

1. More about a Computer

LET'S PLUG-IN (Page no. 7)



Mouse



Keyboard



Monitor

LET'S CATCH UP (Page no. 10)

C can work for long hours

C cannot take its own decision

H has feelings

H doesn't need instructions to work

LET'S CATCH UP (Page no. 13)

State any two uses of a computer in the hospital.

1. Prepare medical reports

2. Research about diseases

TEST YOUR SKILLS

- | | | | | |
|---------------|----------|--------------|----------|--------------|
| 1. a. (iii) | b. (i) | c. (ii) | d. (iii) | e. (ii) |
| 2. a. Desktop | b. Speed | c. Designing | d. Banks | e. Hospitals |
| 3. a. T | b. F | c. T | | |

4. a. Researching about diseases

b. Making timetable

c. Treat patients

d. Teaching different subjects

e. Listening to music

f. Doing Homework



5. a. A human has feelings and emotions whereas a computer has no feelings and emotions.

b. Desktop Computer, Laptop, Tablet and Smartphone

c. In supermarkets and shops, computers are used to keep record of goods in the store and shop prepare bills of the goods sold.

6. a. Laptop

b. Office

TECH ZONE



S	C	H	O	O	L	B	H	O	M	E	Y	A
S	K	O	G	F	N	M	O	O	K	E	O	I
G	K	S	H	O	P	K	T	C	P	N	C	R
S	G	P	M	E	P	N	E	B	A	G	B	P
A	T	I	O	L	B	N	L	C	I	U	C	O
D	U	T	F	E	G	E	I	H	N	I	H	R
K	B	A	N	K	O	W	N	P	T	N	P	T
A	D	L	H	H	J	B	P	Y	J	P	Y	J
P	O	L	I	C	E	S	T	A	T	I	O	N

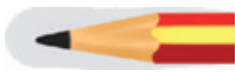


Do it yourself.



2. Working of a Computer

LET'S PLUG-IN (Page no. 20)



3



2



1

LET'S CATCH UP (Page no. 22)

1.



O



I



P

2.



P



I



O

TEST YOUR SKILLS

1. a. (ii)

b. (i)

c. (i)

2. a. T

b. T

c. F

d. T

3.



O



I



I



P

4. a. Input - Process - Output.

b. The devices that are used to enter data into the computer and give orders are called input devices.

c. The devices that are used to get the results are called output devices.

5. a. Keyboard

b. Printer



LET'S SOLVE

- a. INPUT b. OUTPUT c. PROCESS



LET'S EXPLORE

Do it yourself.

Periodic Assessment-1

(Based on chapters 1 & 2)

A.



Keep fee records of students
Help teachers in teaching



Keep an eye on the area
Catch thieves



Make bills of the goods sold
Keep record of goods



Make bills
Store the details of guests

B.

Input
1. Apples
2. Orange
3. Kiwi
4. Pear
5. Salt

Processing
Chopping and mixing

Output




3. Parts of a Computer

Let's PLUG-IN  (Page no. 27)

Do it yourself.

Let's CATCH UP (Page no. 30)

1. MOUSE

2. SCANNER

3. HEADPHONES

TEST YOUR SKILLS 

1. a. (i) b. (i) c. (iii)
2. a. Microphone b. Printer c. Monitor d. CPU
3. a. F b. T c. F d. F

4. a. Scanner i.
- b. Speakers ii.
- c. Keyboard iii.
- d. Memory card iv.
- e. Hard disk v.



5. a. CPU
 b. Storage devices
 c. Input devices: Keyboard, Mouse
 Output devices: Monitor, Printer
6. a. Riya should use a Scanner to send images from the paper to the computer.

b. Aman should use a USB Flash Drive.

TECH ZONE



LET'S SOLVE

1. a. Mouse b. Monitor c. Keyboard d. Printer e. Hard disk
2. Do it yourself.



LET'S EXPLORE

Do it yourself.

4. The Keyboard and The Mouse

LET'S PLUG-IN



(Page no. 36)



Keyboard

1

Mouse

4



LET'S CATCH UP

(Page no. 40)



1. CAPS LOCK
2. SHIFT KEY
3. ARROW KEYS
4. SYMBOL KEYS







6



TEST YOUR SKILLS

1. a. (iii) b. (iii) c. (ii) d. (ii)
2. a. Optical Mouse  i. 

b. Wireless Mouse  ii. 

c. Arrow key  iii. 
3. a. T b. T c. F d. F
4. a. Double-click is used to open the program.
b. Shift key is used to type letters in capital when Caps Lock is off.
c. Optical Mouse, Wireless Mouse
5. a. Gaurav should double-click on the game icon using the left mouse button to open it quickly.
b. Sara should press the Up Arrow or Down Arrow key on the keyboard to move up and down the list.

