

1. Computer—A Wonderful Machine

EXERCISE



- A.** 1. c. 2. c. 3. c.
- B.** 1. F 2. T 3. T 4. T 5. T
- C.** 1. c. 2. d. 3. a. 4. b.
- D.** 1. Write letters and watch movies.
2. Computer, washing machine and car.
3. Refrigerator
- E.** 1. A sharpener is used to do so.
2. Anirudh can use a computer to do all these things.

2. Uses of a Computer

EXERCISE



- A.** 1. c. 2. b. 3. d.
- B.** 1. Cartoons 2. Tickets 3. Information
- C.** 1. Office 2. Railway station 3. Hospital 4. School
- D.** 1. Home 2. Bank
- E.** The doctor was using computer to make medical reports.

Worksheet 1

(Based on chapters 1 & 2)

A. 1.



2.



3.



4.



a. Hospital

b. Home

c. School

d. Office

B.



3. Parts of a Computer

EXERCISE

- A. 1. b. 2. a. 3. a.
B. 1. Four 2. Mouse 3. Monitor's


C. 1.  2.  3. 

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4.  5.  6. 

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D. MONITOR →  ← CPU BOX

KEYBOARD →  ← MOUSE

- E. 1. CPU 2. Keyboard
F. Monitor

4. Using the Keyboard

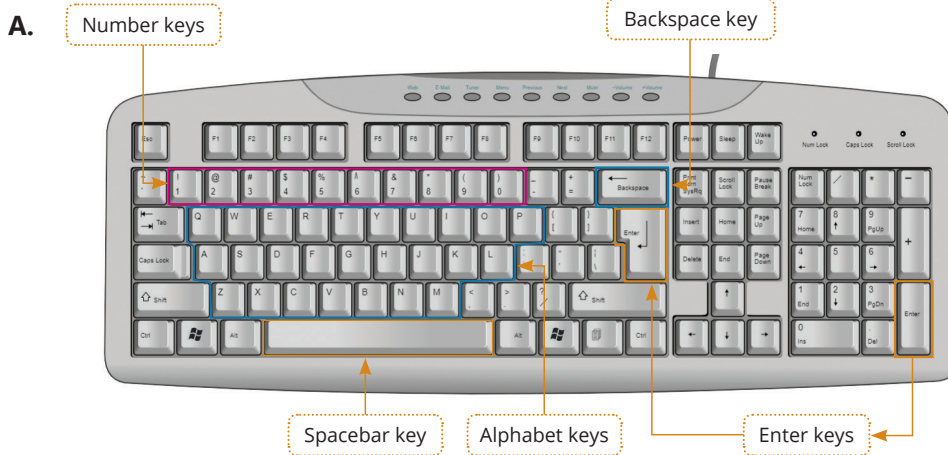
EXERCISE

- A. 1. b. 2. b. 3. b.
B. 1. F 2. F 3. T 4. F
C. 1. Keys 2. Two 3. Return 4. 101, 104
D. 1. Alphabet keys, Number keys and Special keys.
2. Backspace key
3. The cursor shows the place where the typed letter or number will appear.

- E. 1. Aadya will use the Up Arrow key to do so.
2. Spacebar key is the longest key on the keyboard.

Worksheet 2

(Based on chapters 3 & 4)



- B. 1. M O U S E
2. K E Y B O A R D
3. M O N I T O R
4. C P U

- C. 1. CURSOR 2. ENTER 3. COMPUTER 4. CPU 5. NUMBER KEYS

Test Sheet 1

(Based on chapters 1 to 4)

- A. 1. c. 2. c. 3. c. 4. a.
- B. 1. Human 2. Sums 3. Tickets 4. Keys 5. Mouse
- C. 1. Washing machine, Computer, Fan.
2. Bank and home.
3. Keyboard




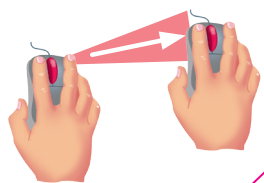
5. Using the Mouse


EXERCISE



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

C. 1.  a. Double-click

2.  b. Single-click

3.  c. Drag

- D.** 1. A mouse is used to draw pictures, play games and give commands to the computer.
2. Moving the mouse while keeping the mouse button pressed is called dragging.
3. Pressing and releasing any button of a mouse is called clicking.
4. Anirudh should use a mouse to draw a freehand picture in Paint.
- E.** He should hold the mouse with his right hand and keep the following points in mind:
- Place the palm on top of the mouse.
 - Place the index finger on the left button.
 - Place the middle finger on the right button.
 - Grip the sides of the mouse with the thumb on one side and the ring and little fingers on the other.



