

1. Computer— A Wonderful Machine



Exercise

- A.** 1. c. 2. b. 3. b. 4. a.
- B.** 1. b. 2. e. 3. a. 4. c. 5. d.
- C.** 1. easy 2. movies 3. machine 4. electricity 5. computer
- D.** 1. Washing machine and Television
2. The computer is a machine. It needs electricity to run.
3. Two uses of a computer are:
i. It help us to store information.
ii. It help us to watch movies.



Activity Zone

1. ✗ 2. ✓ 3. ✗ 4. ✓ 5. ✗
6. ✗ 7. ✓ 8. ✓ 9. ✓

2. Knowing a Computer



Exercise

- A.** 1. a. 2. b. 3. a.
- B.** 1. games 2. walk 3. music 4. fast
- C.** 1. T 2. T 3. T 4. F
- D.** 1. We can do the following things on a computer.
i. We can draw and colour images on a computer.
ii. We can watch cartoons and movies on a computer.

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4. SCHOOL





Activity Zone

2. Mouse

2. Keyboard

3. CPU

4. Monitor

4. Using a Keyboard



Exercise

- A.** 1. b. 2. a. 3. a.
- B.** 1. Cursor 2. Keyboard 3. Spacebar 4. Number
- C.** 1. MOUSE 2. KEYBOARD 3. MONITOR 4. CPU
- D.** 1. The alphabet keys are used to type words and sentences in both capital and small letters.
2. Enter Key
3. Backspace key to erase what we have typed.



Activity Zone



Periodic Assessment 2

(Based on chapters 3 & 4)

A. 1. Mouse

2. Keyboard

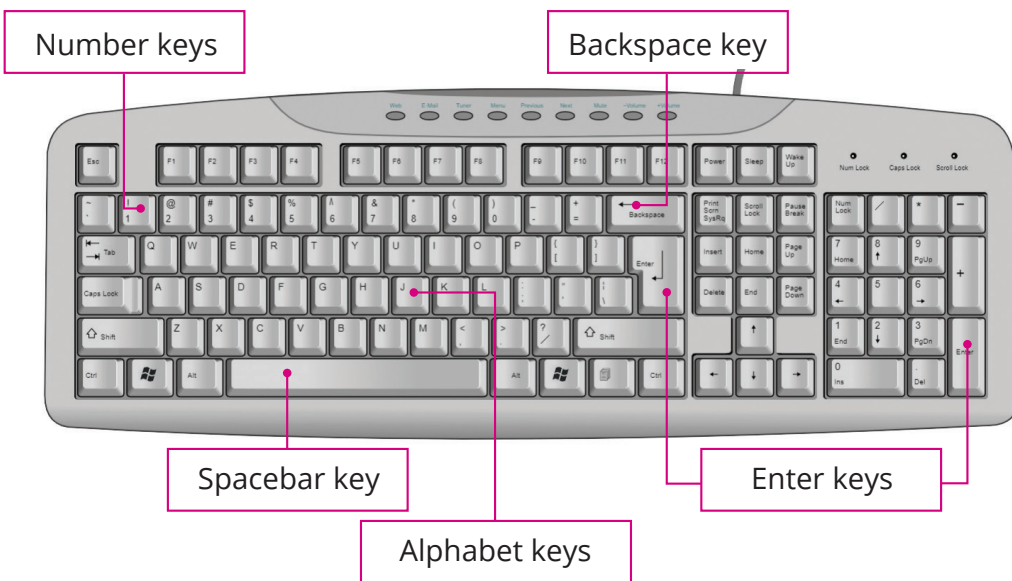
3. CPU

4. Speakers

5. Monitor



B.



Test Sheet 1

(Based on chapters 1 to 4)

- A.** 1. b. 2. c. 3. c.
- B.** 1. man 2. sums 3. T 4. F
- C.** 1. wire 2. television 3. alphabet 4. keys
- D.** 1. Washing machine, Refrigerator and Television.
2. Home and School
3. Keyboard
- E.** 1. The other machines can only do the work for which they have been made. But computers can do many different types of work.
2. Number keys help you to type numbers
3. We can watch movies, listen to music and play games.

