ANSWER KEY

Thinkcode Ver 2.0

1. More about a Computer

Exercise

A. 1. c.　　　　2. b.　　　　3. b.

B. 1. T　　　　2. F　　　　3. T

C. 1. Play games and watch movies.

2. Two disadvantages of a computer are:

   i.　Since it is a machine, it cannot think or take decision.

   ii.　It is dependent on electricity or batteries to work.

3. Things that you can do on a computer are:

   i.　solve sums

   ii.　watch movies

   iii.　do our homework

Activity Zone

1. Draw and Paint　　2. Do sums　　3. Play games

2. Applications of a Computer

Exercise

A. 1. a.　　　2. b.　　　3. a.　　　4. b.

B. 1. games　　2. bills　　3. timetables　　4. diseases

C. 1. Computers are used in schools and hospitals.

2. Computers are used in hospitals for maintaining records of patients.

2. BANK   3. ATM   4. SHIP

Periodic Assessment 1
(Based on chapters 1 & 2)

A. 1. Bank   2. Police Station   3. Space Research and Science Lab   4. Home
5. School   6. Hospital

B. 1. SPEED   2. ACCURACY   3. AUTOMATIC   4. MEMORY
5. DILIGENCE

3. IPO Cycle

Exercise

A. 1. b.   2. c.   3. a.   4. c.   5. a.
B. 1. CPU   2. Monitor   3. Mouse, Keyboard 4. Processing
C. 1. Input-Process-Output
2. **Input Devices:** Keyboard and Mouse
Output Devices: Monitor and Printer

Activity Zone

1. Output, Input, Process
2. Input, Process, Output

4. Human Vs Computer

Exercise

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

B. 1. Instructions.
     2. We can store a large amount of information.
     3. A computer never make any mistake where is a man can make mistakes.

Activity Zone

1. H   2. H   3. C   4. H   5. C
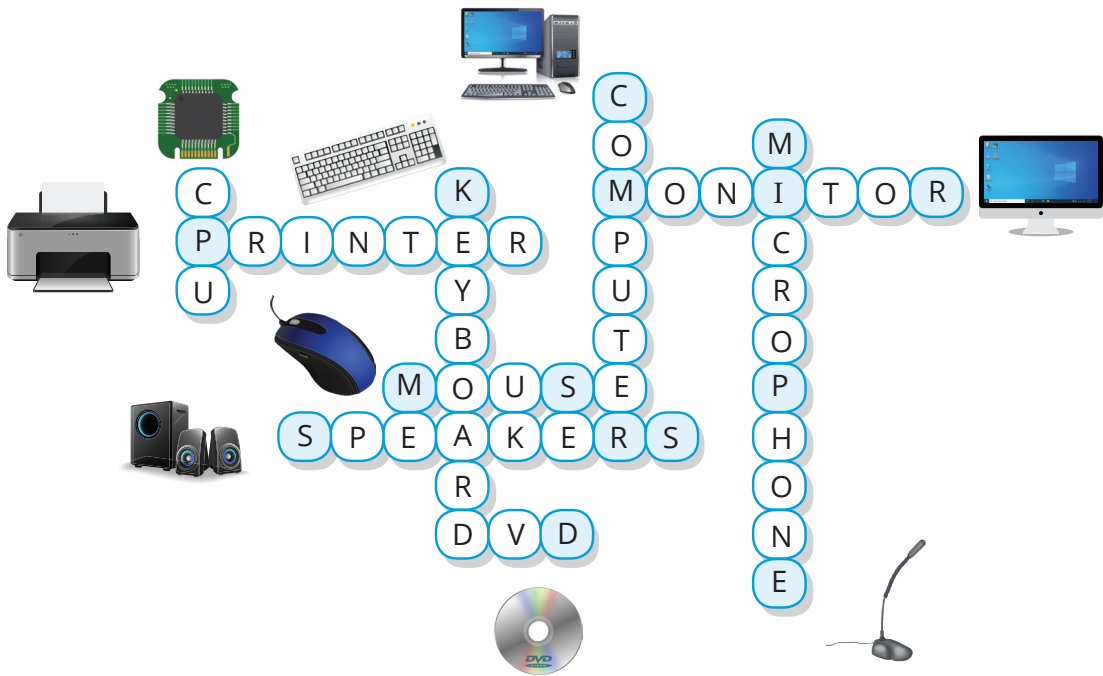
5. Parts of a Computer

Exercise

A. 1. b.   2. b.   3. c.

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

C. 1. Keyboard and Mouse   2. Monitor and Printer
     3. CD, DVD and Pen drive

Crossword puzzle:

- **CPU** (vertical): C P U
- **PRINTER**: P R I N T E R
- **KEYBRD / MOUSE** (vertical): K E Y B M O U S E R D
- **COMPUTER** (vertical): C O M P U T E
- **MONITOR**: M O N I T O R
- **MICROPHONE** (vertical): M I C R O P H O N E
- **MOUSE**: M O U S E
- **SPEAKERS**: S P E A K E R S
- **DVD**: D V D

