

1. Computer—A Wonderful Machine

EXERCISE



- A.** 1. c 2. b 3. b
- B.** 1. T 2. F 3. F 4. T
- C.** 1. Washing machine, Television
2. Draw pictures, Do sums, Store information, Record voice
- D.** Computer

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

2. Uses of a Computer

EXERCISE



- A.** 1. b 2. a
- B.** 1. Airport 2. Hospital 3. Office
- C.** 1. Office 2. Home 3. Hospital 4. School
- D.** Computer

Do it yourself.

IN THE LAB

Do it yourself.

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. b
B. 1. Mouse 2. Keyboard 3. Monitor
C. 1. (✓) 2. (✓) 3. (✓)
D. Keyboard

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

4. Using the Keyboard

EXERCISE



- A. 1. b 2. a 3. a
B.

Q	W	E	R	T	Y	U	I	O	P
A	S	D	F	G	H	J	K	L	
Z	X	C	V	B	N	M			

C. 1. Enter 2. Cursor 3. 26
D. I will use Number keys.

Hands-On



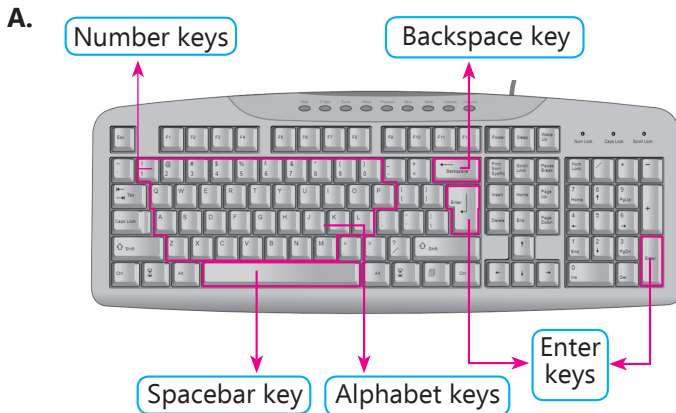
Do it yourself.

IN THE LAB

Do it yourself.

Worksheet 2

(Based on chapters 3 & 4)



- B. 1. MOUSE 2. KEYBOARD 3. MONITOR 4. CPU
- C. 1. CURSOR 2. NUMBER 3. ALPHABET

Test Sheet 1

(Based on chapters 1 to 4)

Section A

- A. 1. c 2. c 3. c 4. a 5. a
- B. 1. human 2. sums 3. tickets 4. keys 5. Mouse

Section B

1. Television, Washing machine, Computer
2. Home, Offices
3. Keyboard

5. Using the Mouse

EXERCISE



- A. 1. b 2. c 3. b
- B. 1. F 2. T 3. F
- C. 1. Index finger



2. Mouse pointer

3. Clicking

D. The proper way to hold a mouse is :

- Place the palm on top of the mouse.
- Place the index finger on the left button of the mouse.
- Place the middle finger on the right button.
- Hold the sides of the mouse with the thumb on one side and the ring finger and little finger on other side.
- Use index finger to use scroll wheel whenever required.









IN THE LAB

Do it yourself.

6. Storage Devices

EXERCISE



- A.** 1. a 2. c 3. b
- B.** 1.  a. 
2.  b. 
3.  c. 
4.  d. 
- C.** 1. Cupboard Refrigerator Pencil case
2. DVD Pen Drive Memory Card
- D.** Computer uses storage devices to store pictures and save them for later use.

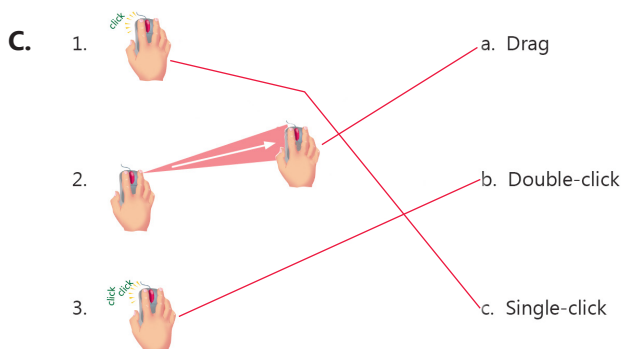
IN THE LAB

Do it yourself.

Worksheet 3

(Based on chapters 5 & 6)

- A.** 1. Drag 2. Pointer 3. Scroll wheel
B. 1. Pen drive 2. CD 3. Memory card



7. Fun with Tux Paint

EXERCISE



- A.** 1. b 2. a 3. c
- B.** 1. Eraser 2. Quit 3. Paint 4. Tux Paint
- C.** 1. Colors Palette 2. Drawing Canvas
- D.** She should check at the right side of the screen where different brush options are available.

IN THE LAB

Do it yourself.

8. ScratchJr

EXERCISE



- A.** 1. a 2. c 3. b
- B.** 1. T 2. T 3. T 4. F
- C.** 1. Green Flag 2. Save Button 3. Plus button
- D.** The + (plus) button is used to open the character library.






IN THE LAB

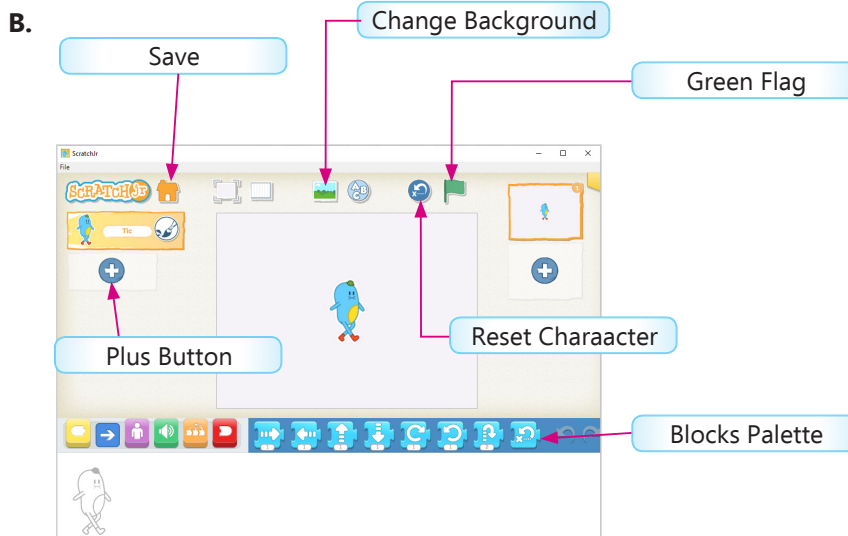
Do it yourself.



Worksheet 4

(Based on chapters 7 & 8)

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



Test Sheet 2

(Based on chapters 5 to 8)

Section A

- A.**
1. b
 2. a
 3. b
 4. c
- B.**
1. cursor
 2. Pen drive
 3. clicking
 4. Lines
 5. save

Section B

1. Toolbox, Drawing canvas, Colors Palette.
2. Index finger.

3. Compact Disc and Digital Versatile Disc.
4. Character.
5. Green Flag is the component of ScratchJr window which is used to run a Scratch project.

