

## 1. Computer—A Wonderful Machine

### EXERCISE



- A.** 1. c                      2. b                      3. b
- B.** 1. T                      2. F                      3. F                      4. T
- C.** 1. Washing machine, Television  
2. Draw pictures, Do sums, Store information, Record voice

### Hands-On



Do yourself

### IN THE LAB

Do yourself.

## 2. Places Where Computers Are Used

### EXERCISE



- A.** 1. b                      2. a
- B.** 1. T                      2. T                      3. T
- C.** 1. SHOP                      2. AIRPORT                      3. HOSPITAL                      4. SCHOOL
- D.** 1. Hospital, Offices.  
2. Play games, watching movies  
3. Computers are used in hospitals to make medical reports.

### Hands-On



Do yourself

Do yourself.

## Periodic Assessment 1

(Based on chapters 1 & 2)

A. (This question was printed incorrectly in the book, please correct it in your textbook)

Q. Look at the pictures and match the words with the places where computers are used.

1.



a. Hospital

2.



b. Home

3.



c. School

4.



d. Office

Ans. 1. c

2. d

3. b

4. a

B.



### 3. Parts of a Computer

#### EXERCISE



- A. 1. b                      2. a                      3. b  
B. 1. Mouse                2. Keyboard            3. Monitor  
C. 1. (✓)                    3. (✓)                    5. (✓)

#### Hands-On



Do yourself

#### IN THE LAB

Do yourself.

### 4. Using the Keyboard

#### EXERCISE



- A. 1. b                      2. a                      3. a  
B. 

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

  
C. 1. Enter                    2. Curser                    3. 26

#### Hands-On



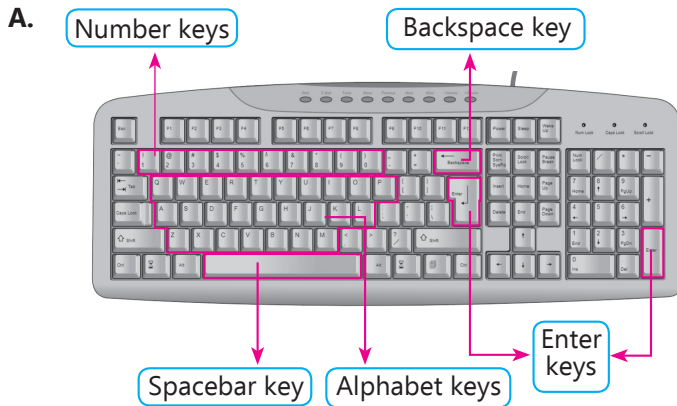
Do yourself

#### IN THE LAB

Do yourself.

## Periodic Assessment 2

(Based on chapters 3 & 4)



B. 1. MOUSE      2. KEYBOARD      3. MONITOR      4. CPU

C. 1. CURSOR      2. MOUSE      3. KEYBOARD

## Test Sheet 1

(Based on chapters 1 to 4)

### Section A

- A. 1. c      2. c      3. c      4. a      5. a
- B. 1. man      2. sums      3. tickets      4. keys      5. Mouse

### Section B

1. Television, Washing machine, Computer
2. Home, Offices
3. Keyboard

## 5. Using the Mouse

### EXERCISE



- A. 1. b      2. c      3. b
- B. 1. F      2. T      3. F



- C. 1. Index finger  
2. Mouse pointer  
3. Clicking

IN THE LAB

Do yourself.

## 6. Fun With Tux Paint

### EXERCISE



- A. 1. b                      2. a                      3. c
- B. 1. Eraser                2. Quit                    3. Paint                    4. Tux Paint
- C. 1. Colors Palette  
2. Drawing canvas

IN THE LAB

Do yourself.

## Periodic Assessment 3

(Based on chapters 5 & 6)

- A. 1. e                      2. a                      3. b                      4. c                      5. d
- B. (This question was printed incorrectly in the book, please correct it in your Textbook).  
1. I am used to draw different shapes.  
Ans. Shape tool.  
2. Mouse  
3. Scroll wheel
- C. 1. c                      2. a                      3. b



## 7. Introduction To Paint

### EXERCISE



A. (This question was printed incorrectly in the book, please correct it in your textbook.)

1. Which shape is used to make curved lines?

Ans. b

2. c.

3. c.