6. Storage Devices

EXERCISE



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

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

C. 1.  2.  3.  4. 

1 3 4 2

- D. 1. Books and pencil case.
2. Storage devices are used to store our work on a computer.
3. Hard disk and pen drive.
4. She should keep the box in a refrigerator.



E. 1. A memory card. 2. Pen drive.

Worksheet 3

(Based on chapters 5 & 6)

A. 1. Keyboard 2. Mouse 3. Scroll wheel

B. 1.  Pen Drive 2.  CD

3.  Memory Card 4.  DVD

C. 1.  Single-click

2.  Drag

3.  Double-click



7. Fun with Tux Paint

EXERCISE



- A. 1. b. 2. a. 3. c.
- B. 1. Eraser 2. Help Area 3. Paint 4. Tux Paint
- C. 1. Colors Palette 2. Drawing Canvas
- D. Selector Pane

8. ScratchJr






EXERCISE

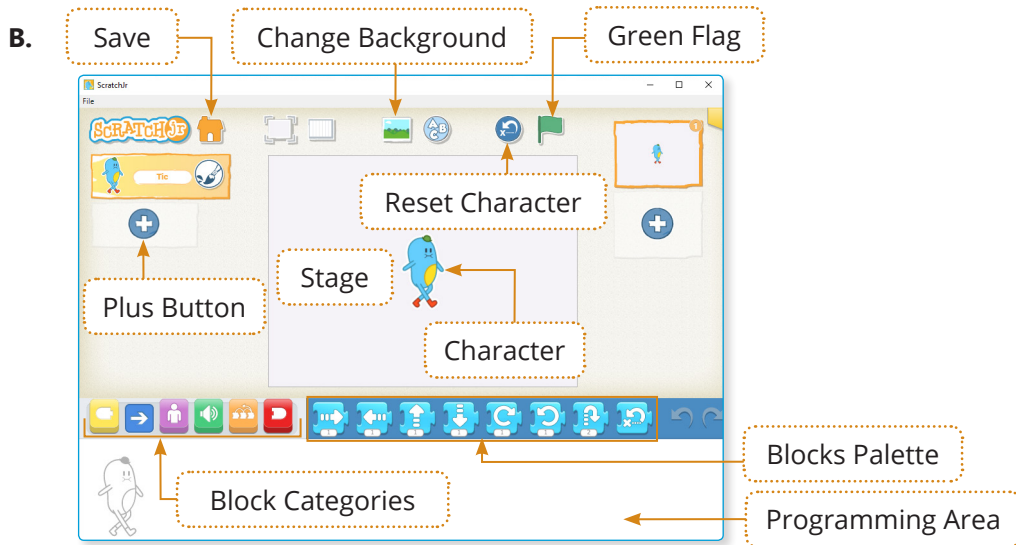


- A. 1. b. 2. c. 3. b.
- B. 1. T 2. T 3. T 4. F
- C. 1. Green Flag 2. Change Background
- D. Plus button is clicked to open the character library.

Worksheet 4

(Based on chapters 7 & 8)

- A. 1.  a. Paint
2.  b. Eraser
3.  c. Shapes
4.  d. Lines
5.  e. Quit



Test Sheet 2

(Based on chapters 5 to 8)

- A.** 1. b. 2. a. 3. b. 4. c.
- B.** 1. Cursor 2. Pen drive 3. Clicking 4. Line 5. Home
- C.** 1. Toolbox, Colors Palette, Selector Pane
2. Index finger
3. CD- Compact Disc
- DVD- Digital Versatile Disc
4. Character
5. Green Flag is used to run a Scratch project.

