Class 3

Answer Key

Touchpad Plus (3.2)

1. Computer Software

Checkpoint

A. 1. c 2. c 3. c 4. a

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

C. 1. two 2. software 3. system 4. Application 5. System

D.

1.	Tux Paint	GIMP	Linux	LibreOffice Writer
2.	Mouse	Scanner	Keyboard	CPU
3.	DVD	Pen drive	Hard disk	Keyboard

E. 1. Linux is an example of system software.

2. GIMP is used for creating and editing photos.

F. 1. The parts of the computer that we can touch are called Hardware. All the input, processing, output and storage devices such as keyboard, mouse, monitor, speakers, printer, scanner, DVD, pen drive, etc., are hardware parts of a computer.

2. A software is a set of instructions that tells the computer how to perform a specific task. The games you play on a computer are examples of software. For example: Tux paint.

3. Application software helps us to perform a specific type of job. For example you draw and colour pictures in Tux paint software, but you cannot play a movie or a song in it.

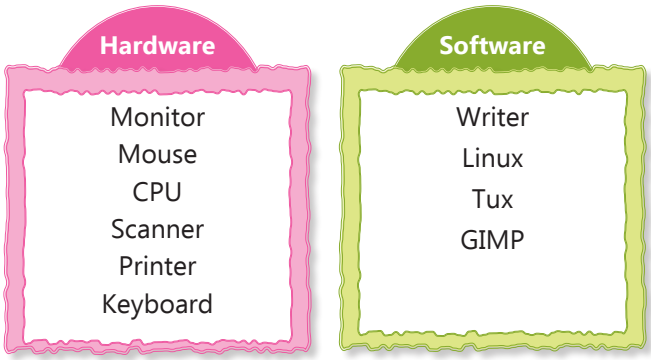
Mind Boggler

A. 1. Ridham should use application software to play a song on her computer.

2. CPU is the internal part of computer.

B. 1. HARDWARE 2. SYSTEM SOFTWARE 3. IMPRESS 4. LINUX
5. SCANNER

C.



2. Let's Know about Linux

Checkpoint

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

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

C. 1. A vertical side bar in the left side of the desktop is called Launcher.
2. Two components of Ubuntu desktop are Menu bar and Launcher.
3. Linux is easy to learn and understand.

D. 1. To shut down your computer system, follow these steps:
Step 1 Click on the Status Menu.
Step 2 Click on Power button. A drop-down menu will open.
Step 3 Click on Power Off option.
2. The small pictures with names are called the icons. They represent some files or folders.
Home icon lets you see everything that is stored in your computer. It is useful for finding, organising and storing files in your computer.
3. To change desktop background, follow these steps:
Step 1 Right-click anywhere on the desktop. Click on Change Background option.
Step 2 Click on Background option.
Step 3 Select any picture.
Step 4 Click on Close button from the Status Menu.

Mind Boggler

A. 1. The icon that represents all folders and files is Home icon.

2. A vertical side bar located at the left side of the desktop is known as Launcher. It is used to access various applications quickly. We can add or delete applications according to our choice in the launcher.

B. 1.  TRASH

2.  SHOW APPS

3.  DOUBLE-HEADED ARROW

4.  HOME

Periodic Assessment 1

(Based on chapters 1 & 2)

A. 1. input 2. Hard disk 3. accurate 4. LibreOffice Impress
5. controls 6. Pen drive 7. faster 8. IPO

B. 1. operating system 2. CU 3. PARAM
4. GIMP 5. Linux 6. computer 7. CPU

3. Introduction to LibreOffice Writer

Checkpoint

A. 1. a 2. c 3. a 4. c

B. 1. F 2. T 3. T 4. F

C. 1. LibreOffice Writer is used to:

(i) type letters, stories, reports, etc., in a simple way.

(ii) make changes in the text while typing and after typing also.

2. Components of LibreOffice Writer window are Menu bar, Title bar and Edit Area.

D. 1. To create a new document, Follow these steps:

Step 1: Click on File Menu.

Step 2: Click on New option from the drop-down menu.

Step 3: Click on Text Document from the sub-menu.

2. To save your document, follow these steps:

Step 1: Click File menu

Step 2: Select Save or Save As option from the drop-down menu.

Step 3: Navigate the location and type a name for your document in the Name box.

Step 4: Click on Save button.

3. To close the LibreOffice Writer, follow these steps:

Step 1: Click on File menu.

