finger

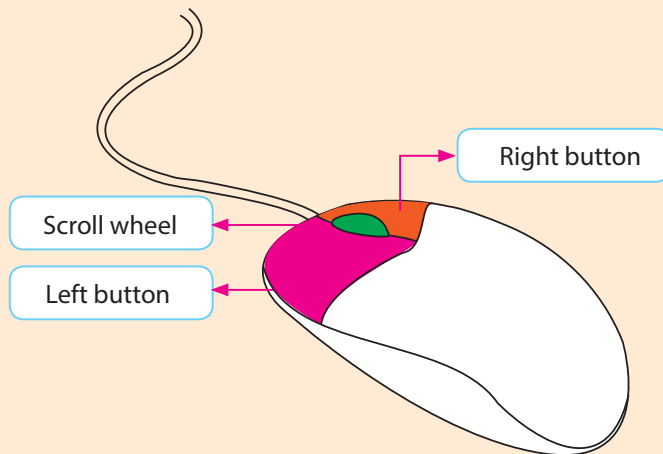
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Find the given words hidden in this word grid.



HANDS-ON



Lab Session

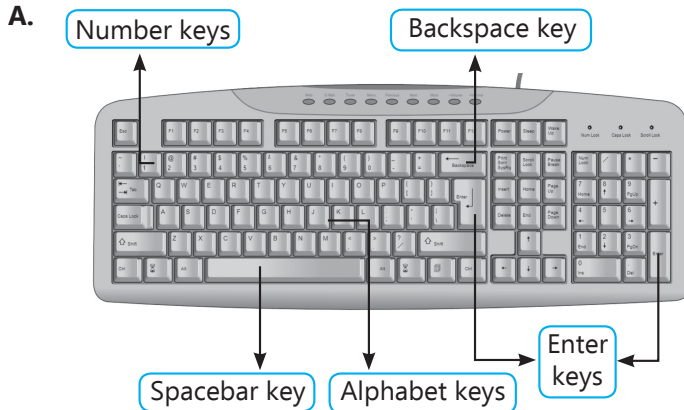
SUBJECT ENRICHMENT

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Periodic Assessment-3

(Based on chapters 5 & 6)



- B. 1. Drag 2. Arrow 3. Right-click 4. Arrow

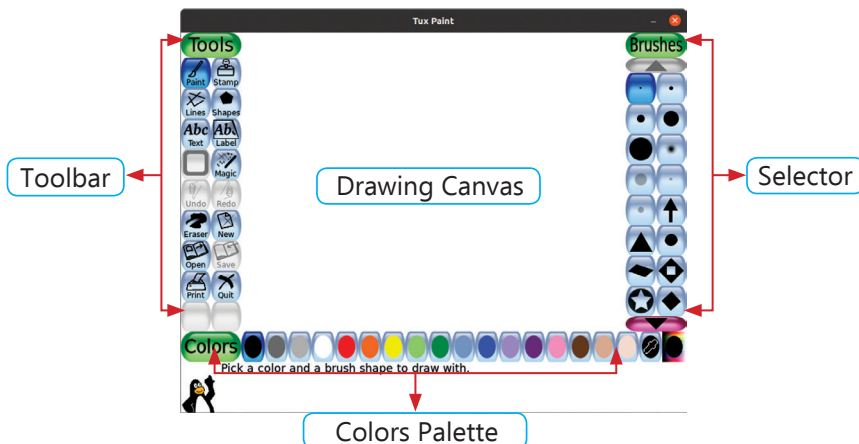
7. Introduction to Tux Paint

Checkpoint



- A. 1. (b) 2. (b) 3. (a)
- B. 1. Lines 2. Eraser 3. Quit 4. Paint
- C. 1. Tux Paint is a freehand drawing program designed for young children.
2. Lines tool is used to draw straight lines.
3. Paint tool is used to draw freehand.

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Lab Session**SUBJECT ENRICHMENT**

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Periodic Assessment-4

(Based on chapter 7)

- A.** 1. T 2. T 3. T 4. T
- B.** 1. Quit 2. Shapes 3. Eraser 4. Lines 5. Save 6. Paint

Test Sheet-2

(Based on chapters 5 to 7)

Section A

- A.** 1. (iii) 2. (ii) 3. (ii)
- B.** 1. Cursor 2. Alphabets 3. Click 4. Paint 5. Line

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 Tux Paint window are: toolbar, selector, colors palette and drawing canvas.
4. Spacebar 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.