Periodic Assessment 2

(Based on chapters 3 to 5)

A. **Input:** 1. Apples   2. Banana   3. Grapes   4. Orange   5. Salt

B. 1. I   2. O   3. S   4. O   5. I
   6. S

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

Test Sheet 1

(Based on chapters 1 to 5)

A. 1. b.   2. b.   3. b.

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

C. 1. DVD and Pen drive   2. Instructions

    3. Things that we can do on a computer are:

      i. solve sums   ii. watch movies   iii. do our homework

4. Microphone and Mouse

D.   1. Computers are used in schools for:
  i. Making timetables and report cards
  ii. Teaching students

2. A computer never make any mistake where is a man can make mistakes.

3. **Input Devices:** Mouse and Scanner
Output Devices: Printer and Monitor
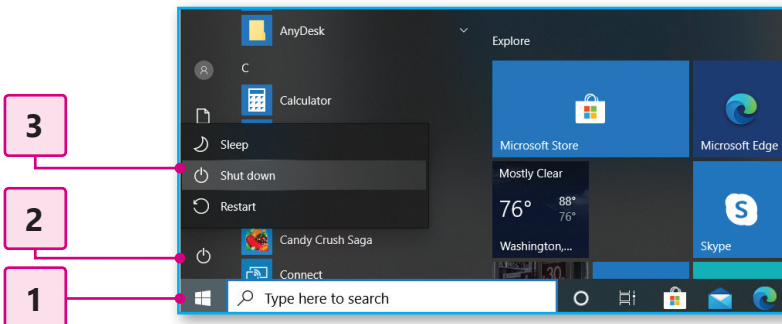**Storage Devices:** Hard disk and Compact Disc

6. Operating a Computer

Exercise

A.   1. b.   2. a.   3. c.
B.   1. Shut Down   2. UPS   3. Monitor   4. Power
C.   1. T   2. F   3. F
D.   1. Desktop   2. Power button

Activity Zone

A.   **3** Press power button on the CPU.   **2** Switch on the UPS.

1 Press the main power button.   **4** Switch on the monitor.

B.

3

2

1

7. The Keyboard and The Mouse

Exercise

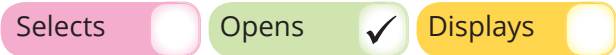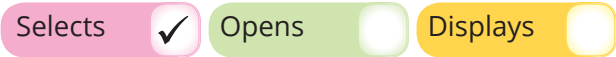**A.**   1. a.   2. a.   3. a.   4. c.

B.   1. c.   2. a.   3. d.   4. e.   5. b.

C.   1. Caps Lock

       2. Drag means to move the mouse while keeping the mouse button pressed and move an item to another location on the computer.

       3. Shift key is used to type letters in capital when Caps Lock is off.

Activity Zone

A.   1.   click   click   Selects ☐   Opens ✓   Displays ☐

       2.   click   Selects ✓   Opens ☐   Displays ☐

B.   1. ✓   2. ✗   3. ✓   4. ✗

Periodic Assessment 3

(Based on chapters 6 & 7)

A.

1. Press power button on the CPU.

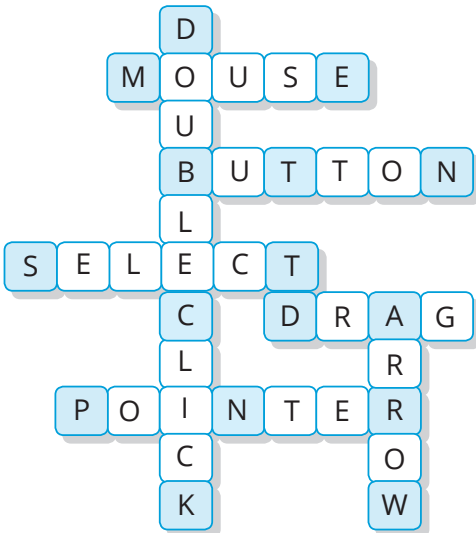2. Now, switch on the monitor.

3. Next, switch on the UPS.

4. Switch on the main power button.

a.

b.

c.

d.

B.

```
        D
    M O U S E
        U
        B U T T O N
        L
S E L E C T
        C     D R A G
        L         R
    P O I N T E R
        C         O
        K         W
```

8. Tools of Tux Paint

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

B. 1. Canvas   2. Toolbar   3. Tux paint   4. New

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

D. 1. Toolbar, Drawing Canvas, Colors Palette, Help Area, Selector Pane, Up and Down Arrows.

2. Click on Stamp tool from the Toolbar. Use the left or right arrow to see the categories of stamps. Use up or down arrows to look for more stamps.