Step 2: Select Exit LibreOffice option from drop-down menu.

If any unsaved work is left on the work area then a warning box appears. .

Step 3: Click on Save button to save the document, click Don't Save button to ignore the changes or click Cancel button in case of accidental close.

Mind Boggler

A. 1. Hemant will type his text in Edit area.

2. Neha can find the save option in File menu.

B. 1. Ctrl + N 2. Ctrl + S 3. Ctrl + O 4. Ctrl + Q

4. Effects in Tux Paint

Checkpoint

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

B. 1. Foam 2. Paint 3. Colors Palette 4. Stamps

C. 1. e 2. d 3. a 4. b 5. c

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

E. 1. Name of three magic tools are Smudge, Foam and Mosaic.

2. Foam effect is used to give bubble effect in Tux Paint.

3. Paint tool is used to draw freehand.

F. 1. Fill tool is used to fill colors in any closed shape.

2. a. Undo tool is used to reverse the effects of the last action.

b. Magic is used to add special effects to the drawing.

Mind Boggler

A. 1. Eraser tool will help Sam to erase a part of his drawing.

2. Rohit should use Fill tool to fill the petals with pink colour.

B. 1.  Fill tool 2.  Foam effect

3.  Mosaic effect 4.  Smudge effect

Periodic Assessment 2

(Based on chapters 3 & 4)

A. 1. Undo tool is used to reverse the last action.

2. Redo tool is used to reverse the action of Undo tool.

3. Stamp tool is used to insert different stamps or images from the selector.

4. Text tool is used to type text.

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

Test Sheet 1

(Based on chapters 1 to 4)

Section A

A. 1. c 2. a 3. a

B. 1. T 2. F 3. F 4. F

Section B

A. 1. A vertical side bar in the left side of the desktop is called Launcher.

2. Two uses of LibreOffice writer are:

- type letters, stories, reports, etc., in a simple way.
- make changes in the text while typing and after typing also.

3. Foam effect is used to give a bubble effect in Tux paint.

B. 1. Application software helps us to perform a specific type of job. Example of application software is LibreOffice writer.

2. To save a document, follow these steps:

   Step 1: Click on File Menu.

   Step 2: Select Save or Save As option from the drop-down menu.

   Step 3: Navigate the location and type a name for your document in the Name box.

   Step 3: Click on Save button.

3. Fill tool is used to fill colors in any closed shape.

5. Introduction to Internet

Checkpoint

A. 1. c 2. a 3. c 4. a

B. 1. World 2. Network 3. Main page 4. Stop 5. Internet

C. 1. T 2. T 3. F 4. T

D. 1. The three components of Mozilla firefox window are Title bar, Menu bar and Toolbar.

2. Web Browser is a program to access web pages.

3. Address bar is used to type website or page address.

E. 1. Two uses of Internet are:

- used to search information on any topic
- used to share information with others

2. Requirements for an Internet connection:

- A computer
- A telephone or cable line
- A modem or a network card
- Software (Web browser)
- A company providing Internet connection

Mind Boggler

A. 1. Ravi is using a web browser to search for information about animals.

2. Rohit should type the address in the Address bar.

B. 1. World Wide Web (WWW)

2. Address bar

3. Website

4. Internet

6. Stepwise Thinking

Checkpoint

A. 1. a 2. a 3. d

B. 1. F 2. F 3. T 4. T

C. 1. The process of completing one step and going onto the other is known as Stepwise Thinking.

2. Reasoning is the process of thinking about task in a logical or sensible way. It helps you to choose a correct option in the available options.

D. 1. To organise a birthday party, the given steps will be followed:

Step 1: Make a list of family members and friends to be invited.

Step 2: Decide the time and place for the party.

Step 3: Inform family members and friends about the party place through phone calls or e-mail.

Step 4: Greet the guest with love and warmth.

Step 5: Start and enjoy the party.

2. An act of repeating an action again and again is called looping.

Mind Boggler

A. 1. The steps to tie shoelaces are:

Step 1: Sit down and place your foot on your knee (or sit where you can easily reach your shoes).

Step 2: Hold one lace in each hand.

Step 3: Cross the laces and pull one under the other to make a simple knot. Pull tight.

Step 4: Make a small loop (like a bunny ear) with one lace.

Step 5: Wrap the other lace around the bunny ear.

Step 6: Pull that lace through the hole you made while wrapping.