TECH ZONE



LET'S SOLVE

1. a. @ b. &
2. a. ✓ b. ✗ c. ✓ d. ✗



LET'S EXPLORE

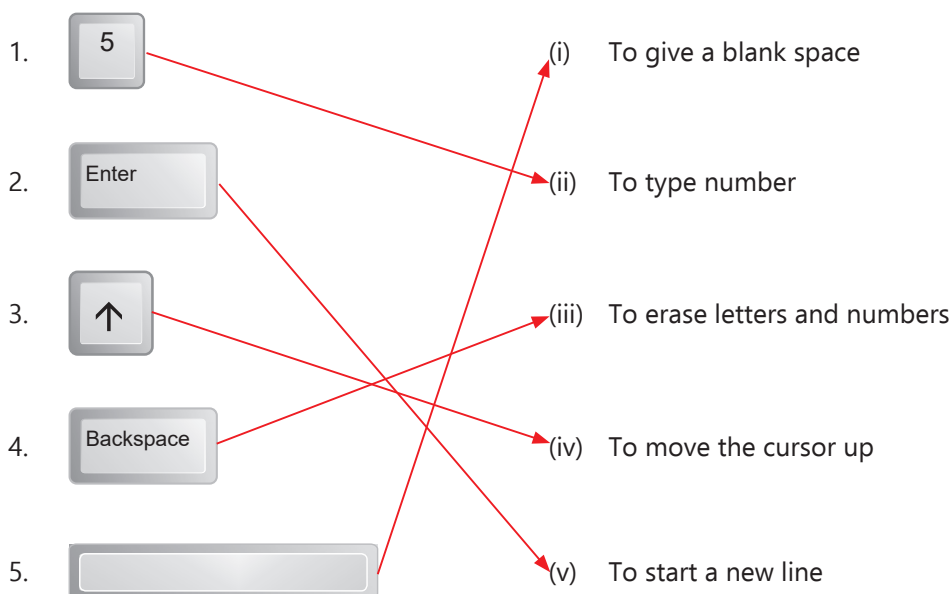
Do it yourself.

Periodic Assessment-2

(Based on chapters 3 & 4)

- A.** 1. Monitor 2. Wireless Mouse 3. Speakers
4. Scroll 5. Headphones 6. Pen Drive

B.



Test Sheet-1

(Based on chapters 1 to 4)

- A. 1. (iii) 2. (ii) 3. (iii) 4. (i)
- B. 1. Input 2. Desktop 3. Symbol 4. CPU
- C. 1. Two parts of the mouse are Left button and Right button.
2. In keeping fee records of students.
3. Input → Process → Output
- D. 1. An example of input, output and process are Keyboard, Monitor and CPU.
2. A **keyboard** is an input device that is used to give instructions to the computer by typing text and numbers.
3. Two examples of storage devices are Hard Disk and Memory Card.





5. More on Tux Paint

Let's PLUG-IN (Page no. 48)

1. Paint 2. Fill 3. Eraser 4. Quit 5. New



LET'S CATCH UP (Page no. 53)

- | | | |
|-------------------------|---|--|
| 1. Stickers | → | a.  |
| 2. Open a saved drawing | → | b.  |
| 3. Special effects | → | c.  |
| 4. Type name | → | d.  |

TEST YOUR SKILLS

- (iii)
 - (i)
 - (ii)
 - (ii)
- Canvas
 - Toolbox
 - Tux Paint
 - New
- T
 - F
 - F
 - F
- Toolbox, Drawing Canvas, Colors Palette, Help Area, Selector Pane, Up and Down arrows.
 - To use the stamp tool, follow these steps:
Step 1: Click on **Stamp** tool in the **Toolbox**.
Step 2: You will see many stamps in the selector pane. Select any stamp you like.
Step 3: Move the mouse pointer to the Drawing Canvas and click to add the selected stamp.
 - Text tool is used to add text, captions and titles in the drawings.
 - Magic tool is a collection of tools to add a lot of special effects to your drawings.
- Colors palette
 - Save Tool

TECH ZONE



LET'S SOLVE

- | | | |
|------------------|-------------------|--------------|
| a. Magic tool | b. Colors Palette | c. Help area |
| d. Selector pane | e. New tool | |



LET'S EXPLORE

Do it yourself.

6. More on Paint

LET'S PLUG-IN (Page no. 58)







Do it yourself.

