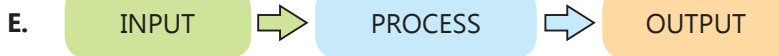


## 1. Know Your Computer

### Checkpoint



- A.** 1. c      2. b      3. a      4. a
- B.** 1. T      2. T      3. T      4. T      5. F
- C.** 1. Portable      2. Feelings      3. CPU      4. Keyboard, Mouse
- D.** 1. Laptop, Desktop and Tablet  
2. Do sums, watch movies and listen to music.  
3. Computer work on the Input-Process-Output cycle, also known as the IPO cycle.  
4. Output is the result that we get after processing. Monitor and printer are examples of output devices.



### Mind Boggler



- A.** 1. Desktop computer  
2. **Input:** Data we give to the computer.  
**Process:** The computer works on the data.  
**Output:** The result we get from the computer.  
**For example:** Typing numbers (Input) → Computer adds (Process) → Shows answer (Output).

- B.** 1. C      2. C      3. C      4. H      5. H
- C.** 1. LAPTOP      2. DESKTOP      3. SMARTPHONE      4. TABLET
- D.** 1.



OUTPUT



INPUT



PROCESS

2.



INPUT



PROCESS



OUTPUT

## 2. Computer Devices

Checkpoint



A. 1. b 2. b 3. c

B.

- |              |    |
|--------------|----|
| 1. Scanner   | a. |
| 2. Speakers  | b. |
| 3. Keyboard  | c. |
| 4. CD        | d. |
| 5. Hard disk | e. |



C. 1. F 2. T 3. F 4. F 5. T  
D. 1. Mouse 2. Printer 3. DVD 4. CPU 5. Scanner

E. 1. Keyboard, Mouse  
2. Monitor, Printer  
3. Hard Disk, Compact Disc, Digital Versatile Disc, Pen Drive

F. **Printer:** A printer is an output device used to print the result of the work done by the computer on paper.

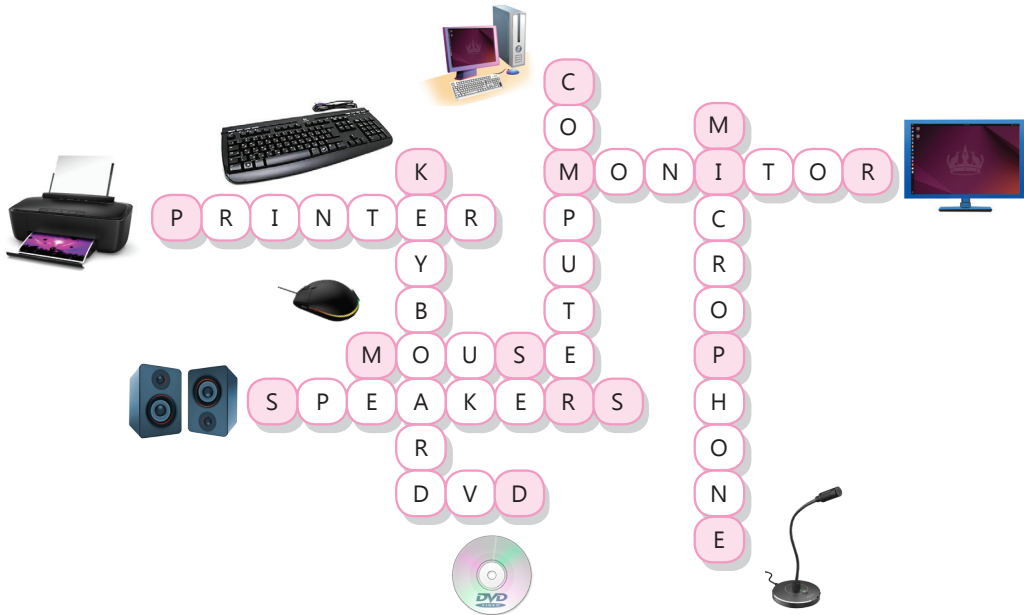
**Headset:** A headset is a combination of headphones and a microphone.





A. Compact Disc

B.