5. Let's Type in RapidTyping



Exercise

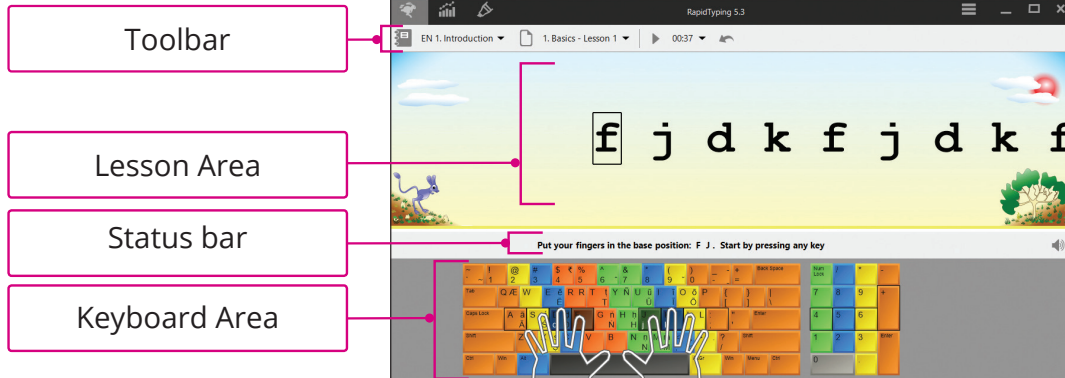
- A.** 1. c. 2. b. 3. b. 4. a.
- B.** 1. F 2. F 3. T



- C. 1. Touch-typing means you type with all your fingers without looking at the keyboard.
2. Parts of RapidTyping window are Toolbar, Lesson area, Status bar and Keyboard area.



Activity Zone



6. Using a Mouse

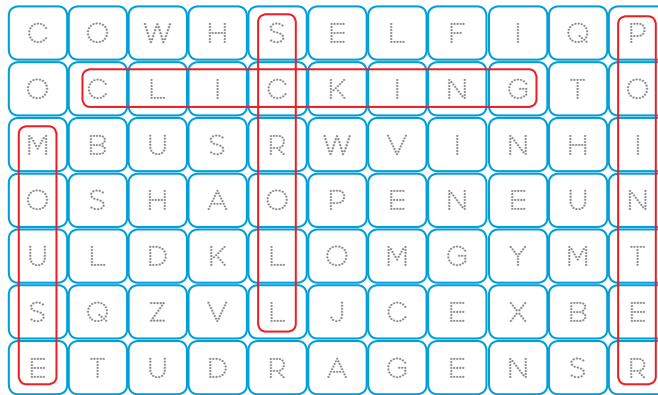


Exercise

- A. 1. c. 2. b.
- B. 1. F 2. F 3. T 4. T
- C. 1. b. 2. c. 3. a.
- D. 1. The mouse has two buttons and a scroll wheel.
2. Index finger is used to press the left mouse button



Activity Zone

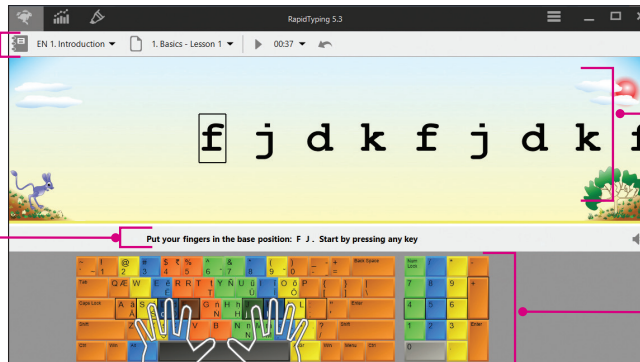


Periodic Assessment 3

(Based on chapters 5 & 6)

A.

Toolbar



Lesson Area

Status bar

Keyboard Area

B. Single-click Double-click Right-click

- C. 1. Touch-typing means you type with all your fingers without looking at the keyboard.
 2. The mouse has two buttons and a scroll wheel.

