

## 1. Computer – A Smart Machine

### LEARNING LOGS



- A.** 1. (iii)      2. (i)      3. (iii)      4. (ii)
- B.** 1. T      2. T      3. F      4. T
- C.** 1. Natural      2. Teach      3. Laptop      4. Machines
- D.** 1. Laptop, Smartphone, Tablet (Any two)  
2. Sun, Tree, Moon, Animal (Any three)

### COMPETENCY-BASED QUESTIONS

- Riya used human power.
- Dipankar should choose a Tablet.

### LAB LEARNING

Do it yourself.



### CODE CHECK

Do it yourself.

## 2. Building Blocks of a Computer

### LEARNING LOGS



- A.** 1. (iii)      2. (ii)      3. (i)      4. (ii)      5. (ii)
- B.** 1. Brain      2. Keyboard      3. Two      4. Displays      5. Mouse

- C. 1. c.                    2. d.                    3. a.                    4. b.
- D. 1. CPU does all the thinking.  
2. Monitor, Keyboard, Mouse, CPU.

### COMPETENCY-BASED QUESTIONS

1. Monitor.
2. Arindam will use Keyboard.

#### LAB LEARNING

Do it yourself.



#### CODE CHECK

Do it yourself.

## Periodic Assessment-1

(Based on chapters 1 & 2)

- A. 1. Desktop Computer                    2. Laptop                    3. Tablet                    4. Smartphone
- B. 1. Main power supply                    2. CPU                    3. monitor                    4. Computer screen
- C. Here are some common features of machines:
1. Machines help you do work.
  2. Machines save time.
  3. Machines make work easier.
  4. Machines need power to work.

## 3. Keys and Clicks

### LEARNING LOGS



- A. 1. (ii)                    2. (i)                    3. (iii)                    4. (ii)                    5. (iii)
- B. 1. T                    2. F                    3. T                    4. F                    5. T
- C. 1. Keyboard                    2. Clicking                    3. Middle  
4. Scroll                    5. Arrow
- D. 1. Small buttons on a keyboard are called keys.  
2. Different parts of a mouse are Left button, Right button, Scroll wheel and Body.

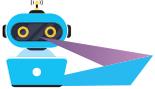


## COMPETENCY-BASED QUESTIONS

1. Sukhdeep should press Enter key.
2. Devika should use the scroll wheel of the Mouse.

### LAB LEARNING

Do it yourself.



### CODE CHECK

Do it yourself.

## 4. Happy Computer Habits

### LEARNING LOGS



- A.** 1. (ii)            2. (iii)            3. (ii)
- B.** 1. Eyes            2. Power            3. Teacher            4. Monitor            5. Wires
- C.** 1. c.            2. a.            3. d.            4. b.
- D.** 1. Ask for help.            2. Wires and plugs

## COMPETENCY-BASED QUESTIONS

1. Mani should take a break.
2. Kabir should call an elder.

### LAB LEARNING

Do it yourself.



### CODE CHECK

Do it yourself.

# Periodic Assessment-2

(Based on chapters 3 & 4)

A.



- B. 1. ✓                      2. ×                      3. ×                      4. ✓  
C. 1. c.                      2. a.                      3. d.                      4. b.

## Test Sheet-1

(Based on chapters 1 to 4)

- A. 1. (i)                      2. (ii)  
B. 1. T                      2. F                      3. F  
C. 1. Keyboard                      2. Clicking                      3. Arrow  
D. 1. Ask for help.                      2. Wires and plugs.

## 5. Fun with Colours in Paint

### LEARNING LOGS



- A. 1. (ii)                      2. (i)                      3. (iii)                      4. (i)                      5. (i)  
B. 1. F                      2. F                      3. T                      4. F                      5. T  
C. 1. Paint                      2. Oval                      3. Save                      4. Close                      5. Menu  
D. 1. Closed shape.                      2. File menu.

### COMPETENCY-BASED QUESTIONS

1. Ananth can use Eraser tool.  
2. Anaya should use Line tool.



## LAB LEARNING

Do it yourself.



