

ANSWER KEY

Touchpad PLUS Ver 3.0

Class-3

1. The Computer System

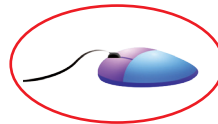
Checkpoint



- A.** 1. b. 2. b. 3. c. 4. a
B. 1. micro 2. CU 3. CPU 4. information 5. hard copy
C. 1. T 2. F 3. F 4. F 5. F

D.

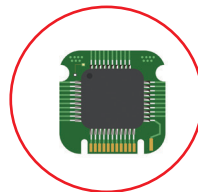
1.



2.



3.

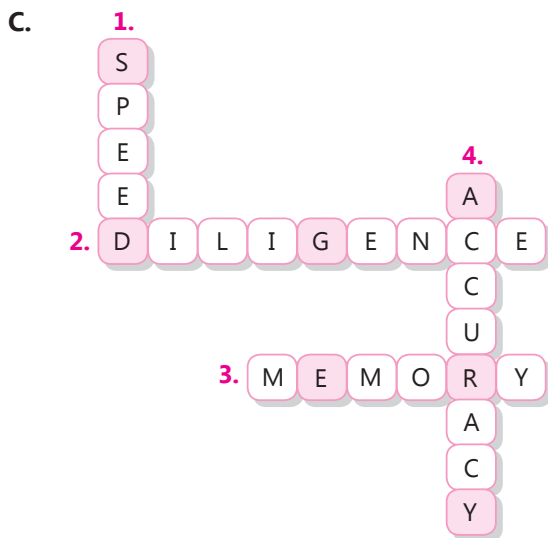
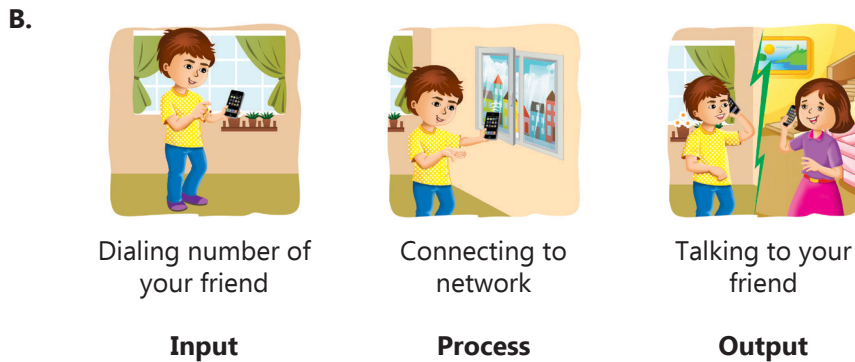
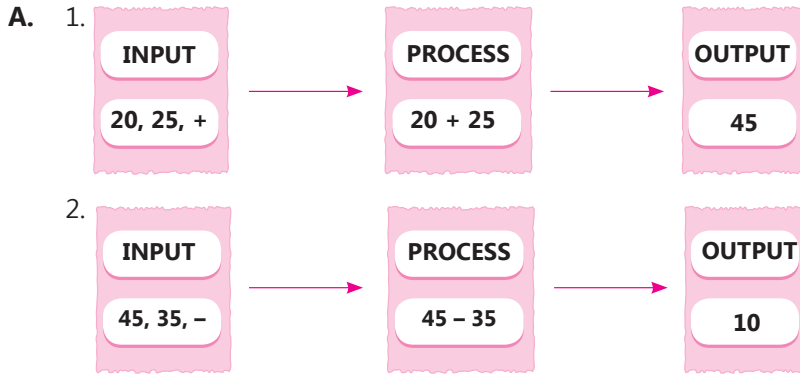


- E.** 1. Three parts of Central Processing Unit are:
(i) Arithmetic and Logic Unit (ii) Memory Unit (iii) Control Unit
2. (i) Pen drive (ii) Hard disk
- F.** 1. The data and instructions we give to the computer is called Input.
The result which we get after processing the data and instructions is called output.



2. (i) Speed (ii) Accuracy (iii) memory
3. These are the largest and fastest of all types of computers. They can process very large amount of data quickly.

