

1. Applications of a Computer

EXERCISE



- A.** 1. c 2. b 3. a
- B.** 1. Smartphone 2. Tablet 3. Laptop
- C.** 1. a. Computer can never make any mistake and work at a very high speed.
b. Computer can never get tired and can work for long hours.
c. Computer can work on your instructions.
d. Computer cannot take own decisions.
2. Riya has a desktop computer on her desk at home. She uses it to do her homework, play games, and watch fun videos.

Hands-On



Do it yourself.





IN THE LAB

Do it yourself.

2. Operating a Computer

EXERCISE



- A.** 1. a 2. b 3. a
- B.** 1.  a. Maximize
2.  b. Close
3.  c. Minimize
4.  d. Start button

- C.** 1. Desktop 2. Icons
- D.** 1. To switch on a computer, follow these steps:
- Step 1** Switch on the main power supply button.
 - Step 2** Switch on the UPS button. If the electricity goes off, the UPS makes the computer work.
 - Step 3** Switch on the power supply button of the CPU.
 - Step 4** Switch on the monitor button and wait for some time.
2. Follow these steps to shut down a computer:
- Step 1** Click on the Start button.
 - Step 2** Click on the Power button.
 - Step 3** Select Shut down option.
 - Step 4** Switch off the monitor button.
 - Step 5** Switch off the UPS button.
 - Step 6** Turn off the main power supply button.

Hands-On

Do it yourself.

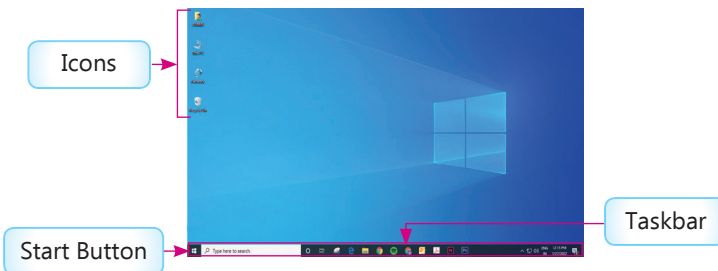
IN THE LAB

Do it yourself.

Worksheet 1

(Based on chapters 1 & 2)

- A.** 1. C 2. H 3. C 4. H
- B.** 1. SPEED 2. ACCURACY
3. INFORMATION 4. STORAGE
- C.**



3. Working of a Computer

EXERCISE



- A. 1. b 2. a 3. c
- B. 1. IPO 2. Keyboard 3. Printer 4. CPU
- C. 1. Keyboard, Mouse 2. Monitor, Printer

- D. 1. Mouse
2. Printer
3. Headphone
4. Speakers



- E. 1. Input : The instructions we give to the computer is called input.
Processing : The working of computer is called processing.
Output : The result we get after processing is called output.
2. These devices are called IPO devices where Keyboard is an input device, CPU is a processing device and Printer is an output device.



Do it yourself.

IN THE LAB

Do it yourself.





4. Keyboard and Mouse

EXERCISE



- A. 1. c 2. a 3. b 4. b
- B. 1. Caps Lock 2. Drag and Drop 3. Double 4. I-Beam



- C.**
- | | |
|--|--------------------------|
| 1.  | a. Working in Background |
| 2.  | b. I-Beam |
| 3.  | c. Busy |
| 4.  | d. Double-headed Arrow |

D. 1. Shift, 3 2. Shift, / 3. Shift, 8

E. Caps Lock key 2. Right-click

- F.** 1. Ajay should press the Enter key to move to the next line.
2. Muskan should use the scroll wheel to move up and down to view entire article.

IN THE LAB

Do it yourself.

