ANSWER KEY

Touchpad PLAY Ver 2.0

1. Applications of a Computer

EXERCISE

A. 1. c   2. b   3. a

B. 1. Smartphone   2. Tablet   3. Laptop

Hands-On

Do yourself

IN THE LAB

Do yourself.

2. Operating a Computer

EXERCISE

A. 1. a   2. b   3. a

B. 1. d   2. c   3. a   4. b

C. 1. Desktop   2. Icons

Hands-On

Do yourself

IN THE LAB
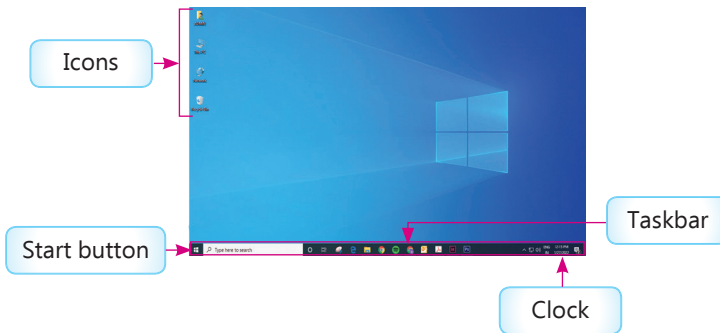
Do yourself.

Periodic Assessment 1
(Based on chapters 1 & 2)

A.   1. C   2. M   3. C   4. M

B.   1. SPEED   2. INSTRUCTIONS

       3. INFORMATION   4. STORAGE

C.

- Icons
- Start button
- Taskbar
- Clock

3. Working of a Computer

EXERCISE

A.   1. b   2. a   3. c

B.   1. IPO   2. Keyboard   3. Printer   4. CPU

C.   1. Keyboard, Mouse   2. Monitor, Printer

Hands-On
Do yourself

IN THE LAB
Do yourself.

4. Keyboard and Mouse

EXERCISE

A.   1. c   2. a   3. b   4. b

B.   1. Caps Lock   2. Drag and Drop   3. Double   4. I Beam

C.	1. c	2. d	3. b	4. a
D.	1. @	2. &	3. A	
E.	1. Caps lock key		2. Right-click	

Do yourself.

Periodic Assessment 2
(Based on chapters 3 & 4)

A.	1. O	2. O	3. O	4. I
	5. I	6. O		
B.	1. Click	2. Double-click	3. Right-click	4. Scroll
C.	1. BUSY	2. DOUBLE HEADED ARROW	3. I BEAM	

Test Sheet 1
(Based on chapters 1 to 4)

Section A

A.	1. b	2. b	3. a	4. a	5. b
B.	1. CPU	2. Drag and Drop	3. Printer	4. CPU	5. Computer

Section B

1. Caps lock key
2. Icons
3. Icons and Taskbar

5. Tools of Tux Paint

EXERCISE

A.	1. a	2. a	3. c	
B.	1. F	2. T	3. T	4. F
C.	1. c	2. a	3. d	4. b
D.	1. Canvas	2. Text tool	3. New tool	

Hands-On

Do yourself

6. Fun with Paint

EXERCISE

A. 1. c   2. b   3. b   4. a   5. b

B. 1. T   2. F   3. F   4. T

C. 1. Pencil Tool.

2. Color picker tool is used to pick a colour from an existing object and reuse in other object.

3. It contains tabs and groups.

4. To draw a callout in drawing area, follow the given steps:

Step 1: Click on Home tab.

Step 2: Select a callout shape from Shapes group.

Step 3: Click and drag the mouse in the drawing area to draw a callout.

5. To use Foreground and Background colour in Paint, follow the given steps:

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

Step 2: Click on the type of fill you want, for example, Solid color.

Step 3: Now click on color 1 and choose a colour from the Colors group. This will be the outline of the shape.

Step 4: Click on color 2 and choose a colour from the colors group. This will be the colour that fills in the rectangle.

Step 5: Now , bring the mouse in the drawing area and draw the shape.

Step 6: Similarly, draw a circle inside the rectangle and choose a different colour for it.

D. 1. Fillng colours

2. Brushes tool

Periodic Assessment 3

(Based on chapters 5 & 6)

A. 1. Text tool is used to type text.

2. Stamp tool can be used to insert different stamps/ images from the Selector.

3. Save tool is used to save your drawing for further use.

4. New tool is used to open a new page for drawing from the Toolbar.

B. Name the tools which have been used to draw these figures in Paint.

Shape Tool, Fill with colour, Brushes tool, Pencil tool.

7. Working With Paint 3D

EXERCISE

A. 1. b   2. a   3. a   4. b   5. c.

B. 1. Title bar   2. Canvas   3. Brushes   4. Color palette

C. 1. T   2. F   3. T   4. F

D. 1. When you draw a shape in the drawing area, a dotted boundary around the shape can be seen which are called Grab Points.

