Answer Key

Modular Ver. 4.0

1. Applications of a Computer

EXERCISE

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

B.   1. Smartphone   2. Tablet   3. Laptop

C.   1. A computer is used to listen to music and draw pictures.

2. A computer which we keep on a desk or a table is called a desktop computer.

D.   Riya has a desktop computer.

2. Operating a Computer

EXERCISE

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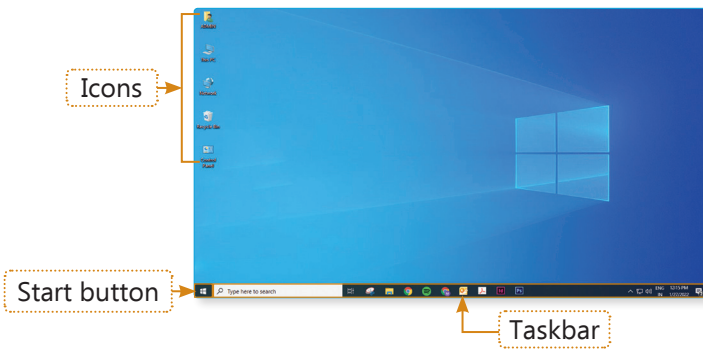
B.   1. d   2. a   3. c   4. b

C.   1. Small pictures on the desktop are called icons.

2. This rectangular box is called window.

D.   Priya can use Minimize button to do so.

Worksheet 1
(Based on chapters 1 & 2)

A.   1. C   2. H   3. C   4. H

B.   1. SPEED

2. INSTRUCTIONS

3. INFORMATION

4. STORAGE

C.

Icons

Start button

Taskbar

3. Working of a Computer

EXERCISE

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

B. 1. IPO   2. Output   3. Input   4. CPU

C. 1. Input-Process-Output   2. Devices

D.
1. Mouse — d.
2. Printer — a.
3. Headphone — c.
4. Seakers — b.

E. The instructions that we give to the computer are called input. The working of the computer is called processing and the result we get is called output.
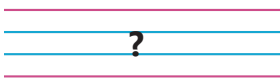
4. Keyboard and Mouse

EXERCISE

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

B. 1. Symbol   2. Drag and Drop   3. Double-click   4. I-Beam

C.

1. — a. Working in background

2. — b. I-Beam

3. I — c. Double-headed arrow

4. — d. Busy

D.

1. Shift + [* / 8] : *****

2. Shift + [? / /] : **?**

E. 1. A standard keyboard has 104 keys.

2. Scroll function of the mouse helps us to move the page up and down.

F. Muskan can use Scroll wheel.

Worksheet 2

(Based on chapters 3 & 4)

A.

1.
O

2.
O

3.
O

4.
I

5.
I

6.
O

B.

1.
Click

2.
Double-click

3.
Scroll

C. 1. BUSY   2. DOUBLE HEADED ARROW   3. I-BEAM

Test Sheet 1

(Based on chapters 1 to 4)

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

B. 1. IPO cycle   2. Output   3. Input   4. Symbol   5. I-Beam

C. 1. A computer is used to listen to music and draw pictures.

2. Icons

3. Devices

4. A standard keyboard has 104 keys

5. Tools of Tux Paint

EXERCISE

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

B.

1.	*Abc*		a. Stamp Tool
2.			b. Open Tool
3.			c. Text Tool
4.			d. New Tool

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

D. 1. Selector Pane   2. Toolbox

E. 1. Priya should use Stamp tool to do so.

2. Anjali should use Text tool to write on her picture.

6. Introduction to Paint

EXERCISE

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

B. 1. F   2. F   3. T

C. 1. Save button is used to save a drawing.

2. Title bar displays the name of the file.

   Ribbon is a bar with commands arranged in Tabs and Groups.

