

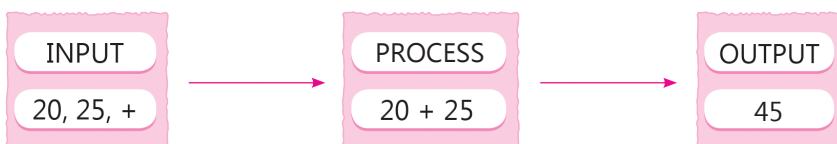
1. A Computer System

EXERCISE



- A.** 1. c 2. b 3. a 4. a
- B.** 1. Microphone 2. CPU 3. Monitor 4. Input devices
- C.** 1. Scanner 2. Headphones 3. Speakers 4. CPU

D.



- E.** 1. CPU is the processor that does all the calculations, runs all the programs and manages all the operations.
2. A computer works on the IPO cycle (Input-Process-Output).
- F.** 1. Application software is used to perform a specific task.
Example of application software is Paint.
2. All the physical components of a computer system are called hardware. These are the parts which we can see or touch. Examples of hardware are keyboard and printer.
- G.** Anaya can use microphone to record her song on the computer.

2. Computer Memory

EXERCISE



- A.** 1. a 2. b 3. b 4. a
- B.** 1. Random Access Memory 2. Read Only Memory
3. GB 4. USB



- C.** 1. Primary storage device 2. Primary storage device
3. Secondary storage device 4. Secondary storage device
- D.** 1. Hard disk is a type of secondary storage device. It is permanently fixed in the CPU box.
2. A byte is basic unit for measuring the memory of a computer.
- E.** 1. Primary memory is the main memory of the computer. CPU can directly access this memory.
RAM is a temporary memory. The information stored in this memory is lost when the computer is turned OFF, whereas ROM is permanent in nature, i.e., it holds the data even if the system is switched OFF. It holds the starting instructions that are required to start a computer.
2. Flash drive is a small portable data storage device integrated.
Example of Flash drive is Pen drive that can store a large amount of data. It can be carried in your pocket easily.
- F.** External hard disk

IN THE LAB

Do yourself.

Periodic Assessment 1

(Based on chapters 1 & 2)

- A.** 1. Printer
2. (This question was printed incorrectly in the book, please correct it in your textbook)

Q. To put your image into the computer

Ans. Webcam

3. Headphones 4. Microphone

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

1. Paint is used to draw and colour pictures.

Ans. T

2. F

3. T

4. T

C.



2



1



4



3



2

Play (Ver. 2.0)-III (Answer Key)

3. Let's Know About Windows 10

EXERCISE



- A.** 1. b
2. (This question was printed incorrectly in the book, please correct it in your textbook.)
Q. When we switch on the computer, which of the following starts loading itself?
a. Screen saver b. Operating system c. Both a. and b.
Ans. b. Operating system
3. a
- B.** 1. Microsoft Corporation 2. Desktop
3. (This question was printed incorrectly in the book, please correct it in your textbook)
Q. provides a new feature called Show desktop button.
Ans. Windows 10
4. Icons
- C.** 1. Two components of Windows 10 desktop are: Icons and taskbar
2. Taskbar is a long horizontal bar located at the bottom of the desktop. It helps to manage various currently active programs.
- D.** 1. To change the desktop background, follow these steps:
Step 1 Right-click anywhere on the desktop. Click on Personalize option from the pop-up menu. A dialog box will appear.
Step 2 Click on **Background** in the left pane.
Step 3 Click on the arrow located below the Background option in the right pane. Select Picture option from the drop down list.
Step 4 Select any picture from the displayed list.
A preview of the desktop with the selected picture appears in the window.
2. To sort the icons, follow the given steps:
Step 1 Right-click on any blank area of the desktop. From the shortcut menu or pop-up menu, click on Sort by option. A submenu appears.
Step 2 Click on any one option to arrange the icons in that order.
- E.** (This question was printed incorrectly in the book, please correct it in your textbook)
Q. Yugansh has recently bought a new computer, which runs on the Windows 10 Operating System. He wants to hide desktop icons, but he is not sure about the correct option. Which option should he click. Help him to do this.
Ans. He should click on the Show desktop icons to uncheck it.



Do yourself.