7. Tux Paint



Exercise

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



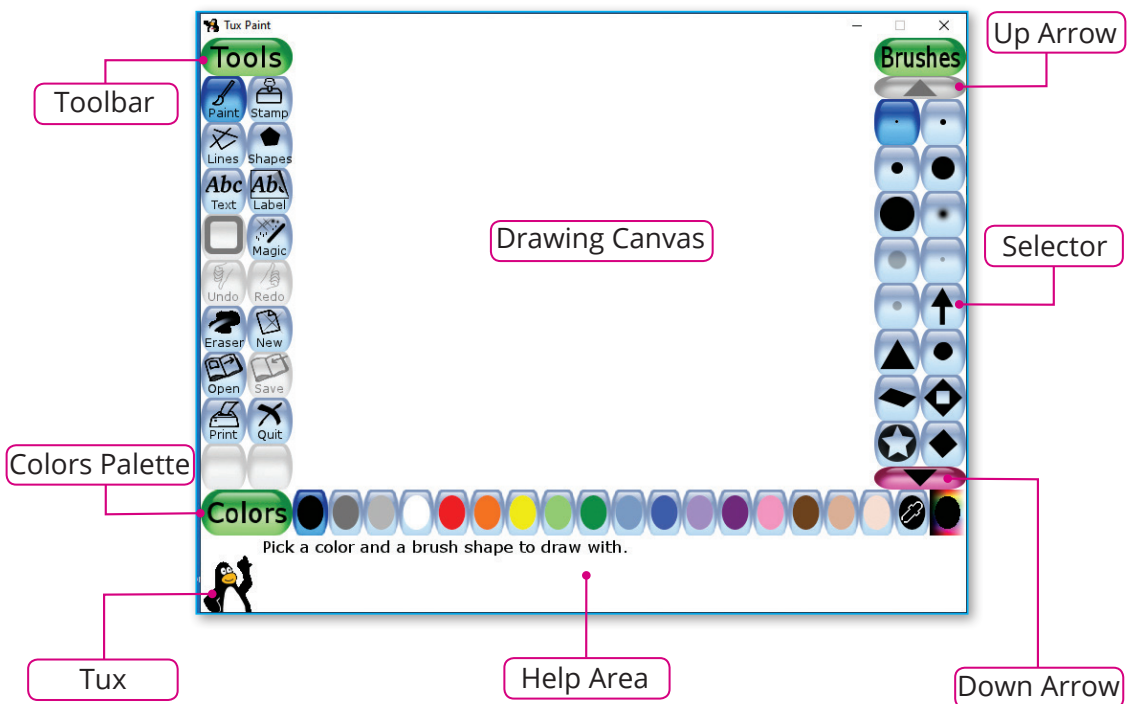
6

Thinkcode (Version 2.0)-I (Answer Key)

- B.** 1. c. 2. e. 3. d. 4. b. 5. a.
- C.** 1. colours 2. Drawing Canvas 3. Help area 4. Paint 5. Eraser
- D.** 1. Tux Paint is used to draw and paint on a computer. It is a free drawing program designed for young children.
2. Follow the given steps to erase a part of your drawing:
- Step 1:** Select **Eraser** tool from the **Toolbar**.
- Step 2:** Choose the shape of the eraser from **Selector** pane.
- Step 3:** Move the eraser cursor to the drawing canvas. Click the left mouse button and drag over the area you want to erase.
3. Follow the given steps to colour a drawing:
- Step 1:** Click on the Fill tool from the Toolbar.
- Step 2:** Pick a colour from the Colors Palette.
- Step 3:** Click inside the picture to fill it with the colour of your choice.



Activity Zone



8. Let us Draw in Paint



Exercise

- | | | | | |
|----|---------------|--------------|--------------|--------------------|
| A. | 1. b. | 2. c. | 3. b. | 4. b. |
| B. | 1. Home | 2. Group | 3. Rectangle | 4. Paint |
| C. | 1. F | 2. T | 3. F | 4. T |
| D. | 1. Line shape | 2. Rectangle | 3. Oval | 4. Fill with color |



