

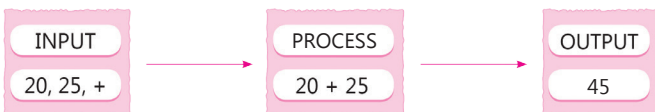
1. A Computer System

EXERCISE



- A. 1. c 2. b 3. a 4. a
- B. 1. Microphone 2. CPU 3. Monitor 4. Input devices
- C. 1. Scanner 2. Microphone 3. Speakers 4. CPU

D.



- E. 1. CPU is the processor that does all the calculations, runs all the programs and manages all the operations.
2. The IPO cycle stands for Input-Process-Output cycle. A computer works on IPO cycle.
- F. 1. Application software is used to perform a specific task.
- Example of application software is Paint.
2. All the physical components of a computer system are called hardware. These are the parts which we can see or touch. Examples of hardware are keyboard and printer.
- G. Anaya should use a microphone.

IN THE LAB

Do it yourself.

2. Computer Memory

EXERCISE



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

- B.** 1. Random Access Memory 2. Read Only Memory
3. GB 4. USB
- C.** 1. Primary storage 2. Primary storage 3. Secondary storage 4. Secondary storage
- D.** 1. Hard disk is a type of secondary storage device. It is permanently fixed in the CPU box.
2. A byte is basic unit for measuring the memory of a computer.
- E.** 1. Primary memory is the main memory of the computer. CPU can directly access this memory.
RAM is a temporary memory. The information stored in this memory is lost when the computer is turned OFF.
ROM is permanent in nature, i.e., it holds the data even if the system is switched OFF. It holds the starting instructions that are required to start a computer.
2. Flash drive is a small portable data storage device integrated with a USB (Universal Serial Bus) connector.
Example of Flash drive is Pen drive that can store a large amount of data. It can be carried in your pocket easily.
- F.** Compact Disk (CD) would be suitable to copy files.

IN THE LAB

Do it yourself.

Worksheet 1

(Based on chapters 1 & 2)

- A.** 1. Printer 2. Projector 3. Speakers 4. Microphone
- B.** 1. T 2. F 3. T 4. T
- C.**
- 

2



1



4



3
- D.** External hard disk

3. Let's Know About Windows 10

EXERCISE



- A.** 1. b 2. b 3. a
- B.** 1. Microsoft Corporation 2. Desktop 3. Windows 10 4. Icons



2



- C.** 1. Two components of Windows 10 desktop are: Icons and taskbar.
2. Taskbar is a long horizontal bar located at the bottom of the desktop. It helps to manage various currently active programs.
- D.** 1. Desktop is a first screen that appears from where you can start working.
To change the desktop background, follow these steps:
- Step 1** Right-click anywhere on the desktop. Click on Personalize option from the pop-up menu. A dialog box will appear.
- Step 2** Click on **Background** in the left pane.
- Step 3** Click on the Background option in the right pane.
Select Picture option from the drop down list.
- Step 4** Select any picture from the displayed list.
A preview of the desktop with the selected picture appears in the window.
2. To sort the icons, follow the given steps:
- Step 1** Right-click on any blank area of the desktop. Click on Sort by option. A submenu appears.
- Step 2** Click on any one option to arrange the icons in that order.
- E.** Yugansh should follow the given steps to hide the desktop icons:
- Step 1** Right-click anywhere on the blank area of the desktop. Click on the View option from the pop-up menu. A submenu appears.
- Step 2** Click on the Show desktop icons to uncheck it. All the icons on the desktop become invisible.

IN THE LAB

Do it yourself.

4. Advanced Features of Paint

EXERCISE



- A.** 1. c 2. b 3. b 4. a 5. b
- B.** 1. F 2. F 3. F 4. T
- C.** 1. The Eraser tool in Paint helps to erase parts of the drawing.
2. The Color picker tool is used to pick a colour from an existing object and reuse in other objects within the same drawing area.
3. Ribbon is the component of paint window which contains tabs and groups.
- D.** 1. Steps to draw a callout:
- Step 1** Click on **Home** tab.
- Step 2** Select a callout shape from **Shapes** group.

Step 3 Drag the mouse in the drawing area to draw a callout.

2. To use Foreground and Background colour, follow these steps:

Step 1 Click on the **Rectangle** shape from the **Shapes** group.

Step 2 Click on the type of fill you want, for example, **Solid color**.

Step 3 Now click on color 1 and choose a colour from the **Colors** group. This will be the outline of the shape.

Step 4 Click on color 2 and choose a colour from the colors group. This will be the colour that fills in the rectangle.

Step 5 Now, bring the mouse in the drawing area and draw the shape.

Step 6 Similarly, draw a circle inside the rectangle and choose a different colour for it.

