

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



Creativity

Do yourself

IN THE LAB

Subject Enrichment

Do yourself.

2. Uses of a Computer

EXERCISE



- A. 1. b 2. a
- B. 1. Airport 2. Hospital 3. Office
- C. 1. Office 2. Home 3. Hospital 4. School

Hands-On



Creativity

Do yourself

IN THE LAB

Subject Enrichment

Do yourself.

Worksheet 1

(Based on chapters 1 & 2)

A. 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



Art Integration

Do yourself

IN THE LAB

Subject Enrichment

Do yourself.

4. Using the Keyboard

EXERCISE



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





- C.** 1. Enter 2. Cursor 3. 26

Hands-On



Do yourself

Creativity

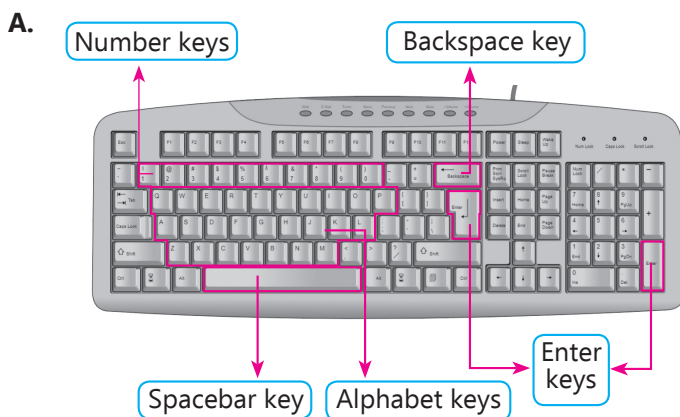
IN THE LAB

Subject Enrichment

Do yourself.

Worksheet 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

Subject Enrichment

Do yourself.

6. Storage Devices

EXERCISE



- A.** 1. a 2. c 3. b
- B.** 1. b 2. a 3. d 4. c
- C.** 1. Cupboard Refrigerator Bag
2. DVD Pen Drive Memory Card

IN THE LAB

Subject Enrichment

Do yourself.

Worksheet 3

(Based on chapters 5 & 6)

- A.** 1. Drag 2. Pointer 3. Scroll wheel
- B.** 1. Pen drive 2. CD 3. Memory card 4. DVD
- C.** 1. c 2. a 3. b



7. 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

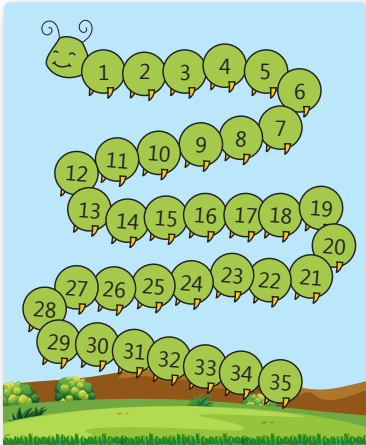
Subject Enrichment

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

Subject Enrichment

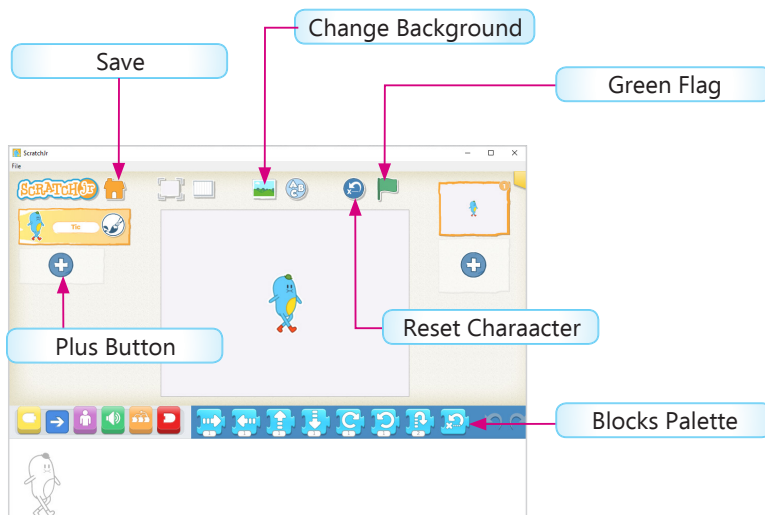
Do yourself.

Worksheet 4

(Based on chapters 7 & 8)

- A.** 1. e 2. a 3. b 4. c 5. d

B.



Test Sheet 2

(Based on chapters 5 to 8)

Section A

- A.** 1. b 2. c 3. b 4. c
- B.** 1. cursor 2. pen drive 3. clicking 4. line 5. save

Section B

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