B. 1. T

2. F

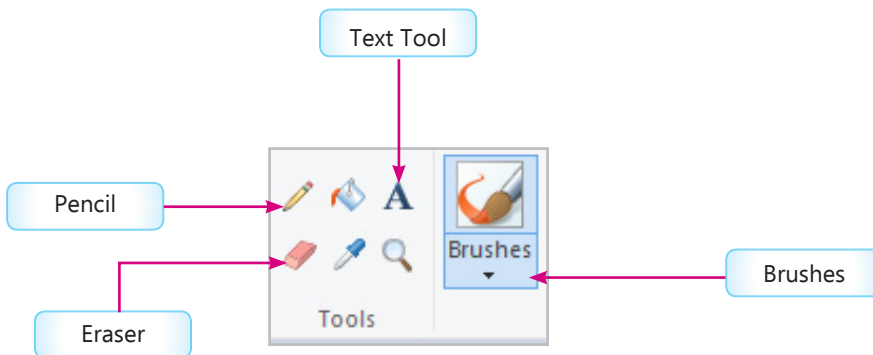
3. F

C. 1. Save command

2. Three

3. Tools group

D.



### IN THE LAB

Do yourself.



**THE CT CORNER!**  
**PROBLEM SOLVING**

A. 1. d.

2. c

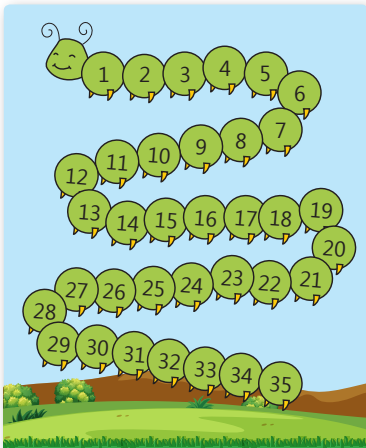
3. b

4. a.

B. Do yourself.



C.



## 8. Scratch Jr

### EXERCISE



- A. 1. a                      2. c                      3. b
- B. 1. T                      2. T                      3. T                      4. F
- C. 1. Green Flag        2. Save Button

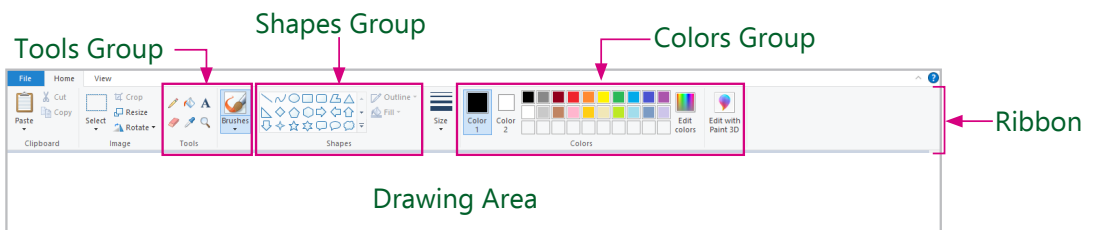
### IN THE LAB

Do yourself.

## Periodic Assessment 4

(Based on chapters 7 & 8)

- A. Label the components of Paint window.

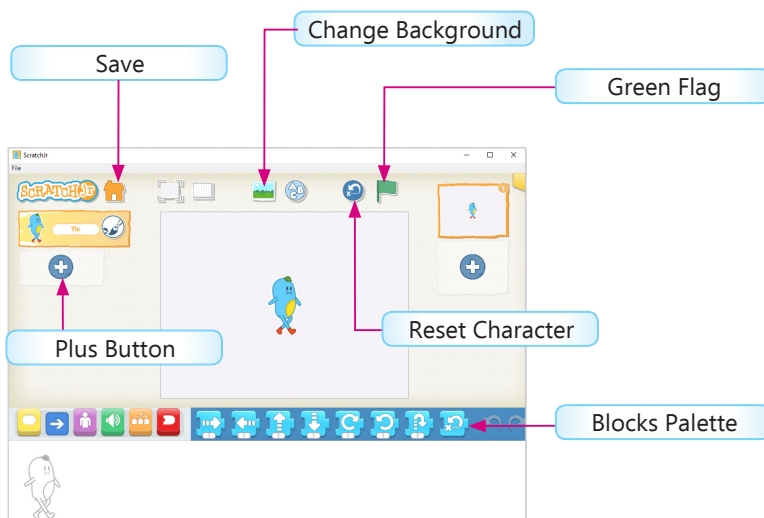


- B. Write the correct order of these steps in given boxes to draw a curve line.

1. (2)
2. (1)



C.



## Test Sheet 2

(Based on chapters 5 to 8)

### Section A

- A.** 1. b                      2. c                      3. b                      4. c
- B.** 1. Cursor                2. Clicking              3. line                   4. Save

### Section B

1. Toolbar, Drawing canvas, Colors Palette
2. Spacebar key is used to give a blank space between two words.
3. Character acts on the stage.
4. Green Flag is used to run a Scratch project.