3. Curve shape is used to make curved lines.

D. 1. ──── Tools group
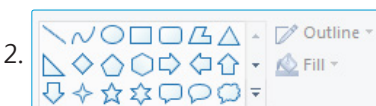
2. ──── Shapes group

3. ──── Colors group

E. 1. Nilay can find the shapes in the Shapes group to draw a hut.

2. To draw a rectangle, Ankita should follow the given steps:

   Step 1: Click on the Rectangle shape in the Shapes group.

   Step 2: Select a colour from the Colors group.

   Step 3: Click and drag the mouse to draw a rectangle in drawing area. Release the mouse button gently.

Worksheet 3
(Based on chapters 5 & 6)
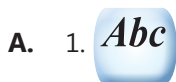
A. 1. *Abc* ──── Text tool is used to type text.
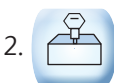
2. ──── Stamp tool is used to insert different stamps/images from the Selected Pane.

3. ──── Save tool is used to save your drawing for future use.

4. ──── New tool is used to open a new page for drawing from the Toolbox.

B.

Title Bar

Shapes Group

Close button

Ribbon

Drawing Area

Tools Group

Colors Group

C. | 2 | Now drag the mouse to make a line.

| 3 | Now click on the line and drag to make a curve. Double-click to end.

| 1 | Click on the Curve shape.

7. Fun with Paint

EXERCISE

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

B. 1. F   2. F   3. T

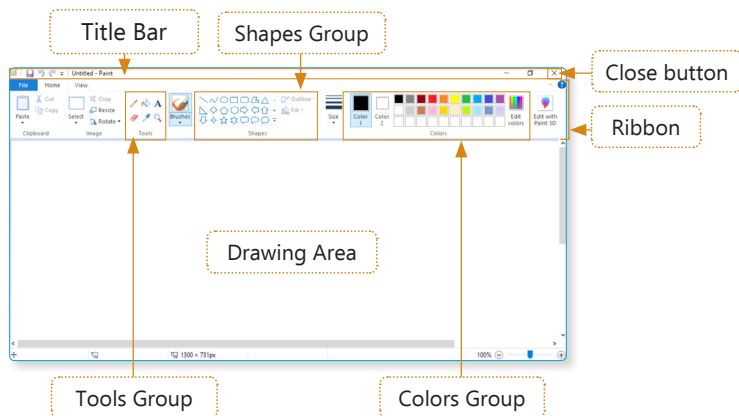**C.** 1. Pencil and Brushes tools are used for freehand drawing.

2. Fill with color tool is present under the Tools group.

D. Rohit should use Fill with color tool.

8. Blocks in ScratchJr

EXERCISE

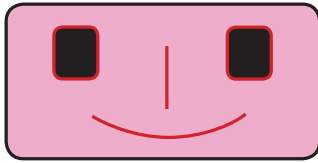**A.** 1. a.   2. a.   3. b.   4. a.

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

C. 1. 'Pop' block is used to play a pop sound.

2. Events blocks control how the blocks in a script will start to run, if a particular action is done.

3. 'Start on Tap' block starts the script when you tap the character.

D. Ravi should use 'Move Right' block to do so.

Worksheet 4

(Based on chapters 7 & 8)

A.

Rounded Rectangle, Lines and Curve shapes	Pencil tool
Fill with color tool	Brushes tool

B.
1. Move Right
2. Grow
3. Wait
4. Move Left
5. Shrink
6. Stop

Test Sheet 2

(Based on chapters 5 to 8)

A. 1. ___ tool is used to save your drawing for future use.
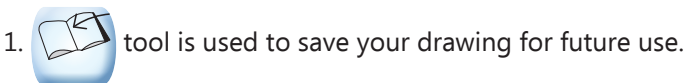
2. c.   3. b.   4. a.

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

C. 1. Toolbox contains a variety of tools in Tux Paint.

2. Title bar displays the name of the file.

   Ribbon is a bar with commands arranged in Tabs and Groups.

3. Tools and Shapes groups are present under the Home tab.

4. 'Start on Tap' block starts the script when you tap the character.