C. 1. Mouse 2. Scanner 3. Microphone 4. Printer 5. Speaker

## Periodic Assessment 1

(Based on chapters 1 & 2)

A. 1. H 2. H 3. C 4. H 5. C

B.



do our homework



play games



write letters, essays and stories



watch movies and listen to music

### 3. Keyboard and Mouse

#### Checkpoint



- A.** 1. a and d      2. a      3. a      4. b      5. a  
**B.** 1. Single      2. Tab      3. Double      4. Spacebar      5. Right

- C.** 1. Alphabet key      a.  
 2. Number key      b.  
 3. Spacebar key      c.  
 4. Arrow key      d.  
 5. Symbol      e.  
 6. Function key      f.  
 7. Tab key      g.

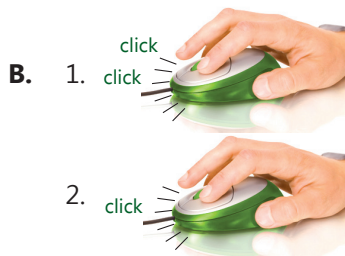


- D.** 1. Caps lock key      2. Tab  
 3. Drag means moving the mouse while keeping the mouse button pressed and move an item to another location on the computer.  
 4. Alphabets key  
**E.** 1. Wireless Mouse      2. Optical Mouse

#### Mind Boggler



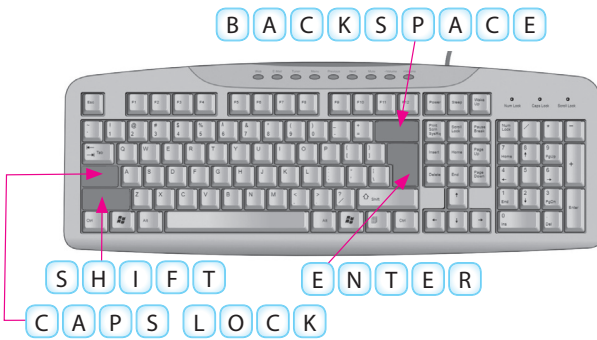
- A.** Double-click the game's shortcut icon



- B.** 1. ☐ Selects      ☒ Opens      ☐ Displays  
 2. ☒ Selects      ☐ Opens      ☐ Displays



C.



## 4. Operating a Computer

### Checkpoint



- A. 1. a      2. b      3. a  
 B. 1. desktop      2. icons      3. control      4. power off  
 C. 1. T      2. T      3. F      4. F

- D. 1.  a. Maximize  
 2.  b. Close  
 3.  c. Minimize  
 4.  d. Show Apps
- Diagram showing connections between window control buttons and their functions:
- 1. Show Apps button (top-left icon) connects to d. Show Apps
  - 2. Close button (top-right icon) connects to b. Close
  - 3. Minimize button (bottom-left icon) connects to c. Minimize
  - 4. Maximize button (bottom-right icon) connects to a. Maximize

- E. 1. This pc  
 2. Show app button  
 3. The first screen that appears on the monitor is called the desktop.

### Mind Boggler



- A. To turn on the 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 allows the computer to keep working.

**Step 3** Switch on the power supply button of the CPU.

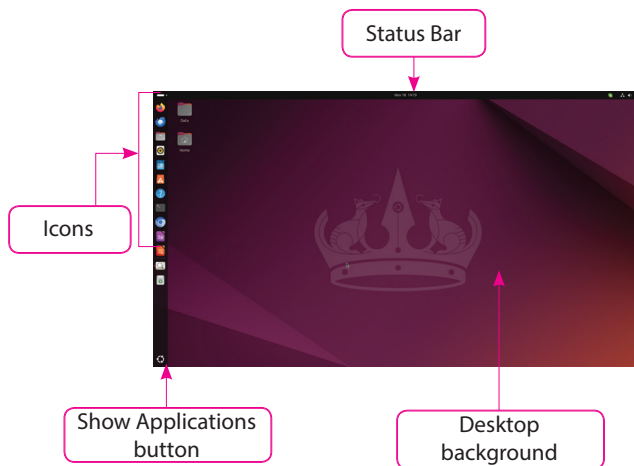
**Step 4** Switch on the monitor button and wait for some time.

**Step 5** Wait for the computer to start up and show the desktop screen.

**Step 6** Use the mouse to double-click the game icon or open it from the Start menu.

- B.**
- 3 Switch on the CPU.
  - 4 Switch on the monitor.
  - 1 Turn on the power switch.
  - 2 Switch on the UPS.