Step 7: Now you'll have two loops — pull both loops tight.

2. I will attend school exam as it can affect grades.

B.



Yes ✓

C. Do it yourself

Periodic Assessment 3

(Based on chapter 5 & 6)

A. Yes

B. 1. World Wide Web (WWW) 2. Address bar
3. Website 4. Internet

C. 1. Mozilla Firefox 2. Google Chrome 3. Modem
4. Telephone 5. Computer

7. Introduction to Scratch

Checkpoint

A. 1. c 2. a 3. c

B. 1. F 2. F 3. T 4. T

C. 1. Pen 2. Regular 3. Backdrop 4. Stage

D. 1. We can instruct a computer by using blocks.
2. The components of Scratch window are Title bar, Menu bar, Stage area and Sprite.
3. Costume tab allows us to make changes in the appearance of Sprite and backdrop.

E. 1. To choose a Sprite in Scratch, follow the given steps:
Step 1: Click on the Choosing a Sprite option.
Step 2: Click on a sprite to add it to your project.
2. The features of Scratch are as follows:
- Easy to understand and learn.
- It has tools for creating interactive stories, games, art and more.
- Predefined blocks are snapped together to create the project.

Mind Boggler

A. 1. Gunjan should use Motion block to make her sprite move forward.

2. To add a new Sprite, follow these steps:

Step 1: Click on Paint option to open the Drawing area.

Step 2: Click on the Brush option to draw your own Sprite. As you draw, the Sprite appears on the stage.

B.

M	C	S	E	N	S	I	N	G	O	X	M	O
O	O	R	V	O	P	E	R	A	T	O	R	S
T	L	P	E	N	Z	U	R	T	I	R	T	O
I	U	B	N	P	X	T	L	O	O	K	S	U
O	M	B	T	O	R	O	W	R	A	W	R	N
N	N	O	S	E	R	A	T	O	R	L	C	D
C	O	N	T	R	O	L	G	L	D	A	T	A

C. 1. Control block 2. Looks block 3. Motion block 4. Events block

8. AI-Enabled Devices

Checkpoint

A. 1. b 2. d 3. b

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

C. 1. Chatbot is an AI application used to make an online chat conversation.

2. A driver-less car uses a combination of sensors, cameras, and AI to travel between destinations without human help.

D. 1. Smartwatches can tell you about your heart beat, count your steps, etc.

2. Smartphones are portable devices which combine the functions of a mobile phone and computing devices. They use AI for a variety of tasks such as face recognition, voice assistants, navigation, weather status, photo filter, games, etc.

A. 1. Nitin is talking about a smartwatch.

2. Ravi has a smart speaker at home that listens to his voice commands.

B. 1. 

Smart TV

2. 

Driverless car

3. 

Smartwatch

Periodic Assessment 4

(Based on chapters 7 & 8)

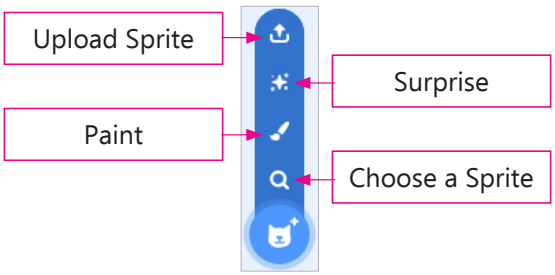
A. 1. This block is used to move the sprite ten steps forward.

2. This block is used to pause the script for one second.

3. This block is used to turn the sprite by fifteen degree anticlockwise.

4. This block is used to play a "meow" sound.

B.



C. 1. Chatbot 2. Smartphone 3. Smart Doorbell 4. Smart TV

5. Stepwise Thinking

Test Sheet 2

(Based on chapters 5 to 8)

Section A

A. 1. a 2. a 3. d

B. 1. T 2. F 3. F 4. F

Section B

A. 1. The process of completing one step and going onto the other is known as stepwise thinking.

2. Blocks pallette displays the categories of blocks based on their functions and uses.

3. A driver-less car uses a combination of sensors, cameras, and AI to travel between destinations without human help.

B. 1. Loop is an act of repeating an action again and again.

2. To choose a Sprite, follow these steps:

   Step 1: Click on the Choosing a Sprite option.

   Step 2: Click on a sprite to add it to your project.

3. Smartwatches can tell you about your heartbeat, count your steps, etc.