

## 1. Computer—A Wonderful Machine

### Checkpoint



A. 1. c      2. b      3. b

B.

Column A

Column B

1.



a.

Computer

2.



b.

Mobile Phone

3.



c.

Monkey

4.



d.

Flower

5.



e.

Electric bulb

C. 1. Movies      2. Machine      3. Electricity      4. Computer

D. 1. T      2. F      3. T      4. F

E. 1. Washing Machine, Television

2. Computer is like a magic machine. It can do a lot of things for you.

- Computers can calculate difficult sums very quickly.
- We can draw and colour images on a computer.

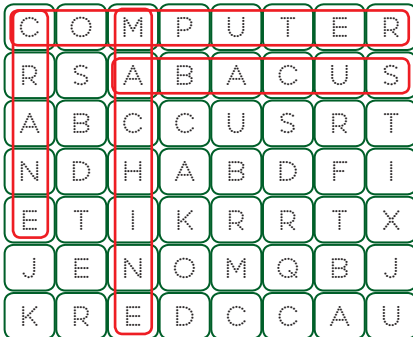
3. The computer is a machine that can do many kinds of work. It needs electricity to run.

## Mind Boggler



- A. 1. Mobile phone 2. Laptop  
B. 1. (X) 2. (✓) 3. (X) 4. (✓) 5. (X) 6. (✓)

C.



## 2. Places where Computers are Used

### Checkpoint



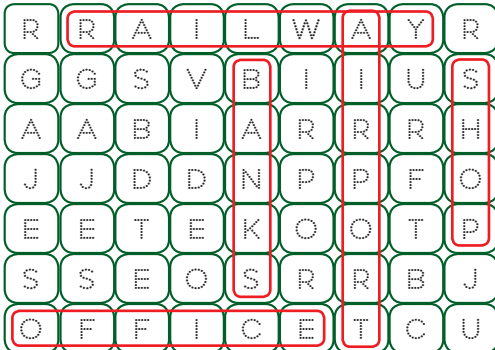
- A. 1. b 2. d  
B. 1. T 2. T 3. T 4. F 5. F  
C. 1. Watch movies, play games 2. To make medical reports

## Mind Boggler



- A. Banks use computers to keep a record of money.

B.



- C. 1. SHOP 2. AIRPORT 3. HOSPITAL 4. SCHOOL 5. OFFICE



# Periodic Assessment 1

(Based on chapters 1 & 2)

A. 1. Machines found inside

3

2. Machines found outside

3

B. 1.



2.



3.



4.



