

1. Applications of a Computer

EXERCISE



- A.** 1. c 2. b 3. a
- B.** 1. Smartphone 2. Tablet 3. Laptop
- C.** 1. • Computer can never make any mistake and work at a very high speed.
• Computer can store a large amount of information and never forget it.
• Computer never get tired and can work for long hours.
2. Riya have a desktop computer on her desk. 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. d 2. c 3. a 4. b
- C.** 1. Desktop 2. Icons
- D.** 1. To switch on a computer, priya followed 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. To shut down the computer, aditi followed these steps:

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.

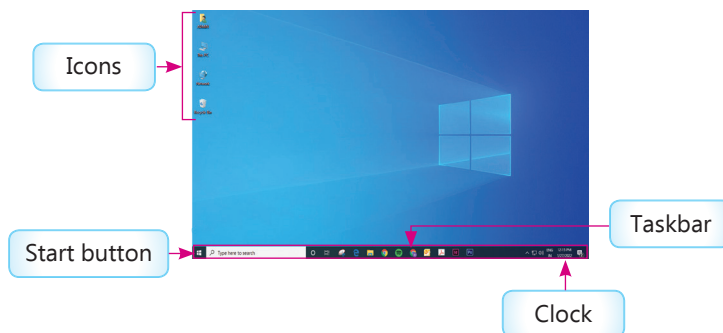
Periodic Assessment-1

(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

a.



b.



c.



d.



- E. 1. I : stands for Input and the data entered in a computer is called input.
P : stands for Processing and the device works on the input is called processing device. CPU is the processing device.
O : stands for Output which means result and the devices which helps to get or display result are called output devices.
2. These devices are called IPO devices where keyboard is an input device, CPU is a processing device and printer is an output device.

Hands-On



Do it yourself.


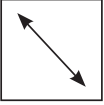


IN THE LAB

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.** 1. 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 the entire article.

IN THE LAB

Do it yourself.

Periodic Assessment-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. 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. Drawing Canvas 2. Save tool 3. New tool
- E.** 1. Priya should use Stamp tool to add fun images like stars and animals to her drawing.
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. Fun with Paint

EXERCISE



- A.** 1. c 2. b 3. b 4. a 5. b
- B.** 1. T 2. F 3. F 4. T
- C.** 1. Pencil Tool.
2. Color picker tool is used to pick a colour from an existing object and reuse in other object.
3. Ribbon contains tabs and groups.
4. To draw a callout in drawing area, follow the given steps:
- 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.
5. To use Foreground and Background colour in Paint, follow the given 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.
- D.** 1. Oval shape, Fill with color tool
2. Oval shape, Heart shape, Fill with color tool
- E.** 1. Rohit should use Color picker tool to select a colour from a part of his drawing.
2. Amisha should use the Shapes group to create a design using shapes with multiple sides.

IN THE LAB

Do it yourself.



Periodic Assessment–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.
5. Open tool is used to open the existing drawing.
- B.** 1. Shapes tool, Fill with color tool.
2. Brushes tool, Colors group.

7. Reasoning and Analysis

EXERCISE



- A.** 1. a 2. c
- B.** 1. T 2. F
- C.** 1. Decoding 2. RAC
- D.** The number which will go above 2 and 1 in number pyramid is 3.

8. Blocks in ScratchJr

EXERCISE



- A.** 1. c 2. a 3. a
- B.** 1. T 2. T 3. T 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 5 steps forward.
2. Amit should use Looks block to change the appearance of his character.

Hands-On



Do it yourself.

IN THE LAB

Do it yourself.

9. Artificial Intelligence Around Us

EXERCISE



- A.** 1. a and b 2. c 3. a
- B.** 1. Voice Assistant 2. Robots 3. Navigation 4. recognise
- C.** 1. F 2. T 3. T 4. F
- D.** 1. Snapchat 2. Google Maps
- E.** Navigation apps use AI to identify changes in traffic flow and recommend the best route.

Hands-On



Do it yourself.

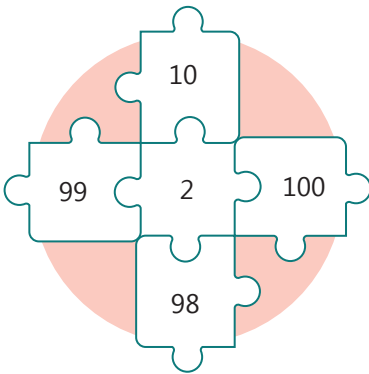
IN THE LAB

Do it yourself.

Periodic Assessment-4

(Based on chapters 7 to 9)

A.



- B.** 1. Move Right 2. Grow 3. Wait 4. Move Left

- C.**
- | | | |
|----|--|---------------------|
| 1. | | a. Siri |
| 2. | | b. Google assistant |
| 3. | | c. Alexa |



Test Sheet–2

(Based on chapters 5 to 9)

Section A

- | | | | | | |
|-----------|------|------|------|------|------|
| A. | 1. a | 2. c | 3. c | 4. c | |
| B. | 1. T | 2. T | 3. T | 4. T | 5. T |

Section B

- | | |
|-------------|-------------------------|
| 1. Snapchat | 2. Drawing and Painting |
| 3. Decoding | 4. Turn Right |

