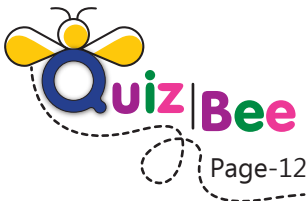


1. Computer—A Smart Machine



Answer: Keeping the records of bank accounts and customers

ASSESS YOURSELF

1. a. (iii) b. (iii) c. (ii)
2. a. T b. F c. T
3. a. (iii) b. (iv) c. (i) d. (ii)
4. a. Personal Computers (PCs) b. Laptop c. Smartphone
d. Supercomputers

5.

Can take decisions
on its own

H

Needs instructions
to work

C

Can make mistakes

H

Works on electricity

C

Works very fast

C

Does not get tired

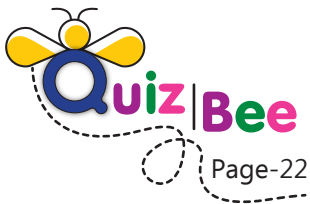
C

6. a. (i) S (ii) T (iii) L (iv) D (v) SC
b. Airport



Do it yourself

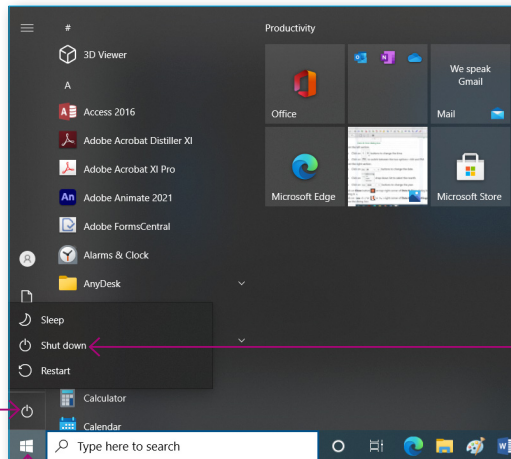
2. Operating a Computer



Answer: Title bar

ASSESS YOURSELF

1. a. (ii) b. (iii) c. (iii) d. (ii)
2. a. Input b. Output c. Device
3. a. F b. T c. F d. F
4. a. ICON b. DESKTOP c. MONITOR
- 5.



2 Click on the **Power** option.

1 Click on the **Start** button.

3 Select **Shut down** option.

6. a. Input device b. Output device c. Output device d. Input device



7. a. Three b. Shut down c. Paint
8. a. Input-Process-Output
b. Mouse, Keyboard
c. Monitor, Printer
9. a. To open the Paint program, follow the given steps:
Step 1: Type Paint in the search box.
Step 2: Select Paint.
b. Keyboard → Input device
CPU → Processing device
Printer → Output device



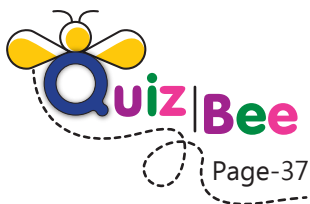
- a. I am not sad b. I am happy

Periodic Assessment–1

(Based on chapters 1 & 2)

1. a. Desktop computer b. Tablet c. Supercomputer
d. Laptop
2. a. T b. F c. T d. F
3. a. LAPTOP b. SCHOOL c. SUPERCOMPUTER d. AIRPORT

3. Using a Mouse and a Keyboard

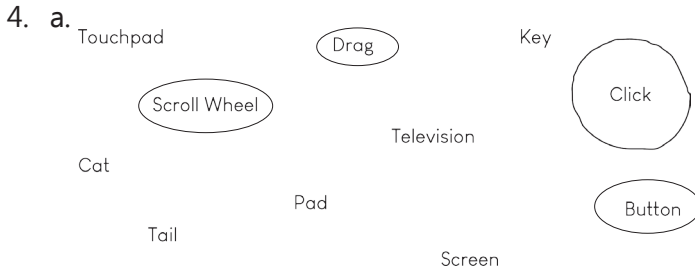


Answer: Keys



ASSESS YOURSELF

1. a. (iii) b. (i) c. (ii) d. (iii)
2. a. Mouse b. Enter c. Two
3. a. Gaming Mouse b. One c. Double-click



5. a. @ b. & c. F
6. a. Gaming and Wireless mouse b. Backspace key



{CODING ZONE}

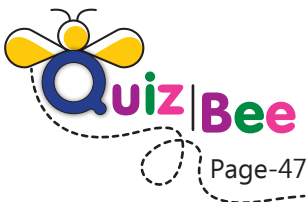
=

Coding Zone

[]