Mind Boggler



Do yourself

2. Computer Software

Checkpoint



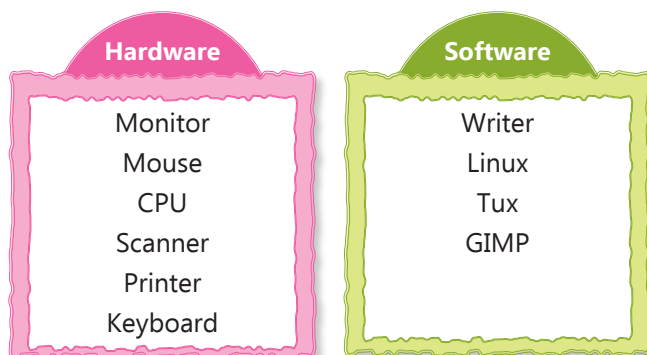
- A.** 1. c. 2. c. 3. c. 4. a.
- B.** 1. e. 2. f. 3. c. 4. d. 5. a. 6. b.
- C.** 1. two 2. software 3. system 4. application 5. operating
- D.**
- | | | | | |
|----|-----------|-----------|-----------|--------------------|
| 1. | Tux Paint | GIMP | Linux | LibreOffice Writer |
| 2. | Mouse | Scanner | Keyboard | CPU |
| 3. | Printer | Pen drive | Hard disk | Keyboard |

- E.** 1. Linux is an example of system software.
2. GIMP is used for creating and editing photos.
- F.** 1. The parts of the computer that we can touch are called Hardware. All the input, processing, output and storage devices such as keyboard, mouse, monitor, speakers, printer, scanner, DVD, pen drive, etc., are hardware parts of a computer.
2. A software is a set of instructions that tells the computer how to perform a specific task. The games you play on a computer are examples of software.
3. Application software helps us to perform a specific type of job. For example you draw and colour pictures in Tux paint software, but you cannot play a movie or a song in it.

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A.



- B.** 1. HARDWARE 2. SYSTEM SOFTWARE 3. IMPRESS 4. LINUX
5. SCANNER

Lab Session

SUBJECT ENRICHMENT

Do yourself

Periodic Assessment-1

(Based on chapters 1 & 2)

- A.** 1. input 2. Hard disk 3. accurate 4. LibreOffice Impress
5. controls 6. Pen drive 7. faster 8. IPO
- B.** 1. operating system 2. CU 3. PARAM
4. GIMP 5. Linux 6. computer 7. CPU

3. Let's Know about Linux

Checkpoint



- A.** 1. (b) 2. (a) 3. (a) 4. (b)
- B.** 1. (T) 2. (F) 3. (F) 4. (F) 5. (T)
- C.** 1. A vertical side bar in the left side of the desktop is called Launcher.
2. Two components of Ubuntu desktop are Menu bar and Launcher
3. Linux is easy to learn and understand.
- D.** 1. To shut down your computer system, follow these steps:
Step 1 Click on the power on the right most corner of the Status Menu.
Step 2 Click on Power Off/Log Out option.
Step 3 Click on Power Off option.
2. The small pictures with names are called the icons. They represent some files or folders.
'Ubuntu' is an icon that is useful for finding, organising and storing files in your computer.
3. To change desktop background, follow these steps:
Step 1: Right-click anywhere on the desktop. Click on Change Background option.
Step 2: Click on Background option.
Step 3: Select any picture.

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1. TRASH 2. SHOW APPLICATIONS 3. DOUBLE-HEADED ARROW 4. UBUNTU



Do yourself

4. Introduction to LibreOffice Writer

Checkpoint



- A.** 1. (a) 2. (c) 3. (a) 4. (c)
- B.** 1. (F) 2. (T) 3. (T) 4. (F)
- C.** 1. LibreOffice Writer is used to:
- (i) type letters, stories, reports, etc., in a simple way.
 - (ii) make changes in the text while typing and after typing also.
2. Components of LibreOffice Writer window are Menu bar, Title bar and Edit Area.
- D.** 1. To create a new document, Follow these steps:
- Step 1: Click on File Menu.
 - Step 2: Click on New option.
 - Step 3: Click on Text Document.
2. To save your document, follow these steps:
- Step 1: Click File menu
 - Step 2: Select Save or Save As option.
 - Step 3: Navigate the location and type a name for your document in the Name box.
 - Step 4: Click on Save button.
3. To close the LibreOffice Writer, follow these steps:
- Step 1: Click on File menu.
 - Step 2: Select Exit LibreOffice option.