CODE CHECK

Do it yourself.

# 6. Brain Games

## LEARNING LOGS



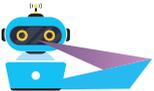
- A. 1. (ii)      2. (i)      3. (ii)      4. (iii)
- B. 1. Colour    2. Sequence    3. Paint      4. Hidden    5. Word
- C. 1. A pattern is something that repeats.      2. Look carefully.

## COMPETENCY-BASED QUESTIONS

1. Do it yourself.
2. The princess bought an ice cream and ate it.

## LAB LEARNING

Do it yourself.



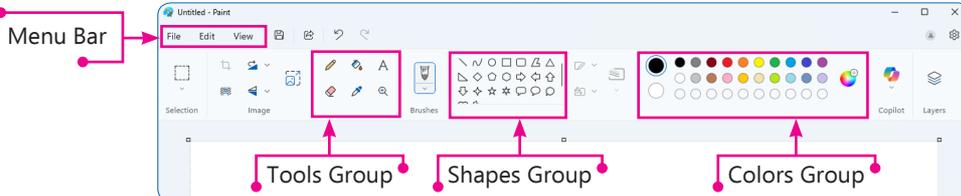
CODE CHECK

Do it yourself.

## Periodic Assessment-3

(Based on chapters 5 & 6)

A.



B. 7

## 7. ScratchJr – My Coding Playground

### LEARNING LOGS



- A.** 1. (iii)      2. (ii)      3. (iv)      4. (iii)      5. (iv)
- B.** 1. Block-based      2. Sprite      3. Stage  
4. Characters      5. Save
- C.** 1. T      2. F      3. T      4. F      5. T
- D.** 1. Script      2. 8

### COMPETENCY-BASED QUESTIONS

1. Motion blocks.
2. Save button.

### LAB LEARNING

Do it yourself.



### CODE CHECK

Do it yourself.

## 8. New Friends: AI and Robots

### LEARNING LOGS



- A.** 1. (ii)      2. (iii)      3. (iii)      4. (iv)      5. (ii)
- B.** 1. T      2. F      3. T      4. F      5. T
- C.** 1. Voice      2. AI      3. Robots      4. Smart AC      5. Learns
- D.** 1. Smartwatch, Smartphone, Smart AC, Smart Washing Machine. (Any two)  
2. Cleaning, Helping in Hospitals, Playing Games, Exploring, Talking and Listening. (Any two)

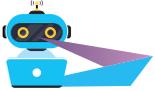


## COMPETENCY-BASED QUESTIONS

1. Cleaning.
2. Human intelligence.

### LAB LEARNING

Do it yourself.



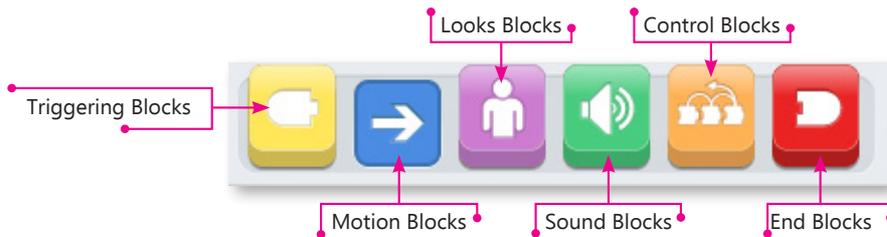
### CODE CHECK

Do it yourself.

## Periodic Assessment-4

(Based on chapters 7 & 8)

A.



- B. 1. d.                      2. c.                      3. a.                      4. b.
- C. 1. Cleaning                      2. Playing games  
3. Exploring                      4. Helping in hospitals

## Test Sheet-2

(Based on chapters 5 to 8)

- A. 1. (ii)                      2. (ii)
- B. 1. T                      2. T                      3. F
- C. 1. Block-based                      2. Learns                      3. Hidden
- D. 1. Smartwatch, Smartphone, Smart AC, Smart Washing Machine. (Any two)  
2. 8  
3. File menu