E. 1. Oval shape, Fill with color tool.

2. Line shape, Oval shape, Heart shape, Fill with color tool

F. 1. Rohit should use Color picker tool to select a colour from a part of his drawing.

2. Amisha should use Shapes tool to create a design using shapes like triangles and squares.

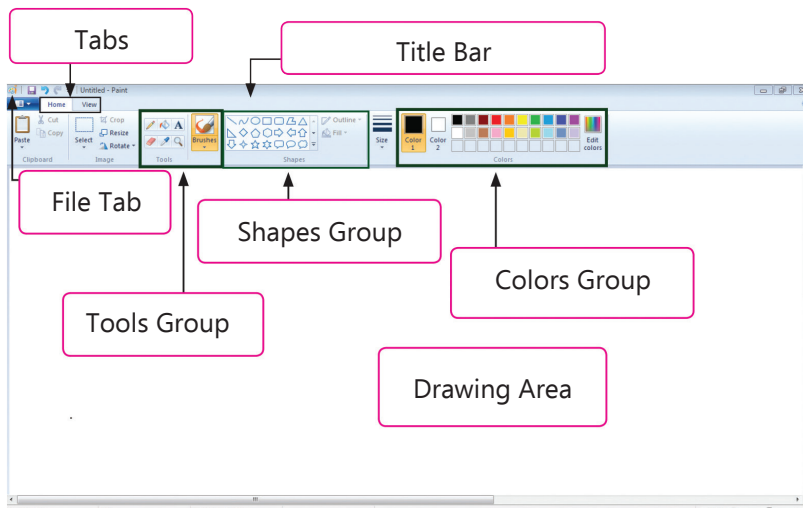
IN THE LAB

Do it yourself.

Worksheet 2

(Based on chapters 3 & 4)

A.



B. 1. This PC 2. Recycle Bin 3. Folder

C. 1. Icons 2. Taskbar 3. Start Button 4. Desktop



Test Sheet 1

(Based on chapters 1 to 4)

Section A

- A. 1. c 2. a 3. b 4. a
- B. 1. Icons 2. USB 3. Read Only Memory 4. Foreground

Section B

- A. 1. Byte is the basic unit for measuring the memory of a computer.
2. Ribbon contains various tabs and groups. It is located below the title bar.
3. Application software is used to perform a specific task.
- B. 1. Steps to open a saved drawing in Paint:
Step 1 Click on **File** tab.
Step 2 Click on **Open** option.
Step 3 Select the file name that you want to open or type the file name in the **File name:** box.
Step 4 Click on **Open** button.
2. Primary memory is the main memory of the computer. CPU can directly access this memory.
RAM is a temporary memory. The information stored in this memory is lost when the computer is turned OFF.
ROM is permanent in nature, i.e., it holds the data even if the system is switched OFF. It holds the starting instructions that are required to start a computer.
3. To sort the icons, follow the given steps:
Step 1: Right-click on any blank area of the desktop. Click on Sort by option.
Step 2: Click on any one option to arrange the icons in that order.

5. More on Paint

EXERCISE



- A. 1. c 2. c 3. a 4. c
- B. 1. T 2. T 3. F 4. F
- C. 1. Zoom tool is used to get a bigger and closer view of the image by using Zoom In and Zoom Out features.
2. Rotate command is used to change the position of the drawing at different angles.

- D.** 1. Copy and Paste commands are used to make a duplicate image of the drawing at another place in the drawing area.
- Cut and Paste commands are used to delete the image from its original place and paste it to another place. This will move your image.
2. Steps to Flip an image:
- Step 1** Click on **Home** tab.
- Step 2** Click on **Select** command and then click on Rectangular selection option.
- Step 3** Select the image by dragging the mouse over it.
- Step 4** Click on **Rotate command**.
- Step 5** Click on Flip horizontal or Flip vertical option.
- E.** 1. Sahil should use Copy and Paste command to make several birds of same size.
2. Rihana should use Zoom tool to zoom in on her drawing.

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

6. Pivot Animator

EXERCISE



- A.** 1. a 2. b 3. a
- B.** 1. Add Frame 2. Player Controls
3. Segment Handle 4. Status
- C.** 1. Pivot Animator is a free and simple tool to make animations with stick figures.
2. Animation project can be saved to open them later or to share them with others.
- D.** 1. Exporting an animation means turning your project into a finished file, like a GIF or video.
2. Steps to create a figure in pivot animator:
- Step 1** Click on the File menu.
- Step 2** Select the Create Figure Type option.
- Step 3** Click on the Add Line tool.
- Step 4** Click on the segment handle and draw a line.



- E. 1. Gunjan should use Loop option to play the animation repeatedly.
2. Vihan should use Segment Handle to reposition the figures on the canvas.