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- A.** 1. Ctrl + N 2. Ctrl + S 3. Ctrl + O 4. Ctrl + Q
- B.** 2. Title bar 2. Standard Toolbar 3. Edit Area
4. Status Bar

Do yourself

Periodic Assessment-2

(Based on chapters 3 & 4)

- A.** 1. easy 2. Launcher 3. Vertical 4. print
5. File 6. application
- B.** 1. (e) 2. (c) 3. (b) 4. (a) 5. (d)

Test Sheet-1

(Based on chapters 1 to 4)

Section A

- A.** 1. (ii) 2. (i) 3. (i) 4. (iii)
- B.** 1. (T) 2. (F) 3. (F) 4. (F) 5. (T)

Section B

- A.** 1. The devices used to send data and instruction are called input devices.
2. CPU 3. Title bar, status bar 4. Desktop, Laptop
- B.** 1. The features of Linux are:
(i) It is easy to install, maintain and update the software.
(ii) It is freely available to use.
2. To create a new document, follow these steps:
Step 1: Click on File Menu.
Step 2: Click on New option.
Step 3: Click on Text Document.

5. Fun with Tux Paint

Checkpoint



- A.** 1. (a) 2. (a) 3. (b) 4. (c) 5. b.
- B.** 1. Foam 2. Paint 3. Colors Palette 4. Stamps 5. Mosaic
- C.** 1. (i) 2. (d) 3. (a) 4. (f) 5. (g) 6. (h)
7. (e) 8. (b) 9. (c)
- D.** 1. (F) 2. (T) 3. (F) 4. (T) 5. (T)
- E.** 1. Name of three magic tools are Smudge, Foam and Mosaic.
2. Foam effect is used to give bubble effect in Tux Paint.
3. Paint tool is used to draw freehand.
- F.** 1. Fill effect is used to fill colors in any closed shape.
2. a. Undo tool is used to reverse the effects of the last action.
b. Magic is used to add special effects to the drawing.





1. Fill tool
2. Foam effect
3. Mosaic effect
4. Smudge effect
5. Real Rainbow effect

Lab Session

SUBJECT ENRICHMENT

Do yourself

Periodic Assessment-3

(Based on chapter 5)

- A. 1. (c) 2. (a) 3. (b) 4. (d)
- B. 1. (T) 2. (F) 3. (T) 4. (F) 5. (T)
- C. 1. Used to reverse the last action. 2. Used to perform the previous action again.

6. Stepwise Thinking

Checkpoint



- A. 1. (b) 2. (c) 3. (a) 4. (a)
- B. 1. stepwise thinking 2. Case Study 3. Reasoning 4. Problem Solving
- C. 1. (F) 2. (T) 3. (F) 4. (F)
- D. 1.

4

3

2

1

2.

3

4

1

2

- E. 1. The process of completing one step and going onto the other is known as Stepwise Thinking.
2. Computational thinking means 'thinking like a computer'.
- F. 1. Reasoning is the process of thinking about task in a logical or sensible way. It helps you to choose a correct option in the available options.
Problem solving is the process of finding solutions to difficult task.
2. To organise a birthday party, follow these steps:
Step 1: Make a list of family members and friends to be invited.
Step 2: Decide the date, time and place for the party.
Step 3: Inform family members and friends about the party place through phone calls or e-mail.
Step 4: Make necessary arrangements like setting, eating and entertainment.
Step 5: Greet the guest with love and warmth.

Step 6: Start and enjoy the party.

Step 7: Farewell to the guests.

3. To plan to play badminton, follow these steps:

Step 1: call your friend's and tell them about your plan.

Step 2: Decide a time and place.