4. Introduction To Word 2016

EXERCISE



- A.** 1. c 2. a 3. c 4. c
- B.** 1. F 2. T 3. T 4. T
- C.** 1. Cut 2. Undo 3. Paste
- D.** 1. Word 2016 can be used to type letters, stories, reports, etc. in a simple way.
2. Quick Access Toolbar, Ribbon and Text/Document Area.
- E.** 1. To create a new file, follow the given steps:
Step 1 Click on File tab.
Step 2 Click on New option.
Step 3 Click on Blank document option from the Available Templates
2. In Word 2016, spelling mistakes are shown by red wavy line and grammatical mistakes by blue wavy line.
- F.** 1. Click on the File tab.
2. Select Open option.
3. Find location of your document.
4. Select the file to be opened.
5. Click the Open button.

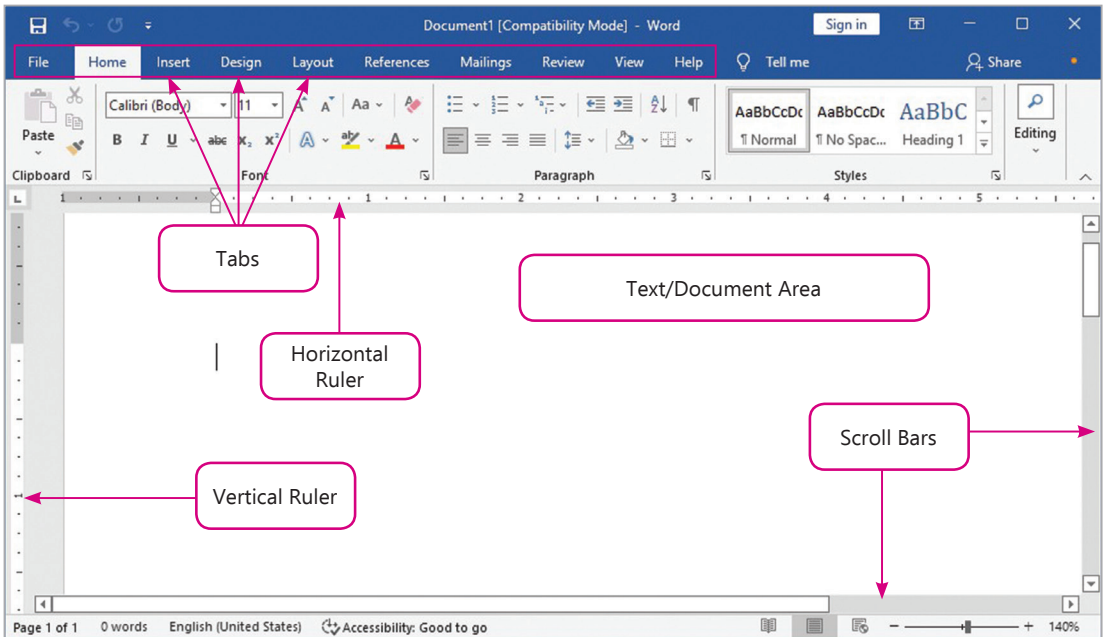
Do yourself.



Periodic Assessment 2

(Based on chapters 3 & 4)

A.



- B. 1. This PC 2. Recycle Bin 3. Folder
- C. 1. Icons 2. Taskbar 3. Start Button 4. Desktop

Test Sheet 1

(Based on chapters 1 to 4)

Section A

- A. 1. c 2. b 3. a 4. c
- B. 1. Icons 2. USB 3. Read Only Memory

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

4. is very easy to learn and understand.

Ans. Windows 10

Section B

- A.**
1. The basic unit for measuring the memory of a computer is **byte**.
 2. Three parts of Word 2016 Window are:
 1. Window Control Buttons.
 2. Scroll Bars.
 3. Quick Access Toolbar.
 3. Taskbar is a long horizontal bar located at the bottom of the desktop.
- B.**
1. To create a new file in Word 2016, follow the given step:
Step1 Click on File tab.
Step2 Click on New option.
Step3 Click on Blank document option from the Available Templates.
 2. Primary memory is the main memory of the computer. CPU can directly access this memory.
RAM is a temporary memory. The information stored in this memory is lost when the computer is turned OFF.
ROM is permanent in nature, i.e., it holds the data even if the system is switched OFF. It holds the starting instructions that are required to start a computer.
 3. To sort the icons, follow the given steps:
Step 1: Right-click on any blank area of the desktop. From the shortcut menu or pop-up menu, click on Sort by option. A submenu appears.
Step 2: Click on any one option to arrange the icons in that order.