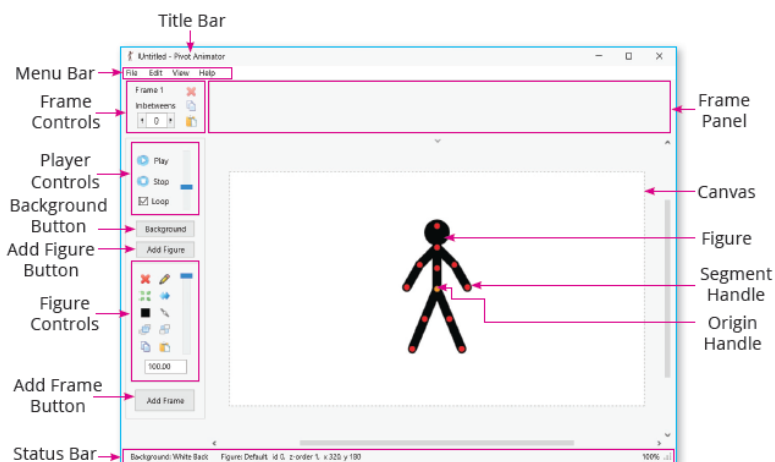
IN THE LAB

Do it yourself.

Worksheet 3

(Based on chapter 5 & 6)

A.



- B. 1. d 2. c 3. a 4. e 5. b

7. Stepwise Thinking

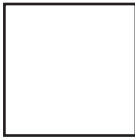
EXERCISE



- A. 1. c 2. c 3. b 4. c
- B. 1. Stepwise thinking 2. Seesaw
- C. Steps to make strawberry milkshake:
- Step 1: Gather all ingredients like strawberries, milk and sugar
 - Step 2: Wash the strawberries and rinse them with clean water
 - Step 3: Cut the strawberries
 - Step 4: Put the strawberries in a blender
 - Step 5: Add cold milk
 - Step 6: Add sugar
 - Step 7: Blend everything

D. 1. Loop

2.



IN THE LAB

Do it yourself.

8. Introduction to Google Blockly

EXERCISE



- A. 1. c 2. a 3. b 4. c
- B. 1. Container 2. Fur, Whiskers 3. Loops 4. Increases
- C. Move forward block moves the object in the forward direction from the direction it is facing.
- D. 1. To play the puzzle game, follow the given steps:
- Step 1 Drag and drop the picture of the animal/bird to its name.
 - Step 2 Select the correct number of legs of that animal/bird.
 - Step 3 Drag and drop traits blocks to create a stack of two blocks.
 - Step 4 Click on the Check Answers button. If some answers are incorrect, the message that appears on the screen looks similar to this.
 - Step 5 Click on OK button.
2. The tip tells us how to move the person forward from the current position towards the destination.
- E. 1. Google blockly is ideal for Aaditya who aims to learn programming through an interactive approach.
2. Whether to start the next level or not

IN THE LAB

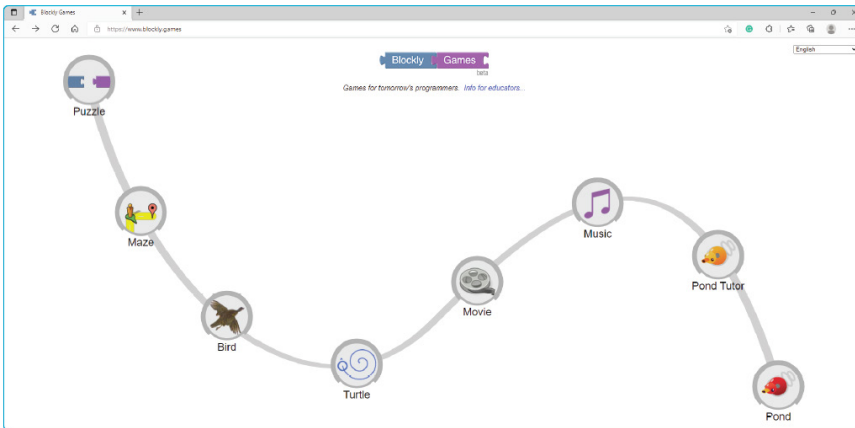
Do it yourself.



Worksheet 4

(Based on chapters 7 & 8)

A.



B. Yes

Test Sheet 2

(Based on chapters 5 to 8)

Section A

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

Section B

- A. 1. Zoom tool is used to get a bigger and closer view of the image by using Zoom In and Zoom Out features.
2. Pivot Animator is a free and simple tool to make animations with stick figures.
3. Stepwise thinking
- B. 1. Copy and Paste commands are used to make a duplicate image of the drawing at another place in the drawing area.
- Cut and Paste commands are used to delete the image from its original place and paste it to another place. This will move your image.
2. Exporting an animation means turning your project into a finished file, like a GIF or video.
3. To play the puzzle game, follow the given steps:
- Step 1 Drag and drop the picture of the animal/bird to its name.
- Step 2 Select the correct number of legs of that animal/bird.



- Step 3** Drag and drop traits blocks to create a stack of two blocks.
- Step 4** Click on the Check Answers button. If some answers are incorrect, the message that appears on the screen looks similar to this.
- Step 5** Click on OK button.