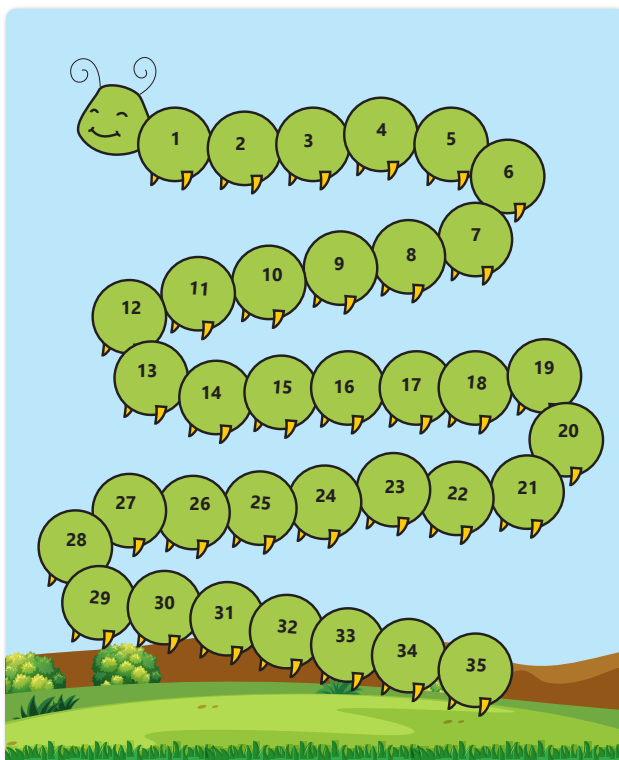
Activity Zone

- | | | | |
|--------------------|-----------------|-----------|--------------|
| 1. Fill with color | 2. Color picker | 3. Eraser | 4. Magnifier |
|--------------------|-----------------|-----------|--------------|

The CT Corner

SHAPES AND PATTERNS

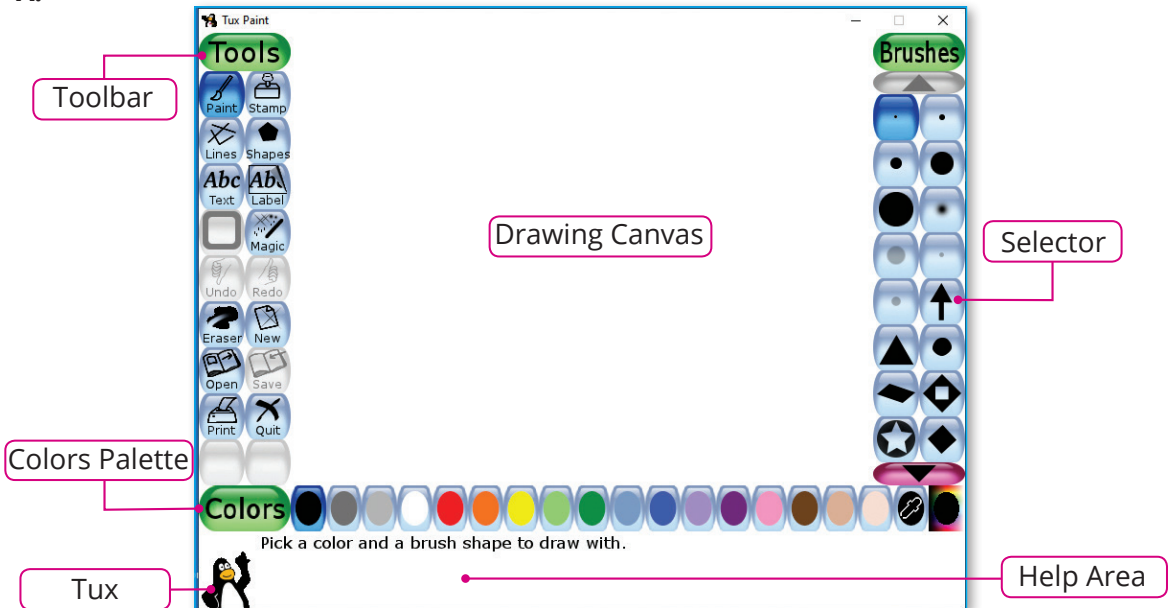
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|----|-------|-------|-------|-------|
| A. | 1. d. | 2. c. | 3. b. | 4. a. |
| B. | Four | | | |
| C. | | | | |



Periodic Assessment 4

(Based on chapters 7 & 8)

A.



B. 1. Rectangle, line and circle.

C. 1. New 2. Rectangle

Test Sheet 2

(Based on chapters 6 to 9)

- A. 1. b. 2. b. 3. c. 4. b. 5. c.
- B. 1. Eraser 2. Drawing canvas 3. Seat 4. Right 5. Shapes
- C. 1. Double-click and Right-click.
2. RapidTyping is a touch-typing program which helps you to type without looking at the keyboard.
- D. 1. To open Tux Paint, follow the given steps:
i. **Step 1:** Click on Start button.
ii. **Step 2:** Scroll down to find the Tux Paint program and click on it.
The Tux Paint window will open after a few seconds.
2. To draw a rectangle, we use Rectangle shape. Follow the given steps to draw a rectangle:
i. **Step 1:** Click on the Rectangle shape in the Shapes group.
ii. **Step 2:** Choose a colour from the Colors group.
iii. **Step 3:** Move the mouse pointer to the drawing area. Drag the mouse to draw a rectangle. Release the mouse button when the rectangle is drawn.

