

1. Computer—A Smart Machine

ASSESS YOURSELF

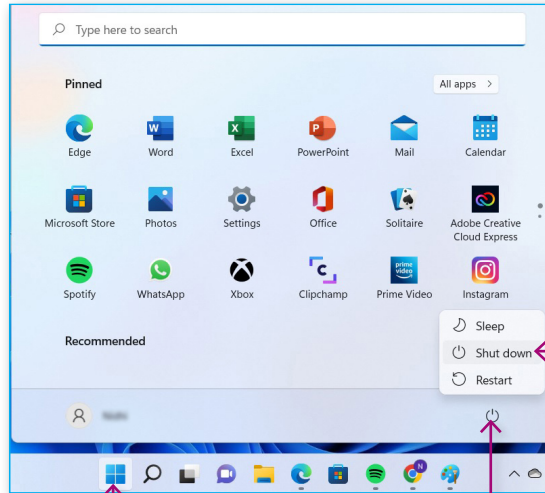
1. a. (iii) b. (i) c. (iii) d. (iii)
2. a. Desk b. Battery c. Tablet d. Money e. Results
3. a. F b. T c. F d. T
4. a. Supercomputers b. Shops and malls c. Laptop
d. In Science and defence
5. a. At home computers are used for online shopping and searching information on the Internet.
b. We use computers in hospitals for maintaining records of patients, preparing all kinds of medical tests and finding the cause of disease.
c. A computer is a fast machine. It works faster than humans.
d. A desktop computer is designed to be placed on a desk, while a laptop is a compact computer that can be used on our laps.
6. a. (i) S (ii) T (iii) L (iv) D (v) SC
b. Airport c. Laptop d. Tablet e. Computer

2. Operating a Computer

ASSESS YOURSELF

1. a. (ii) b. (i) c. (iv) d. (i) e. (iii)
2. a. Desktop b. Icons c. Close d. Result e. Input
3. a. F b. T c. F d. F

4. a. Taskbar b. Title bar c. Paint d. WordPad
- 5.



- 1 Click on the **Start** button.
- 2 Click on the **Power** option.

6.



7. a. The Taskbar contains the Start menu and a set of fixed icons. It also shows the running programs as icons when minimized.
- b. A CPU is the processing device of a computer. Processing device usually works on the input.
- c. The IPO cycle involves inputting data, processing it through the CPU and displaying the output on devices like a monitor.
- d. The mouse and keyboard are input devices, while the monitor and printer are output devices.
- e. There are three control buttons: **Minimize**, **Maximize/Restore** and **Close**.

8. a. To open the Paint program, follow the given steps:

- 1 Click on the Search.
- 2 Type Paint in the Search Box.
- 3 Select Paint from the list.

b. These are called input, process and output devices.

c. The screen is called the desktop and the small pictures are called icons.



d. No, to shut down the computer, follow these steps:

- 1 Click on the Start button.
- 2 Click on the Power option.
- 3 Select Shut down option.

e. The three steps of computer working are Input (keyboard), Process (CPU) and Output (monitor).

3. Using a Mouse and a Keyboard

ASSESS YOURSELF

1. a. (iii) b. (ii) c. (iii) d. (ii)
2. a. Spacebar b. Gaming c. Shift d. Backspace
3. a. T b. F c. F d. F
4. a. Spacebar b. Capital Letters c. Two d. Clicking
5. a. @ b. & c. ^
6. a. The Enter key, Spacebar key and Caps Lock key are three keys on a keyboard.
b. The optical mouse and wireless mouse are two types of mouse.
c. The Caps lock key is used to type text in the upper case.
d. A wireless mouse connects to the computer without a wire.
7. a. For playing games, use a gaming mouse, for school work, use a regular mouse and for no wires, use a wireless mouse.
b. You should press the Backspace key to fix the mistake and correct the letter.
c. Rohan is using the double-click mouse action.
d. Seema should use the Shift key to type a word in capital letters without turning on Caps Lock.
e. Nikhil should press the Backspace key to remove the letter to the left of the cursor.

4. Typing in WordPad

ASSESS YOURSELF

1. a. (ii) b. (ii) c. (ii) d. (iii)
2. a. Search b. Cursor c. Ribbon d. attractive
3. a. (iii) b. (i) c. (ii) d. (iv)

4.
 - a. This command is used to underline the text.
 - b. This command is used to change the font style of the text.
 - c. This command is used to change the font size of the text.
 - d. This command is used to change the colour of the text.
5.
 - a. The Title Bar displays the name of the program or document.
 - b. Typing text allows us to write letters, notes, stories and other information on the computer using the keyboard.
 - c. You can start a new line by pressing the Enter key on the keyboard.
6.
 - a. She should use the Bold option and increase the Font Size from the Font group under the Home tab.
 - b. He will use the Number keys on the keyboard.
 - c. The Cursor in the WordPad window shows the place where the text will appear.
 - d. Kapil should use the Font option in WordPad to change the font style of the text.
 - e. Khushi should click the Close button in the top right corner of the Title bar to close WordPad safely.