- Answer: a. BEAR b. AIR c. BED d. RED

4. Typing in WordPad



Answer: Clipboard, Font, Paragraph, Insert, Editing

ASSESS YOURSELF

1. a. (iii) b. (ii) c. (i)
2. a. T b. F c. F



4

Trackpad (Ver. 2.1)-II (Answer Key)



3.
 - a. **I am feeling good** (i) Colour has been changed to Blue
 - b. I am feeling good (ii) Text style has been italicised
 - c. *I am feeling good* (iii) Text has been made bold
 - d. *I am feeling good* (iv) Text has been underlined
4.
 - a. This command is used to change the font style.
 - b. This command is used to to change the text colour.
 - c. This command is used to to change the font size.
5.
 - a. Ribbon and Title bar.
 - b. We can format and change the appearance of the text using WordPad.



{CODING ZONE}

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Coding Zone



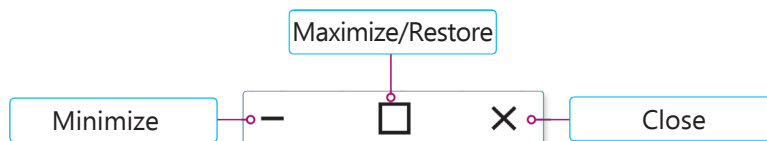
Coding Zone

1.
 - a. 423
 - b. @#!&

Periodic Assessment-2

(Based on chapters 3 & 4)

1.



2.



P



I



O

3.
 - a. SPEAKERS
 - b. PRINTER
 - c. MOUSE

Test Sheet–1

(Based on chapters 1 to 4)

1. a. (ii) b. (i) c. (iii) d. (i)
2. a. F b. T c. F
3. a. Monitor, Printer b. Correct Instructions
c. Input is given to the computer which is then processed and an output is received. This process is called the IPO cycle.
d. Mouse, Keyboard
4. a. Computers are used in schools for preparing test papers, worksheets, and results.
b. Computers are used in banks to maintain the records of the accounts of their customers.

5. More on Paint

ASSESS YOURSELF

1. a. (iii) b. (ii) c. (i) d. (iv)
2. a. F b. F c. T
3. a. Magnifier tool helps us make a drawing look bigger.
b. Airbrush tool is used as a sprayer.
4. a. To do this:
Step 1: Select the Text tool.
Step 2: Click and drag to draw a text box.
Step 3: Type the text in the text box.
b. To do this:
Step 1: Select the Magnifier tool.
Step 2: Click on the picture to show a box.
Step 3: Click on the box to increase the size of the picture.



{CODING ZONE} {}

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Coding Zone

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Coding Zone

Answer: a. 32 b. 7

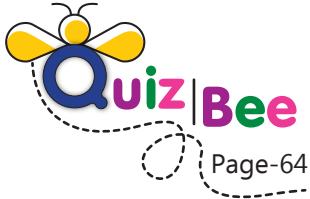


6

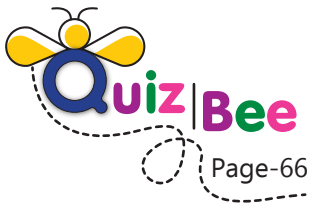
Trackpad (Ver. 2.1)-II (Answer Key)



6. More on Tux Paint



Answer: 1. Toolbar 2. Drawing Canvas 3. Selector 4. Color Palette



Answer: Fill tool

ASSESS YOURSELF

1. a. (iii) b. (i) c. (iii)
2. a. F b. T c. T d. F
3. a. Follow these steps to add magic effects to the drawing;
Step 1: Click on the Magic tool.
Step 2: Select the desired effect, e.g. Rainbow effect.
Step 3: Click and drag the pointer to draw a rainbow.
b. To draw with freehand, click on the Paint tool and drag on the canvas to draw the picture.
c. To close Tux Paint, click on the Quit tool.
4. a. Fill tool is used to fill color in the drawing.
b. Quit tool used to exit or close Tux Paint.
c. Text tool is used for adding text to the drawing.
5. a. Himanshu should use the Open tool to open his previously saved drawing and make changes.
b. To erase the extra rays, use the Eraser tool.