LET'S CATCH UP (Page no. 65)

1. Magnifier
2. Shapes
3. Color Picker
4. Text

TEST YOUR SKILLS

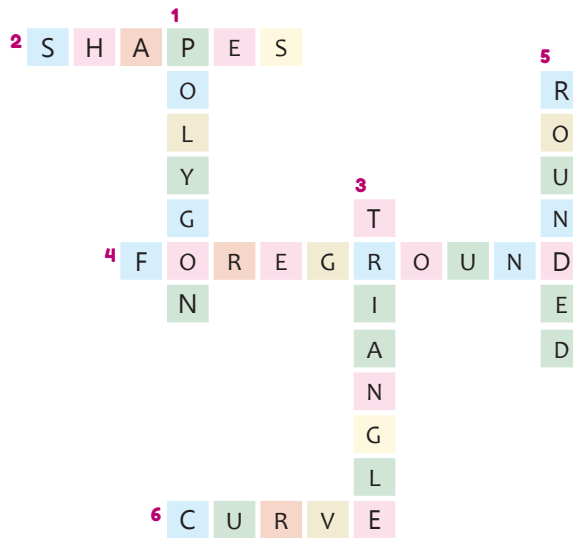
1. a. (iii) b. (iii) c. (ii) d. (iii)

2. a. Text tool → i. 
- b. Curve shape → ii. 
- c. Select → iii. 
- d. Polygon shape → iv. 
- e. Rounded rectangle shape → v. 
- f. Pentagon shape → vi. 

3. a. Title bar b. Foreground c. Select d. Crop
4. a. F b. F c. F d. T e. T
5. a. Select option is used to select a complete drawing or a part of a drawing.
- b. Curve shape and Polygon shape
- c. **Background** colour means the colour that is at back or behind.
- d. To draw rounded rectangle in Paint, follow these steps:
 Step 1: Click on Home tab.
 Step 2: In the Shapes group, click on Rounded Rectangle shape.
 Step 3: Click on the Size box and select the line thickness.
 Step 4: Drag the mouse on the Drawing Area to draw a rounded rectangle.
6. a. Crop tool b. Color Picker Tool



LET'S SOLVE



LET'S EXPLORE

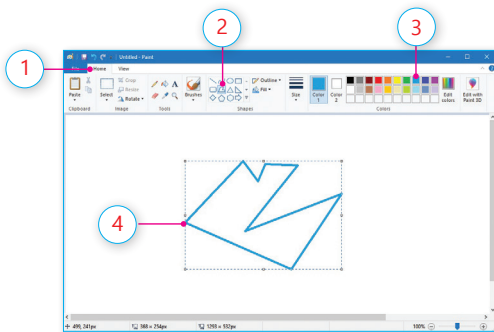
Do it yourself.

Periodic Assessment–3

(Based on chapters 5 & 6)

- A.
1. It helps to close Tux Paint.
 2. It helps to add special effects to the drawings.
 3. It helps to add text to your drawings.
 4. It shows the different options for each tool.

B.



- C.
1. Color picker tool is used to pick colour from the picture and use it to colour other pictures.
 2. Curve shape is used to draw curved lines and shapes.

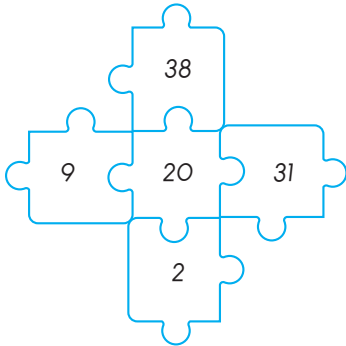


7. Reasoning and Analysis

Let's PLUG-IN (Page no. 77)

- a. 61 b. 49 c. 59

Let's CATCH UP (Page no. 79)

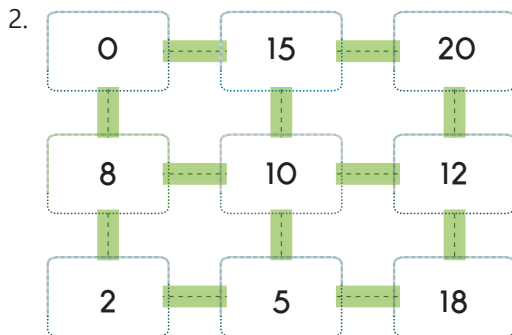


Let's CATCH UP (Page no. 80)

1. EAST 2. WEST 3. NORTH 4. SOUTH

TEST YOUR SKILLS

1. a. (iii) b. (iii)