a. Hospital

b. Home

c. School

d. Bank

## 3. Parts of a Computer

Checkpoint



A. 1. b

2. a

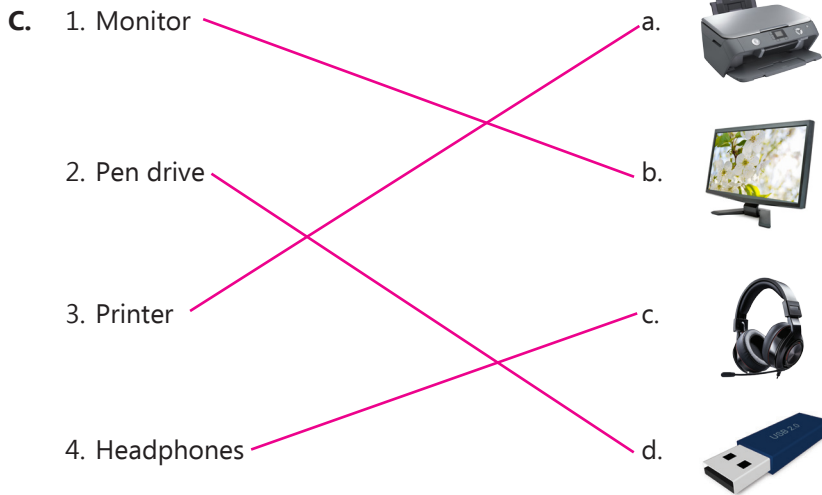
3. a

B. 1. wire

2. television

3. keys

4. buttons



- D.**
1. Monitor, CPU, Mouse and Keyboard.
  2. Keyboard
  3. Printer

**Mind Boggler**



- A.** Monitor
- B.** 1. Mouse      2. Keyboard      3. CPU      4. Monitor

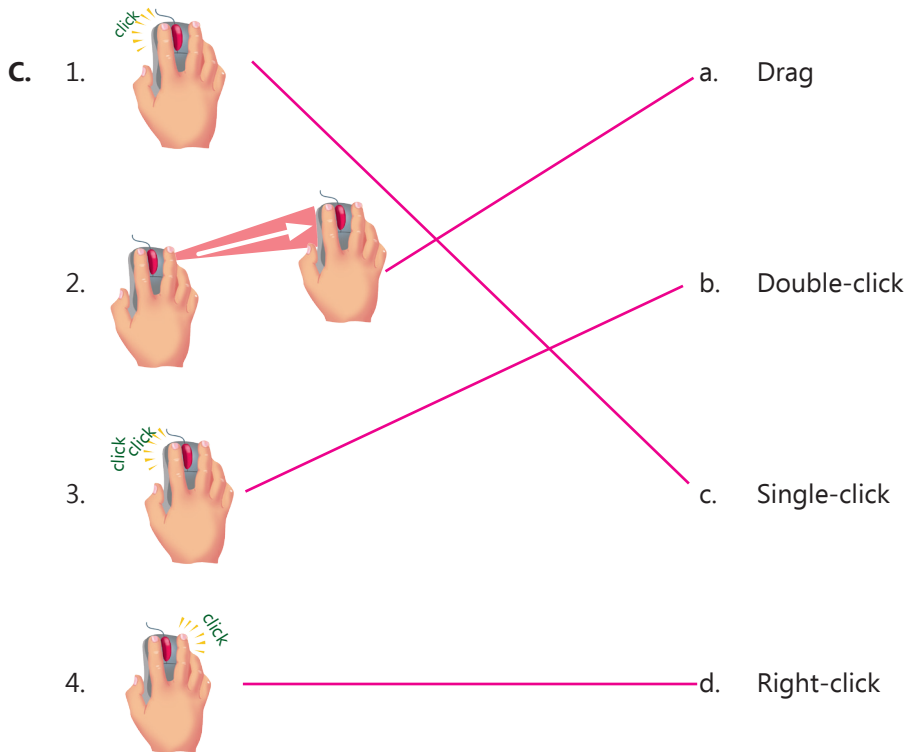
## 4. Keyboard and the Mouse

**Checkpoint**



- A.** 1. b      2. c      3. a      4. a
- B.** 1. cursor      2. Pointer      3. Single-click      4. alphabet





**D.** 1. F 2. T 3. F 4. F

- E.**
1. Alphabet keys are used to type words and sentences.
  2. Left button, Right button and Scroll wheel.
  3. Index finger

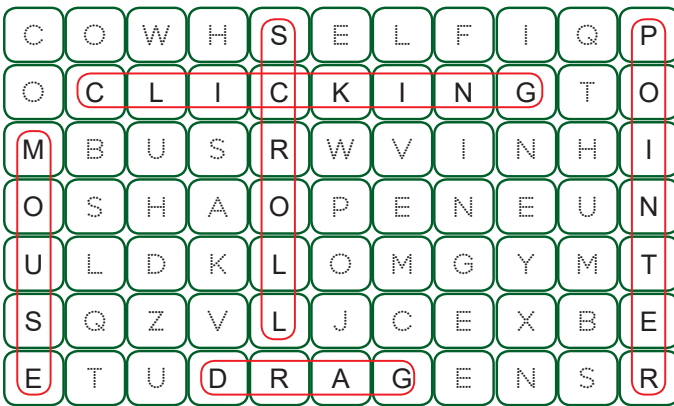
### Mind Boggler



- A.**
1. Number key
  2. • Place the palm on top of the mouse.
    - Place your index finger on the left button of the mouse.
    - Place your middle finger on the right button.
    - Hold the sides of the mouse with your thumb on one side and your ring finger and little finger on the other side.



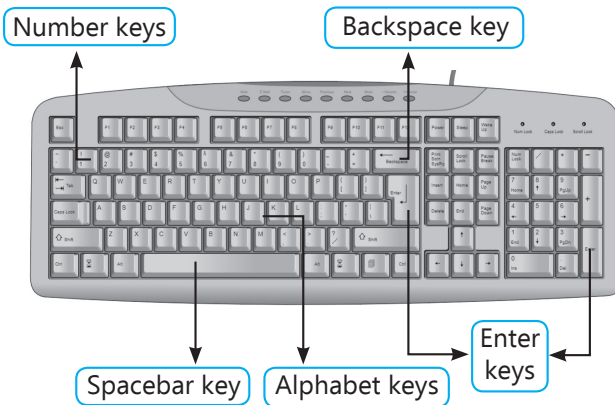
C.



## Periodic Assessment 2

(Based on chapters 3 & 4)

A.



