1. Computer – My Learning Buddy

LEARNING LOGS

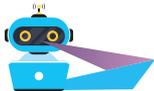**A.** 1. (i) 2. (iv) 3. (iv) 4. (i) 5. (i)

B. 1. T 2. T 3. F 4. T 5. F

C. 1. Laptop 2. Monitor 3. Decisions 4. Desktop 5. Instructions

D. 1. Storage 2. A computer works without getting tired but a human needs rest.

COMPETENCY-BASED QUESTIONS

1. Arun is using the mouse to draw.
2. Venkateshwara is using a tablet or a smartphone.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

2. The Computer Story: In and Out

LEARNING LOGS

A. 1. (i) 2. (ii) 3. (ii) 4. (i) 5. (i)

B. 1. T   2. F   3. F   4. T   5. T

C. 1. Microphone   2. Circular   3. Output

     4. Receive   5. Joystick

D. 1. Prints pictures or words on paper.

     2. Speakers let you hear sounds from the computer, like music, videos or games.

COMPETENCY-BASED QUESTIONS

1. Mouse.
2. Hard Disk Drive (HDD).

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

Periodic Assessment-1
(Based on chapters 1 & 2)

A. 1. DESKTOP   2. LAPTOP   3. TABLET   4. SMARTPHONE

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

3. Keys to Type, Mouse to Guide

LEARNING LOGS

A. 1. (i)   2. (ii)   3. (iv)   4. (iii)   5. (iii)

B. 1. T   2. F   3. F   4. T   5. F

C. 1. Arrow   2. Optical   3. Windows   4. Left-click   5. Drag

D. 1. The main purpose of the Enter key on a keyboard is to move the cursor to a new line.

     2. Three different types of mouse are Optical mouse, Wired mouse and Wireless mouse.

     3. There are 12 function keys from F1 to F12.

     4. Shift key.

     5. Left mouse button.

1. Tejasvini should double-click with the left mouse button to open the folder.
2. Arjun can use the scroll wheel on his mouse to move up and down quickly while reading the story.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

4. Paint Like a Pro

LEARNING LOGS

A. 1. (ii) 2. (iii) 3. (i) 4. (iii) 5. (ii)

B. 1. F 2. T 3. T 4. T 5. F

C. 1. Brush 2. File 3. Menu 4. Straight 5. Size

D. 1. Shapes and Colors.
2. Title bar displays the file and program name.
3. Free-form Selection tool.
4. Color picker tool selects a colour from drawing to use it again.
5. Redo Tool.

COMPETENCY-BASED QUESTIONS

1. Text tool.
2. Curve shape.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

Periodic Assessment-2

(Based on chapters 3 & 4)

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

B. 1. Eraser   2. Magnifier tool   3. Crop tool

     4. Rectangle   5. Color picker   6. Curve

Test Sheet–1

(Based on chapters 1 to 4)

A. 1. (iii)   2. (iv)

B. 1. T   2. T   3. T

C. 1. Monitor   2. Receive   3. Windows   4. Menu

D. 1. A standard keyboard has 12 function keys (F1 to F12).

     2. Color picker tool selects a colour from drawing to use it again.

5. Word – My Computer Notebook

LEARNING LOGS

A. 1. (iii)   2. (ii)   3. (i)   4. (iv)   5. (ii)

B. 1. F   2. T   3. T   4. F   5. F

C. 1. Vertical Scroll Bar   2. Letters   3. Ribbon

     4. Save   5. Close

D. 1. Typing and Editing.   2. Document Area.

COMPETENCY-BASED QUESTIONS

1. To change the name of the Word document, Amrapali can use the Save As option.
2. Kavyansh can use the Open option.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

6. Smart Thinking with Computers

LEARNING LOGS

A. 1. (i) 2. (ii) 3. (ii) 4. (iii) 5. (i)

B. 1. F 2. T 3. F 4. T 5. T

C. 1. Listen 2. Rule 3. Sequence 4. Same 5. Next

D. 1. Number pattern, Shape pattern.

2. Smart phones, Smart TVs.

3. AI is Artificial Intelligence, a smart brain for machines.

4. Reasoning and critical thinking involve making good choices and solving problems carefully.

5. 9.

COMPETENCY-BASED QUESTIONS

1. Maths.

2. a. Shut down from the Start menu.

   b. Switch off the CPU.

   c. Switch off the monitor.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

Periodic Assessment-3
(Based on chapters 5 & 6)

A. 1. Title bar 2. Document Area

3. Zoom slider 4. Status Bar

5. Ribbon

B. 1. 5 2. 1 3. 2 4. 4 5. 3

7. ScratchJr Magic Blocks

LEARNING LOGS

A. 1. (iii)   2. (ii)   3. (iii)   4. (iii)   5. (ii)

B. 1. F   2. T   3. F   4. F   5. T

C. 1. Palette   2. Stage   3. Say   4. Shapes   5. Pop

D. 1. Motion blocks and Looks blocks.

2. It allows you to move character on the canvas.

3. Following are the steps to open an existing project in ScratchJr:

    a. Click on the Save Button.

    b. Select the project that you want to open.

4. Programming Area refers to the workspace where programming blocks are connected to create scripts.

COMPETENCY-BASED QUESTIONS

1. Paint Editor.

2. Use the Undo button.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

8. Meet the Smart World

LEARNING LOGS

A. 1. (ii)   2. (i)   3. (i)   4. (ii)   5. (ii)

B. 1. T   2. F   3. T   4. T   5. F

C. 1. Doctors

2. Smart lock

3. Smart toys

4. Smart camera

5. Phone

D. 1. It moves around and cleans the floor.

2. They can change colours and get brighter or dimmer.

3. It tells you when the quantity of milk is low.

4. A smart lock.

5. It sends a message to your phone.

COMPETENCY-BASED QUESTIONS

1. Google Map.

2. Voice Assistant like Alexa or Siri.

LAB LEARNING

Do it yourself.

CODE CHECK

Do it yourself.

Periodic Assessment-4

(Based on chapters 7 & 8)

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

B. 1. Smart Watch, Count steps.

2. Smart Light, Change colours.

3. Voice Assistant, Play music.

C. 1. Smart Vacuum Cleaner

2. Smart Thermostat

3. Say Block

4. Paint Editor

Test Sheet–2

(Based on chapters 5 to 8)

A. 1. (ii)   2. (ii)   3. (ii)

B. 1. T   2. T   3. T

C. 1. Ribbon
2. Doctors
3. Paint Editor
4. Next

D. 1. Typing and Editing.
2. It tells you when the quantity of milk is low.