2. Names Toggle Tool.

3. Stamp tool also know as Clone tool, creates a copy of the shape.

E. 1. To save a project, follow the given steps:

Step 1: Click on the Menu option.

Step 2: Click on the Save or Save As option.

Step 3: In the File name: box, type the name of your drawing.

Step 4: Click on down arrow button and choose the image file format.

Step 5: Click on the Save button.

2. To create 3D shapes, follow the given steps:

Step 1: Click on the 3D shapes tool in the Toolbar. It will replace the brushes options on the side panel.

Step 2: Click on shape you want to draw in 3D objects option.

Step 3: Move the mouse pointer to the canvas. Click and drag the pointer to draw the shape.

Step 4: You see a 2D shape drawn with four handles around the shape. Rotate the shape using the Rotation handles to see the 3D effects.
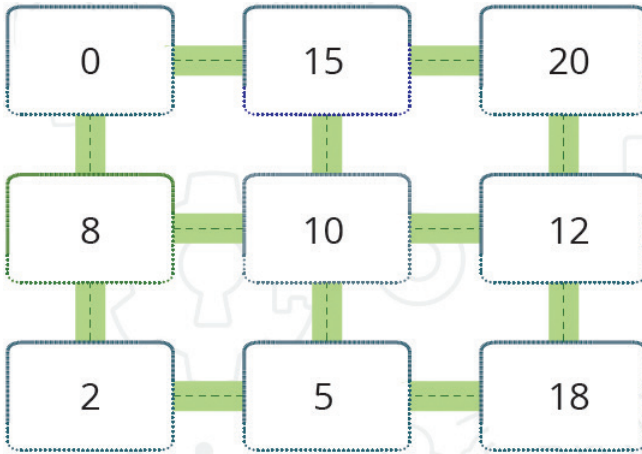
Do yourself.

THE CT CORNER!

NUMBER GRID AND DECODING

A.

0	15	20
8	10	12
2	5	18

B.

I L O V E M Y M O M

8. Blocks in ScratchJr

EXERCISE

A.	1. c	2. a	3. a
B.	1. T	2. T	3. F	4. F
C.	1. Pop Block	2. Start on Green Flag	3. Turn Right

Hands-On
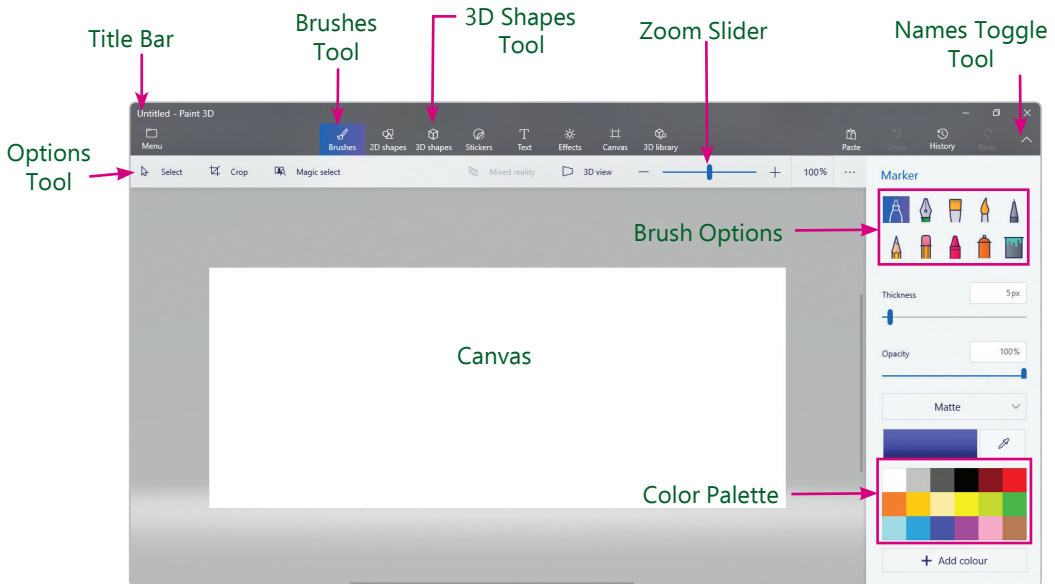
Do yourself

IN THE LAB

Do yourself.

Periodic Assessment 4
(Based on chapters 7 & 8)

A.

B. 1. Move Right   2. Grow   3. Wait   4. Move Left   5. Shrink   6. Stop

Test Sheet 2
(Based on chapters 5 to 8)

Section A

A. 1. a   2. b   3. a   4. c

B. 1. T   2. T   3. T   4. T   5. F

Section B

1. New tool   2. Drawing and Painting

3. Names Toggle Tool   4. Turn Right