- B. 1. Mouse 2. Keyboard 3. CPU 4. Speakers 5. Mouse pointer

## Test Sheet 1

(Based on chapters 1 to 4)

- A. 1. (iii) 2. (ii) 3. (i)  
 B. 1. easy 2. tickets 3. keys  
 C. 1. Monitor, CPU, Mouse and Keyboard.  
 2. Keyboard  
 3. Computers in hospitals help with patient records, appointments, billing, and medical tests.



## 5. Introduction to Tux Paint

### Checkpoint

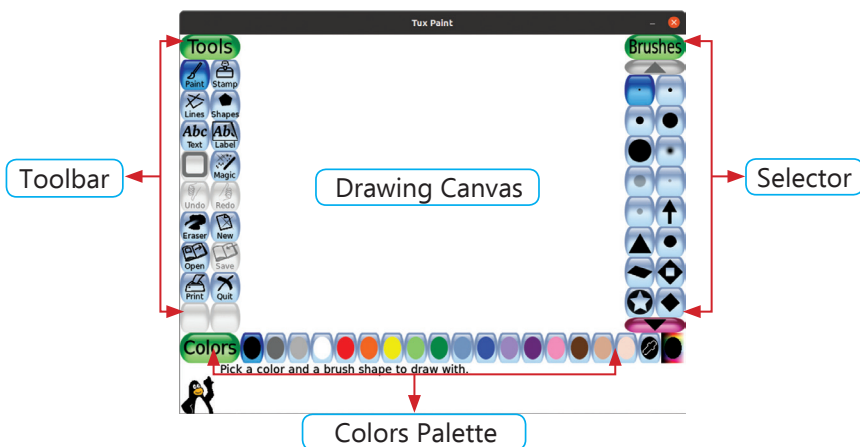


- A. 1. b      2. b      3. a
- B. 1. Lines   2. colours   3. drawing canvas   4. Paint
- C. 1. Tux Paint is a freehand drawing program designed for young children.  
2. Toolbox and Drawing canvas  
3. Shape tool

### Mind Boggler



- A. Colors palette
- B.



## 6. Reasoning and Critical Thinking

### Checkpoint



- A. 1. a      2. c      3. a

- B. 1.



2. 

P	Q	P	Q	P	Q
---	---	---	---	---	---
3. 

?	<	?	<	?	<
---	---	---	---	---	---
4. 

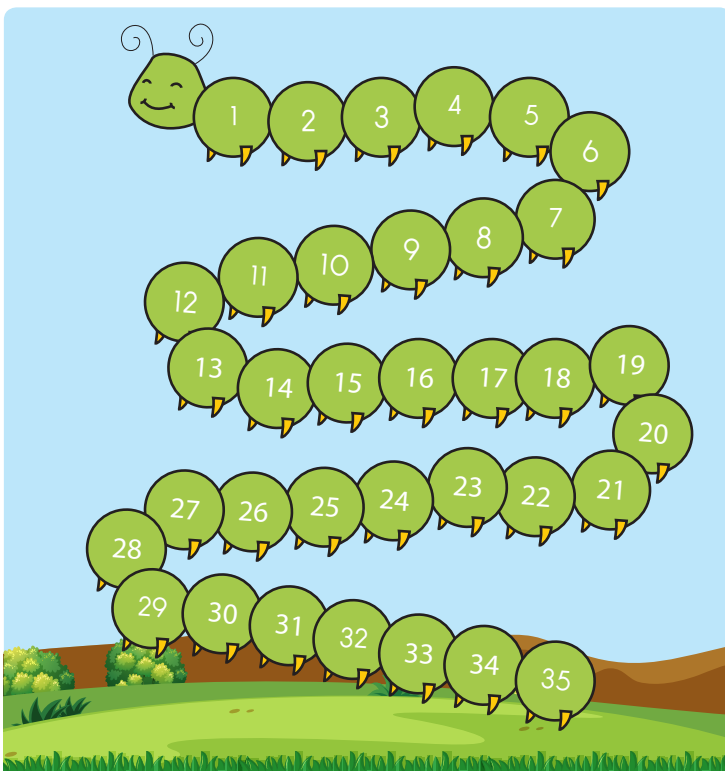
AB	BC	CD	DE	EF	FG
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Mind Boggler