5. More on Paint

EXERCISE



- A.**
- | | | | |
|------|------|------|------|
| 1. c | 2. c | 3. a | 4. c |
|------|------|------|------|
- B.**
- | | | | |
|------|------|------|------|
| 1. T | 2. T | 3. F | 4. F |
|------|------|------|------|
- C.**
1. Zoom tool is used to get the closer and bigger look of the drawing.
 2. Rotate command is used to rotate the drawing in different angles.
- D.**
1. Copy and Paste commands give the duplicate image of a drawing. Cut and Paste commands delete the image from one place and paste it to another place.
 2. To flip an image, follow these steps:
Step 1 Click on **Home** tab.
Step 2 Click on **Select** command and then click on Rectangular selection.



- Step 3** Select the image by dragging the mouse over it.
- Step 4** Click on **Rotate** command. You will see two options to flip.
- Step 5** Click on Flip horizontal or Flip vertical.

Hands-On



Do yourself

IN THE LAB

Do yourself.

6. More On Paint 3D

EXERCISE



- A.** 1. b 2. a 3. c
- B.** 1. T 2. T 3. T 4. T
- C.** 1. Fill tool is used to fill colour in a shape.
2. 3D Library option is used to add 3D objects to our drawing.
3. To select a shape just click on it.
- D.** 1. To add 3D text, follow the given steps:
Step 1 Click on Text tool.
Step 2 Click on 2D or 3D text option.
Step 3 Choose the font style, colour, size and alignment you want for your text.
Step 4 Click on the Canvas and type text.
2. To change the colour, follow the given steps:
Step 1 Select the shape.
Step 2 Select Edit Color option.
Step 3 Choose the desired colour. The colour of a shape will be changed.
- E.** Stickers tool.

Hands-On



Do yourself

IN THE LAB

Do yourself.



Periodic Assessment 3

(Based on chapter 5 & 6)

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

Complete the steps to fill colour in a shape.

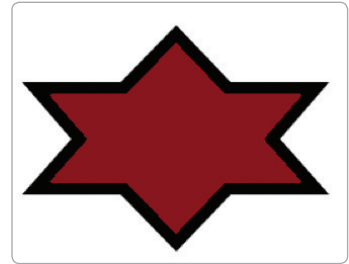
To fill colour, follow the given steps:

Step 1: Click on option.

Step 2: Select the tool.

Step 3: Select the desired

Step 4: Click in the



Ans. 1. Brushes

2. Fill

3. Colour

4. Shape

- B. 1. **Cut** command is used to delete the image from its original place.
2. **Free-Form selection** is used to select the drawing in free form as per need.
3. **Zoom In** tool is used to get a bigger view of the image.
4. **Rotate** command is used to change the position of the drawing at different angles.
5. **Rotate** command is used to rotate right.
6. **Stamp tool** or **Clone tool** is used to create a copy of the shape.

7. Introduction To Internet

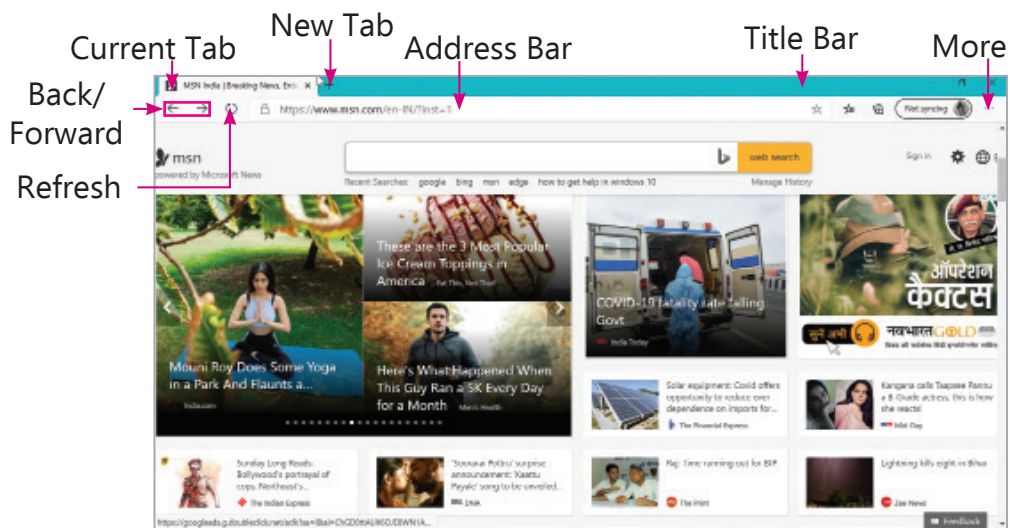
EXERCISE



- | | | | | |
|----|------|------|------|------|
| A. | 1. c | 2. b | 3. c | |
| B. | 1. T | 2. T | 3. F | 4. T |



C.