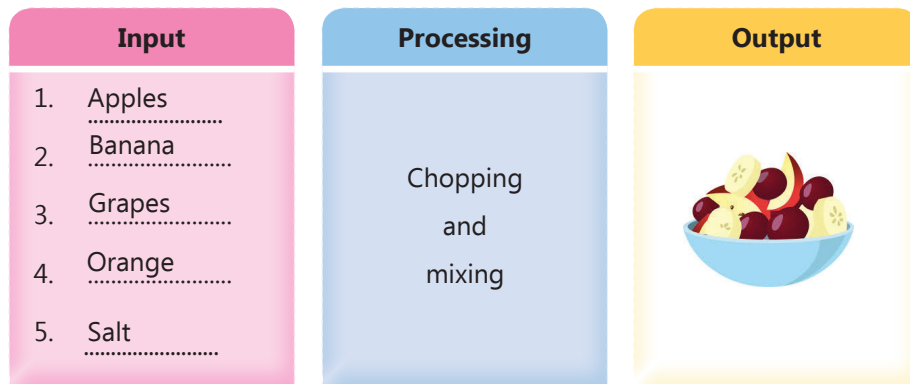
**C.**



## Periodic Assessment 2

(Based on chapters 3 & 4)

**A.** 1.



**B.**

1.



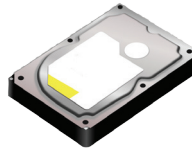
I

2.



O

3.



S

**C.**

1. Wireless mouse
2. Shift key
3. Double-click

## Test Sheet 1

(Based on chapters 1 to 4)

**A.**

1. (ii)
2. (ii)
3. (i)
4. (iii)

**B.**

1. T
2. F
3. T
4. F
5. F

**C.**

1. Desktop Computer, Laptop, tablet
2. a) Drawing and painting, playing games and watching movies
3. Monitor and Printer
4. Caps lock key
5. The first screen that appears on the monitor is called the desktop.

## 5. Fun with Tux Paint

### Checkpoint



**A.**

1. d
2. a
3. d

**B.**

1. Insert different images

a.



2. New page

b.



3. Open a drawing

c.



4. Special effects

d.



C. 1. Text 2. Magic 3. New 4. Open

- D. 1. Stamp tool  
2. Magic tool is used to add special effects to the drawing.  
3. Open tool is used to open the existing drawing.  
4. Text tool is used for adding the text to the page.

Mind Boggler



- A. Text tool  
B. Magic tool

## 6. Reasoning and Analysis

Checkpoint

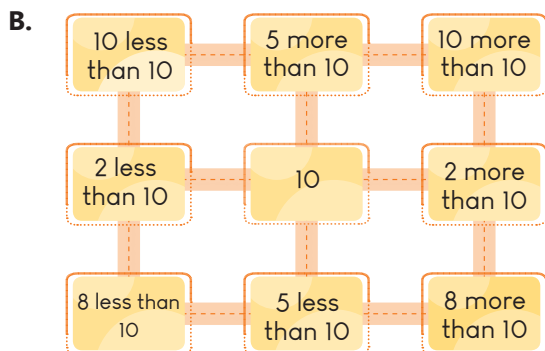


- A. 1. c 2. c

Mind Boggler



A. North, South, East and West.



|   |    |    |
|---|----|----|
| 0 | 15 | 20 |
| 8 | 10 | 12 |
| 2 | 5  | 18 |

C.