5. Introduction to Paint

ASSESS YOURSELF

1.

a. (iii)	b. (iii)	c. (ii)	d. (ii)
----------	----------	---------	---------
2.

a. F	b. T	c. F	d. F
------	------	------	------
3.

a. Pencil	b. colors	c. Drawing Area
-----------	-----------	-----------------
4.

a. Title bar	b. Pencil tool	c. Oval shape
--------------	----------------	---------------
5.
 - a. The three main parts of Paint are the Title Bar, Drawing Area and Menu Bar.
 - b. Pencil tools are used to draw freehand shapes.
 - c. Eraser tool is used to remove the unwanted parts of the drawing.
 - d. If you don't close a shape before using the fill tool, the colour will spill outside the shape.
6.
 - a. Raj should use Fill tool to colour the sun yellow in his drawing.
 - b. Maya should use Eraser tool to erase a mistake she made while drawing a circle.
 - c. Nitin should select the Rectangle shape to draw a straight road in his picture using Paint.
 - d. Mayank should select the Pencil tool to draw a freehand picture like clouds and grass in Paint.
 - e. Mehul should select the Brush tool to draw a picture using different brush styles and thickness in Paint.



6. More on Paint

ASSESS YOURSELF

- (iii)
 - (iii)
 - (i)
 - (iv)
- Text
 - File
 - Brushes
- T
 - F
 - T
- Text Tool
 - File
 - Magnifier Tool
- If you try to close Paint without saving, it will prompt you to save the changes. You can choose to save, discard or cancel the action to stay in the program.
 - The Text tool is used to add text to our drawings.
 - The Magnifier tool is used to make a drawing look bigger.
 - The Airbrush tool is used to spray colours onto your drawing, while the Pencil tool is used for drawing freehand shapes.
 - To create a birthday card, use the Text Tool for messages, Brushes Tool for designs, Shapes Tool for shapes and the Pencil Tool for freehand drawing.
- You should use the Text Tool. To use the Text tool, follow the given steps:
 - Select the Text tool.
 - Click and drag to draw a text box.
 - Type the text in the text box.
 - She should use the Magnifier Tool.
 - Agam should use the Airbrush Tool.
 - Ronika should select the Save option from the File menu.
 - Kajal should use the Open option from the File menu to open that drawing.

7. More about ScratchJr

ASSESS YOURSELF

- (iii)
 - (iii)
- Jigsaw
 - Script
 - Appearance
 - Anti-clockwise
- Say Block – It makes the character say something on the screen.

- b. Start on Green Flag Block – It begins the script when the green flag is tapped.
 - c. Repeat Block – It repeats the blocks inside it a specified number of times.
 - d. Start on Tap – It starts the script when you tap the character.
- 4.
- a. Blocks in ScratchJr are coding instructions used to control the actions of characters. They are connected like puzzle pieces to form scripts.
 - b. The Start on Green Flag block is used to begin the script when the green flag is tapped. It is placed at the beginning of the script.
 - c. Motion blocks are used to move the characters on the stage.
 - d. Three Looks Blocks are as follows:
 - Say Block – It shows a specified message in speech bubble. .
 - Hide Block – It fades out the character until it is invisible.
 - Show Block – It fades in the character until it is visible.
- 5.
- a. Arvind should use the Wait block to make his character pause for a certain amount of time in ScratchJr.
 - b. Shubham should use the Move Right block and then the Move Up block to move his character right and then up.
 - c. Janvi should use the When Green Flag Clicked block to start her character's movement when she taps the Green Flag in ScratchJr.
 - d. Manav should use the shrink block to make his character smaller in ScratchJr.
 - e. Mansi should use the end block to stop all actions of her character in ScratchJr after it finishes dancing.

8. Importance of AI

ASSESS YOURSELF

1. a. (iii) b. (i) c. (ii) d. (ii)
2. a. Grading b. Exoplanets c. Entertainment d. Robotic
3. a. AI reduces the repetitive tasks that are otherwise performed by humans.
- b. AI helps teachers with the automated grading system, checking multiple-choice questions and fill in blank testing.
- c. AI models are used to detect exoplanets or planets outside our solar system.



4. Robot 1.
- a. i. If the TidyBot could talk, it might say, "I can clean really fast!" or "Your room will be so clean!"
 - ii. If the TidyBot could talk to animals, it might ask the dog to get the broom or tell the cat to help clean up the toys.
 - b. i. I would choose a game where we guess animals because it would be fun.
 - ii. If the BuddyBot had feelings, it would feel happy and excited to help with tasks.
 - c. Rithvik's teacher uses AI for automatic test paper grading in the Education sector.
 - d. Monika's app uses AI to find the best time to book flights in the Travel sector.
 - e. Shubham experiences AI in Health Care as doctors study X-rays and scans before diagnosing.