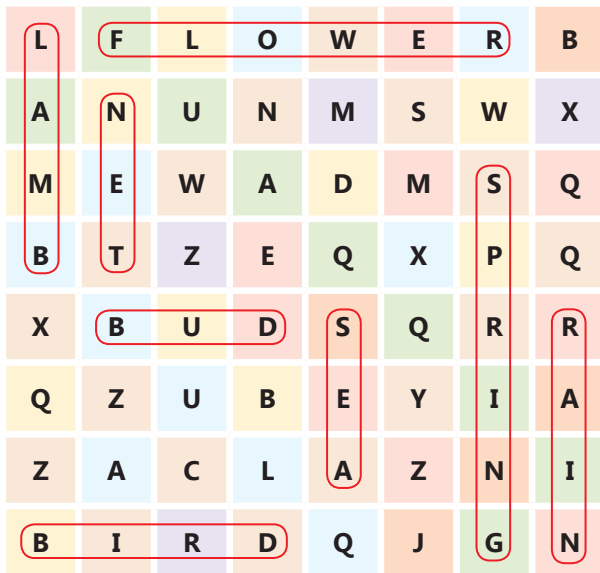
A. Clock- Circle, Table- Square and Book- Rectangular

B.





C.

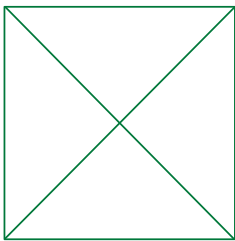


## Periodic Assessment 3

(Based on chapters 5 & 6)





- A. a. Quit tool      b. Lines tool      c. Eraser tool

B.



4

C.

- |  |  |
|--|--|
| 1.  | a. Draw freehand drawings                |
| 2.  | b. Draw different shapes                 |
| 3.  | c. Erase unnecessary part of the drawing |
| 4.  | d. Draw straight lines                   |

## 7. Google Blockly Games

### Checkpoint



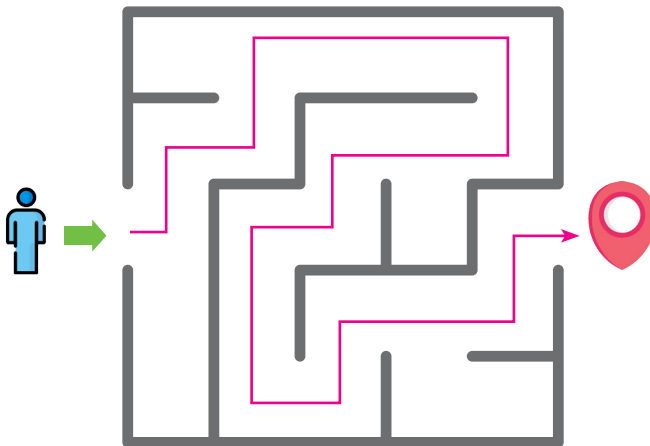
- A.** 1. a      2. b      3. b      4. b
- B.** 1. Google Blockly      2. Puzzle      3. Maze      4. Reset
- C.** 1. T      2. T      3. F
- D.** 1. Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.  
2. The message that appears on the screen like Blocks are incorrect, the highlighted block is not correct. Keep trying.  
3. Move Forward, Turn Left and Turn Right.

### Mind Boggler



- A.** After completing all the ten levels of the Maze, the home page will automatically appear on the screen.

**B.**



## 8. Introduction to Artificial Intelligence

### Checkpoint



- A.** 1. c      2. b      3. a
- B.** 1. Natural      2. Artificial      3. Identify





A. Aibo

B. 1.



Lift



Eat



Sleep



Pack



Walk



Bath

2.



Bark



Identify people



Cook



Play



Sleep



Read

## Periodic Assessment 4

(Based on chapters 7 & 8)

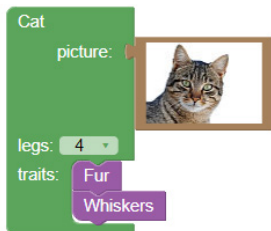
A. 1. Natural Thing

2. Artificial Thing

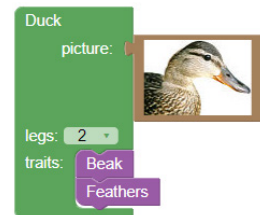
3. Natural Thing

4. Artificial Thing

B. 1.



2.



C. 1. The Puzzle game teaches the concept of blocks joining to the users.

2. The Maze game teaches the concept of programming to the users.



3. Natural Intelligence is the ability to think, understand and learn from previous experiences to act in a given situation.

## Test Sheet 2

(Based on chapters 5 to 8)

- A.** 1. (ii)                      2. (iii)                      3. (i)
- B.** 1. Maze game                      2. Artificial                      3. colours                      4. Reset
- C.** 1. Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.  
2. Toolbox and Drawing canvas.  
3. Move Forward, Turn Left and Turn Right.