Answer: a. MAGIC b. PAINT

Periodic Assessment-3

(Based on chapters 5 & 6)

1. a. **B** (i) To underline text.
I (ii) To make text bold.
U (iii) To make text slanted.
A (iv) To change the text colour.

2.



SCROLL

Click Click



DOUBLE-CLICK

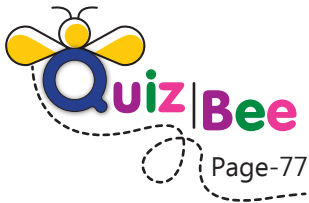
Click



RIGHT-CLICK

3. a. T b. F c. F d. T

7. Reasoning and Analysis



Page-77

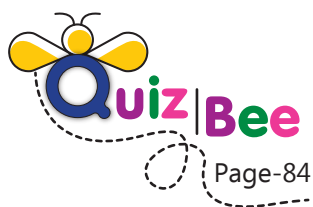
Answer: 1. B. 2. A



ASSESS YOURSELF

- (i)
 - (iii)
- T
 - F
- The process of converting a hidden message to meaningful text is called Decoding.
 - If your friend Arjun wrote "BAT" as "TAB", then using his secret code, "CAR" would be written as "RAC".

8. More about ScratchJr



Answer: 1. Turn Right

2. Grow

ASSESS YOURSELF

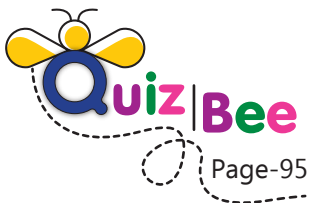
- (iii)
 - (i)
- Jigsaw
 - Script
 - Appearance
 - Anti-clockwise
- It shows a specified message in speech bubble.
 - It starts the script when the Green Flag is tapped.
 - It rotates the character clockwise.
 - It starts the script when you tap the character.
- Blocks in ScratchJr are puzzle-piece shapes used to create code by connecting them together. A series of connected blocks is called a script.
 - The 'Start on Green Flag' block is used to begin a script when the Green Flag is tapped.
 - Motion blocks are used to move the character. For example, Move Right, Move Left, Move Up, and Move Down.
 - The three Looks Blocks are:
 - Say: Displays a message in a speech bubble.

- Grow: Increases the size of the character.
- Shrink: Decreases the size of the character.

5. a. Wait Block b. Move Right Block, Move Up Block



9. Importance of AI



Answer: Yes

ASSESS YOURSELF

- (iii)
 - (i)
- Grading
 - Exoplanets
 - Entertainment
 - Robotic
- AI helps in business by processing large volumes of data, automating repetitive tasks, and making important decisions using data insights.
 - AI is used in education to grade homework, test papers, and offer hints for correct answers.
 - AI helps us find planets in Space Technology by detecting exoplanets outside our solar system.



4. Robot 1: The TidyBot

- If The TidyBot could talk, it might say funny things like, 'I'm cleaning the mess while making a mess of my own!' or 'Where did I leave my socks?'
- If The TidyBot had the ability to talk to animals, it could ask the pets for help in cleaning the house, like asking the dog to fetch the vacuum cleaner.

Robot 2: The BuddyBot

- If The BuddyBot could play any funny game, a guessing game where it has to guess what the user is thinking, could be fun. It can keep the game playful and interactive.
- If The BuddyBot had feelings, it would feel happy and proud when assisting its owner, seeing its owner accomplish tasks with ease.



{CODING ZONE}

=

Coding Zone



Coding Zone






1.  ,  ,  ,  

2. Car

3. , , , , , , , , , 

Periodic Assessment-4

(Based on chapters 7 & 8)

1. a.  (i) It helps us to draw freehand.
b.  (ii) It saves the current drawing.
c.  (iii) It is used to delete a part of the drawing.
d.  (iv) It is used to fill colours in the drawing.
e.  (v) It is used to start a new drawing.

2. a. Eraser b. Magnifier c. Text d. Pencil

Test Sheet–2

(Based on chapters 5 to 8)

1. a. (i) b. (ii) c. (ii) d. (iii)
2. a. Enter b. WordPad c. Magnifier
3. a. one
b. To save a drawing in Tux Paint, click on the "Save" button.
4. a. Ribbon and Title bar. (any two)
b. It is used to add words or text to our drawing.
c. To draw with freehand, click on the Paint tool and drag on the canvas to draw the picture.