Worksheet 2

(Based on chapters 3 & 4)

A. 1. O 2. O 3. O 4. I

5. I6. O

B. 1. Click 2. Double-click 3. Right-click 4. Scroll

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

Test Sheet 1

(Based on chapters 1 to 4)

Section A

A. 1. b 2. b 3. a 4. a 5. b

B. 1. CPU 2. Drag and Drop 3. Printer 4. Double-headed arrow

5. computer

Section B

1. Caps Lock key

2. Icons

3. Icons and Taskbar



5. Tools of Tux Paint

EXERCISE



- A.** 1. a 2. a 3. c
- B.** 1. F 2. T 3. T 4. F
- C.** 1. a. Stamp Tool
2. b. Open Tool
3. c. Text Tool
4. d. Save Tool
- D.** 1. Canvas 2. Save tool 3. New tool
- E.** 1. Priya should use Stamp tool to add fun images like stars and animals.
2. Anjali should use Text tool to add words and labels to her drawing.

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

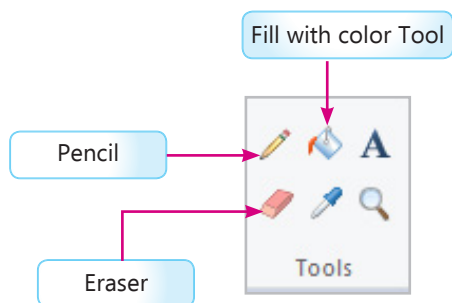
6. Introduction to Paint

EXERCISE



- A.** 1. b 2. c 3. c
- B.** 1. T 2. F 3. F
- C.** 1. Save command 2. Shapes group 3. Tools Group

D.



E. The group that contains the shapes is Shapes group.

IN THE LAB

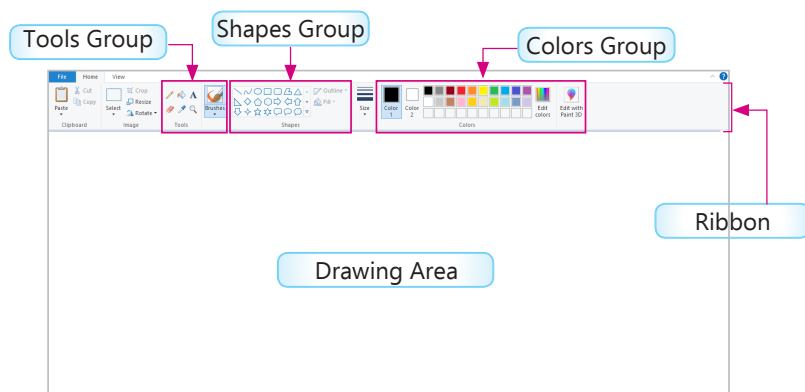
Do it yourself.

Worksheet 3

(Based on chapters 5 & 6)

- A.
1. Text tool is used to type text.
 2. Stamp tool can be used to insert different stamps/ images from the Selector.
 3. Save tool is used to save your drawing for further use.
 4. New tool is used to open a new page for drawing from the Toolbar.

B.



C.

- 4 Double-click to end.
- 2 Now drag the mouse to make a line.
- 3 Now click on the line and drag to make a curve.
- 1 Click on Curve shape.



7. Fun with Paint

EXERCISE



- A. 1. c 2. b 3. b
B. 1. T 2. F 3. F
C. 1. Colors group 2. Brushes tool, Pencil tool
D. Rohit should use Colors group to pick the colour.

IN THE LAB

Do it yourself.

8. Blocks in ScratchJr

EXERCISE



- A. 1. c 2. a 3. a
B. 1. T 2. T 3. F 4. F
C. 1. Pop Block 2. Start on Green Flag 3. Turn Right
D. 1. Ravi should use Motion block to move his sprite by 5 steps.
2. Amit should use Looks block to change the appearance of his character.

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

Worksheet 4

(Based on chapters 7 & 8)

- A. Shape Tool, Fill with color Tool, Brushes Tool, Pencil 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)

Section A

- A.** 1. a 2. c 3. b 4. c
- B.** 1. F 2. F 3. T 4. F 5. F

Section B

1. Toolbox 2. Shapes group 3. Pencil tool, Brushes tool
4. Pop block