- D.**
1. A website is a collection of related web pages that provide information. It is like a book that contains many pages.
 2. We get information from different websites. These websites open in a special software known as web browser.
- E.**
1. Internet is a network in which millions of computers are connected to one another to share information. It is also called International Network. We can use Internet to send and receive e-mail messages.
 2. Microsoft Edge is the most common web browser available almost on every computer as it comes with all new editions of Windows. The three main parts of Microsoft Edge are as given:
 - Title Bar
 - Menu Bar
 - Toolbar.

IN THE LAB

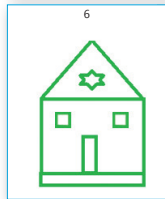
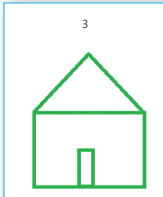
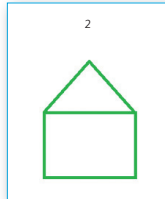
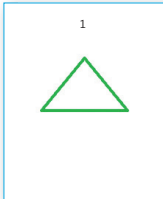
Do yourself.



THE CT CORNER!

PROBLEM SOLVING

A.



- B. a. Robot b. Basketball c. Leaf d. Frog

8. Introduction to Scratch

EXERCISE



- A. 1. b 2. b 3. b 4. b
- B. 1. F 2. F 3. F 4. T
- C. 1. a 2. b 3. d 4. e 5. c
- D. 1. Scratch is a software which helps you to understand and create many games.
2. Three components of Scratch desktop are Sprite, Script and Block menu.
3. Motion blocks are used to control the movement of a Sprite



- E.** 1. To change the appearance of the sprite, follow the given steps:
- Step 1** Click on the Costumes tab. An image of the selected sprite appears in the tab. Here the selected sprite is cat.
 - Step 2** Click on the image of the sprite. Drag the selection blue border to select the cat. A border appears around it.
 - Step 3** Click on Fill and Outline options to change the colours of the cat and the outline.
2. To save a project, follow the given steps:
- Step 1** Click on File tab.
 - Step 2** Select Save to your computer option. The Save as dialog box appears.
 - Step 3** Open the location where you want to save the project. Type the name in the File name box.
 - Step 4** Click on the Save button
- F.** She can click on the Choose a Sprite tool in the Sprites Info Pane.
- G.** 1. The sprite will move 10 steps and the backdrop will change into desert.
2. The sprite will say Hello! and will switch the costume to costume2.

IN THE LAB

Do yourself.

Periodic Assessment 4

(Based on chapters 7 & 8)

- | | | |
|--|--------------------|------------------|
| A. 1. World Wide Web
4. Internet | 2. Address Bar | 3. Website |
| B. 1. Stage area
4. Scratch | 2. Script | 3. Go button |
| C. 1. c | 2. d | 3. a |
| D. 1. Microsoft Edge | 2. Mozilla Firefox | 3. Google Chrome |
| | | 4. b |

Test Sheet 2

(Based on chapters 5 to 8)

Section A

- | | | | |
|----------------|------|------|------|
| A. 1. b | 2. b | 3. c | 4. c |
| B. 1. T | 2. F | 3. T | 4. T |

Section B

- A.**
1. Rotate command is used to rotate the drawing in different angles.
 2. 3D Library is used to add 3D objects.
 3. Motion Blocks are used to control the movement of a Sprite.
- B.**
1. Internet is a network in which millions of computers are connected to one another to share information. It is also called International Network.

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

2. Write the steps to add 3D objects.

Step 1 Click on the 3D library option.

Step 2 Select the desired category from the right pane.

Step 3 Choose the desired animal. The selected animal will appear on the Canvas.

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

3. Write the steps to change appearance of a Sprite.

Ans. To change appearance of a Sprite, follow the given steps:

Step 1: Click on the **Costumes tab**. An image of the selected sprite appears in the tab. Here the selected sprite is cat.

Step 2: Click on the image of the sprite. Drag the selection blue border to select the cat. A border appears around it.

Step 3: Click on Fill and Outline options to change the colors of the cat and the outline.