3. Text tool is used to add text, captions and titles in the drawings.

4. Magic tool is a collection of tools to add a lot of special effects to your drawings.

5. To open Tux Paint, follow these steps:

Step 1: Click on the Start button.

Step 2: Click on Tux Paint Folder.

Step 3: Click on Tux Paint.

Activity Zone

1. Text tool   2. Stamp tool   3. Magic tool   4. Open tool   5. Quit tool
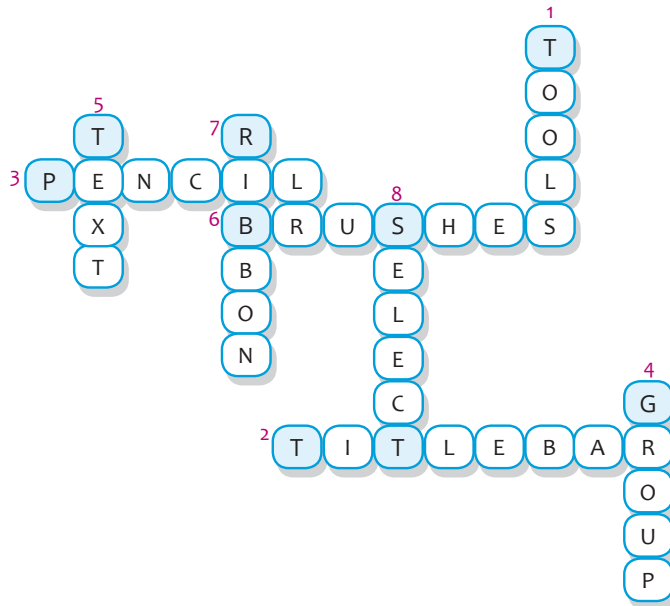
9. Advanced Features of Paint

Exercise

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

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

C. 1. Title bar   2. Pencil   3. Select   4. Crop

D. 1. Quick access toolbar is located on the left side of the title bar. It contains the most frequently used tools in paint.

2. Select tool is used to select a complete drawing or a part of a drawing.

3. To magnify the image, follow these steps:

Step 1: Click on Home tab.

Step 2: Click on Magnifier tool in the Tools group.

Step 3: Move the pointer to the drawing area. You will see that the pointer changes to a rectangular outline box. Click on the part of the drawing you want to zoom.

```
                                              1
                                              T
          5                7                   O
          T                R    L              O
       3  P  E  N  C  I  L                     L
          X             6 B  R  U  S  H  E  S
          T                    E
                               L              4
                               E              G
                          2 T  I  T  L  E  B  A  R
                               C              O
                                              U
                                              P
```

The CT Corner

NUMBER GRID AND DECODING

A.

0	---	15	---	20
8	---	10	---	12
2	---	5	---	18

B.

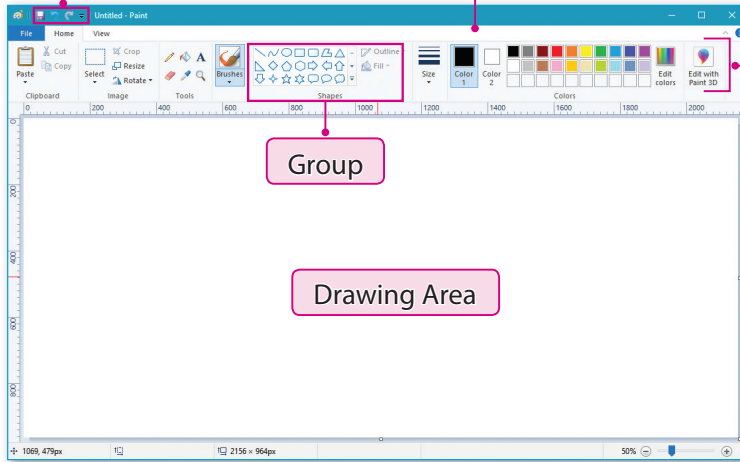| I | L | O | V | E | M | Y | M | O | M |

Periodic Assessment 4

(Based on chapters 8 & 9)

A. 1. It helps to close Tux Paint.

2. It helps to add special effects to the drawings.

3. It helps to add text to your drawings.

4. It shows the different options for each tool

B.

C. 1. Color picker tool is used to pick colour from the picture and use it to colour other pictures.

2. Curve shape is used to draw curved lines and shapes.

Test Sheet 2

(Based on chapters 6 to 9)

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

B. 1. double-click 2. Title bar 3. icons 4. Toolbar

C. 1. The mouse has two buttons and a scroll wheel.

2. The Stamp tool is a collection of stamps or stickers in Tux Paint.

3. Start button

D. 1. To open Tux Paint, follow these steps:

   Step 1: Click on the Start button.

   Step 2: Click on Tux Paint Folder.

   Step 3: Click on Tux Paint.

2. Drag means to move the mouse while keeping the mouse button pressed and move an item to another location on the computer.

3. Symbol keys are used to type special symbols.