Step 3: Prepare your racket and shuttle and go to the part at the designated time.

Step 4: Play the game.

Step 5: Bid farewell to your friends.

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A. Do yourself

B. 2

Lab Session

SUBJECT ENRICHMENT

Do yourself

7. Introduction to Scratch

Checkpoint



- A. 1. (b) 2. (c) 3. (a) 4. (c)
- B. 1. (F) 2. (F) 3. (F) 3. (F)
- C. 1. backdrop 2. stage 3. gold 4. stop 5. blocks
- D. 1. Sprite is an object that we see on the Scratch stage. The "cat" is the default sprite.
2. Sensing block is used to sense events. 3. Two components of Scratch are Sprite, Stage.
- E. 1. Features of Scratch are:
(i) Easy to understand and learn.
(ii) It has tools for creating interactive stories, games, art and more.
(iii) Predefined blocks are snapped together to create the project.
2. Motion blocks are used to control the sprites movement.
3. To save the project, follow these steps:
Step 1: Click on the **File** menu.
Step 2: Click on **Save** or **Save As** option.
Step 3: Choose the location to save the file and give a name. Click on **OK** button.

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- A. 1. Stage 2. Shrink 3. Green Flag 4. Grow 5. Scratch



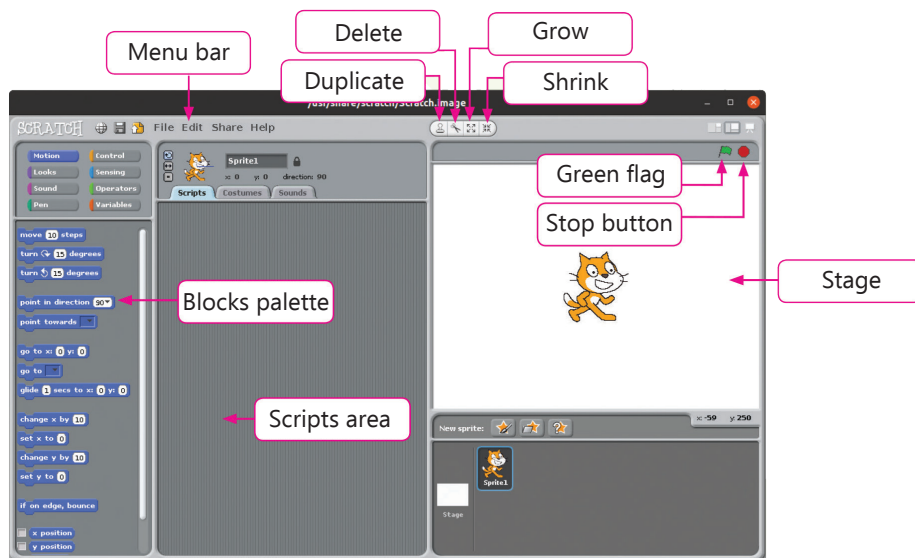
Do yourself

Periodic Assessment-4

(Based on chapters 6 & 7)

- A. 1. (T) 2. (F) 3. (T) 4. (T)

B.



- C. 1. Problem Solving is the process of finding the solution to a difficult task.
 2. Case study refers to a task which is based on real situations.
 3. You can make your Sprite smaller by using the shrink Sprite button.

Test Sheet-2

(Based on chapters 5 to 7)

Section A

- A. 1. (ii) 2. (iii) 3. (i)
 B. 1. backdrop 2. delete 3. Reasoning 4. Problem solving

Section B

- A. 1. Sprite is an object that we see on the Scratch stage. The "cat" is the default sprite.
 2. Foam effect
 3. The process of completing one step and going onto the other is known as Stepwise Thinking.

- B.**
1. Motion blocks are used to control the sprites movement.
 2. Fill effect is used to fill colors in any closed shape
 3. To organise a birthday party, follow these steps:
 - Step 1: Make a list of family members and friends to be invited.
 - Step 2: Decide the date, time and place for the party.
 - Step 3: Inform family members and friends about the party place through phone calls or e-mail.
 - Step 4: Make necessary arrangements like setting, eating and entertainment.
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