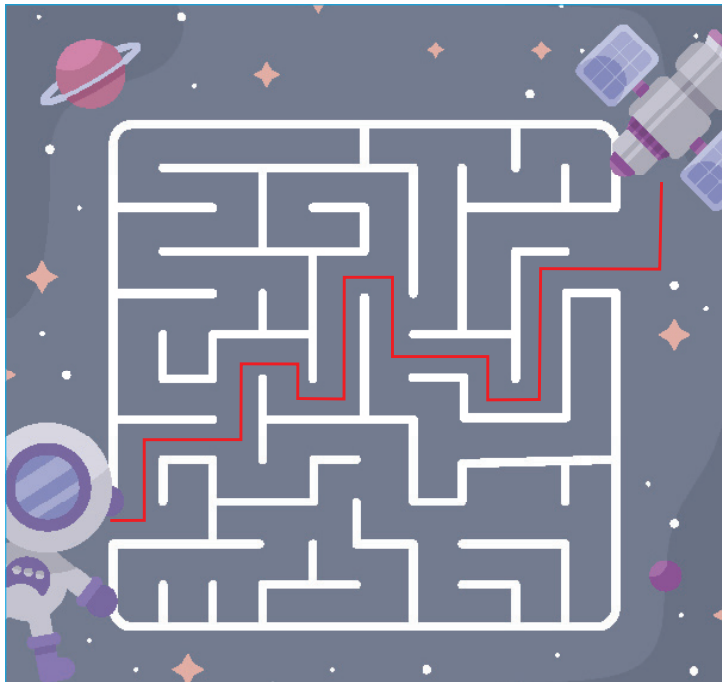
3.



TECH ZONE









Let's SOLVE



8. More about ScratchJr

Let's PLUG-IN (Page no. 83)

- | | |
|--|-------------------------------|
| 1.  | a. To save the project |
| 2.  | b. To add a new character |
| 3.  | c. To add text |
| 4.  | d. To start the script |
| 5.  | e. To reverse the last action |
| 6.  | f. To change the background |

LET'S CATCH UP (Page no. 87)

1. Turn Right Block
2. Grow Block

LET'S CATCH UP (Page no. 88)

Do it yourself.

TEST YOUR SKILLS

1. a. (ii) b. (i) b. (ii)
2. a. snap b. script c. sound d. end
3. a. T b. T c. F d. F
4. a. Looks blocks are used to control a character's appearance.
b. It pauses the script for a specified amount of time (in tenths of seconds).
c. It fades in the character until it is visible.
d. Start on Green Flag
5. a. Neha should use the Motion block.
b. End Block





LET'S SOLVE

- a. Move Down block
- b. Shrink block
- c. Reset Size block
- d. Wait block



LET'S EXPLORE

Do it yourself.

9. Artificial Intelligence Around Us

LET'S PLUG-IN

(Page no. 94)



N



A



A



N



N

TEST YOUR SKILLS



1. a. (i) b. (iii) c. (i)
2. a. Understand b. Recognise c. Voice assistant d. Face e. Easier
3. a. Robots are automatically operated machines that work in place of humans.
b. Voice Assistant, Face Detection
4. a. Voice Assistant b. Google Maps



LET'S SOLVE

1. ROBOT 2. GOOGLE 3. SIRI 4. COPILOT
5. ALEXA 6. SNAPCHAT



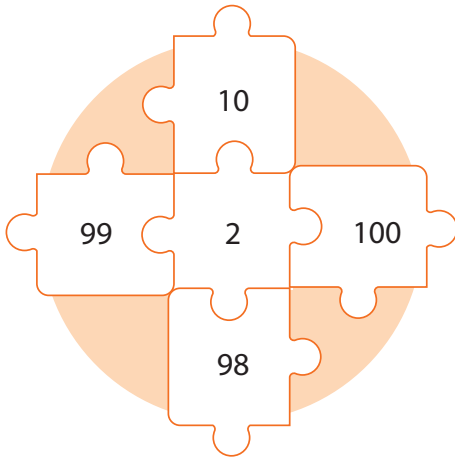
LET'S EXPLORE

Do it yourself.

Periodic Assessment–4

(Based on chapters 7 to 9)

A.



- B. 1. (b) 2. (c) 3. (a)
- C. 1. Hide 2. Stop 3. End 4. Say

Test Sheet–2

(Based on chapters 5 to 9)

- A. 1. (iii) 2. (iii) 3. (iii) 4. (ii)
- B. 1. Pencil 2. Hide 3. Canvas 4. Face
- C. 1. North, East
2. SIRI
3. Background colour means the colour that is at back or behind.
4. To use the **stamp** tool, follow these steps:
- Step 1: Click on Stamp tool in the **Toolbox**.
- Step 2: You will see many stamps in the selector pane. Select any stamp you like.
- Step 3: Move the mouse pointer to the Drawing Canvas and click to add the selected stamp.
5. Pop Block