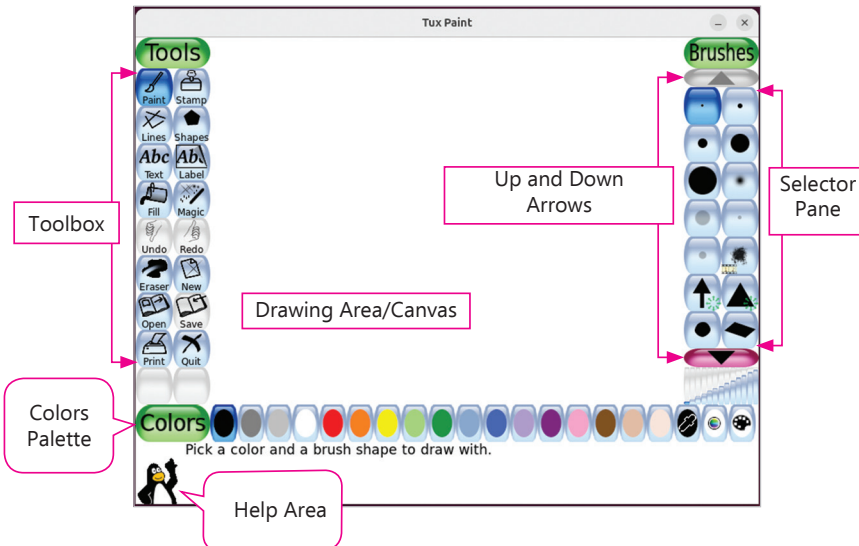


## Periodic Assessment-3

(Based on chapters 5 & 6)

- A. 1. Folder  
2. Show app button and launcher

B.



## 7. More on Google Blockly Games

### Checkpoint



- A. 1. b      2. c      3. b      4. b
- B. 1. Turtle      2. Two      3. Turn....by      4. Run Program
- C. 1. T      2. T      3. F      4. T
- D. 1. Move... by, Turn....by and repeat....times do blocks.  
2. The heading block turns and moves the bird forward in that direction.  
3. The Turtle game teaches the concept of drawing by moving the pen (in the form of turtle) across the drawing board.  
4. If it's true, do this — if not, do that.



A. Reset button

- B. 1.
- ```

repeat 3 times
do
  move forward by 100
  turn right 120°
  
```
- 2.
- ```

repeat 5 times
do
  move forward by 100
  turn right 72°
  
```

## 8. Artificial Intelligence Around Us



A. 1. a                      2. c                      3. a

- B. 1. Understand  
2. Recognise  
3. Voice assistant  
4. Face  
5. Easier



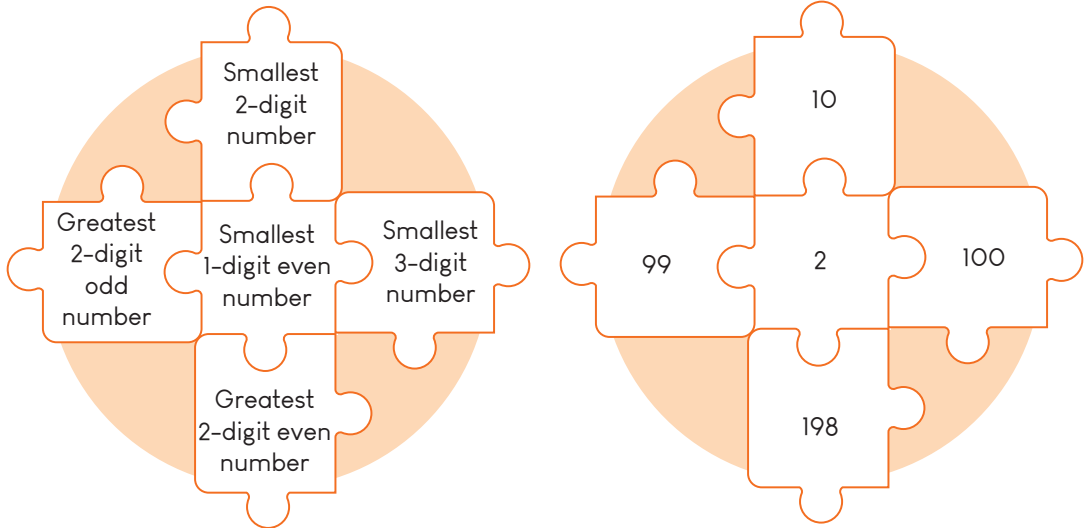
A. Siri



## Periodic Assessment 4

(Based on chapters 7 & 8)

A.



- B. 1. Siri                      2. Robot                      3. Google Map

## Test Sheet 2

(Based on chapters 5 & 8)

- A. 1. (iii)      2. (iii)      3. (i)
- B. 1. Power   2. Voice Assistant   3. Face                      4. Canvas                      5. Magic
- C. 1. Magic tool is used to add special effects to the drawing.  
2. Move... by, Turn....by and repeat....times do blocks.  
3. Text tool is used for adding the text to the page.  
4. If it's true, do this — if not, do that.  
5. Stamp tool is used to insert different stamps or images from the selector pane.

