

Class
1

Answer Key

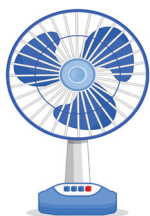
iPlus Ver 2.1

1. Computer—A Machine

LET'S CATCH UP



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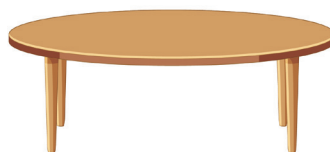
H



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N



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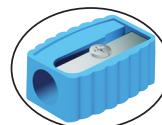


H

LET'S CATCH UP



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Exercise

Section A (Objective)

- A. 1. b. 2. b. 3. c.
B. 1. Machines 2. Laptop 3. large
C. 1. T 2. F 3. T 4. T
D.



Section B (Subjective)

- Two examples of human-made things are a bus and a bag.
- Two features of a computer are:
 - Computers work very fast and they don't make mistakes.
 - Computers can be used to search for information.
- A tablet is also known as a tab. It is smaller than a laptop.

Higher Order Thinking Skills (HOTS)

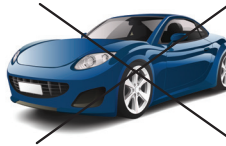
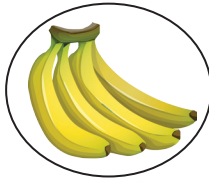
- We are human-made thing.
- Ravi is going to buy computer.





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A.



B. 1. FAN

2. COMPUTER

3. TRAIN

2. Uses of a Computer

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Tick (✓) the correct uses of a computer and cross (X) out the wrong ones.

1. We can solve sums on a computer.
2. We cannot use computers to listen to stories and rhymes.
3. We use computers to paint beautiful drawings.
4. In a video call, we cannot see the person we are talking to.



Exercise

Section A (Objective)

A. 1. a.

2. b.

3. a.



- B.** 1. video 2. paint 3. schools 4. banks 5. hospitals
- C.** 1. T 2. F 3. F 4. F 5. T

Section B (Subjective)

1. Some of the games are ludo, car racing and chess.
2. Shopkeepers use computers to create bills and maintain records of the items in the shop.
3. Computers are used to maintain records, send messages, etc.

Higher Order Thinking Skills (HOTS)

1. No, computers do not get tired and do not need rest.
2. Printer



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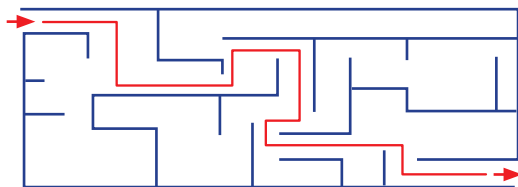
L	B	A	H	R	T	C	I
S	C	H	O	O	L	A	O
O	Q	T	S	J	B	A	B
F	E	K	P	F	S	R	A
F	J	X	I	N	H	O	N
I	U	D	T	C	O	W	K
C	Q	Y	A	M	P	U	J
E	Z	S	L	G	X	B	T

3. Parts of a Computer

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Exercise

Section A (Objective)

- A.** 1. c. 2. b. 3. b.
- B.** 1. speakers 2. Keys 3. Scanner 4. Headphones
- C.** 1. T 2. F 3. T 4. T
- D.**



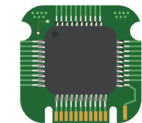
K	E	Y	B	O	A	R	D
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S	P	E	A	K	E	R	S
---	---	---	---	---	---	---	---



M	O	U	S	E
---	---	---	---	---



C	P	U
---	---	---

Section B (Subjective)

1. Mouse
2. CPU
3. Two additional parts of a computer are:
 - Scanner
 - CD

Higher Order Thinking Skills (HOTS)

1. Headphones
2. Pen drive



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1.

S



2.

K



3.

P



4. Using Computers—Do's and Don'ts

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1. ✓

2. ✗

3. ✓

4. ✗

Exercise

Section A (Objective)

- A.** 1. b. 2. c. 3. b.
- B.** 1. Gently 2. Dust 3. continuously 4. correct posture
5. Play, Run
- C.** 1. T 2. F 3. F 4. T

Section B (Subjective)

- When not in use, cover the computer with a cover.
- Always wear headphones while watching movies or playing games to avoid disturbing others.



Higher Order Thinking Skills (HOTS)

1. Always use a dry, soft cloth to clean the computer.
2. Aisha should press the power button on the CPU cabinet, and then press the power button on the monitor to turn on the computer.



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1. SYEK

K E Y S

2. ESUOM

M O U S E

3. RETUPMOC

C O M P U T E R



WORKSHEET 1

(Based on chapters 1 to 4)

A. 1. Tree (Natural)

2. Mouse (Man-made)

B.

1.



2.



3.



a.

Shop

b.

Office

c.

School



- C. Two things you should do in a computer lab are:
- Always use a dry, soft cloth to clean the computer.
 - Always press the keyboard keys gently.

Two things you should not do in a computer lab are:

- Do not use your finger, a pencil or an eraser to touch anything on the monitor.
- When the computer is "ON," never touch the wires or cables as you may get a shock.

Test Sheet 1

(Based on chapters 1 to 4)

Section A

- A. 1. b. 2. b. 3. b.
- B. 1. large 2. schools 3. Scanner 4. Dust

Section B

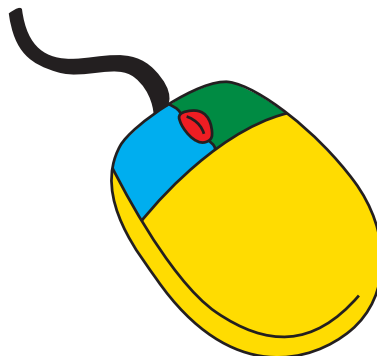
- A. 1. Two examples of man-made things are bus and chair.
2. Computers are used to maintain records, send messages, etc.
3. CPU
4. When not in use, cover the computer with a dust cover.

5. Computer Mouse

LET'S CATCH UP



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Exercise

Section A (Objective)


- A.** 1. b. 2. c. 3. b.
- B.** 1. Two, Scroll 2. Dragging 3. draw 4. double-click
- C.** 1. T 2. F 3. T
- D.**

1.  LLROSC

S	C	R	O	L	L
---	---	---	---	---	---

2.  AGDR

D	R	A	G
---	---	---	---

3.  UBDOLE CKCLI

D	O	U	B	L	E
---	---	---	---	---	---

C	L	I	C	K
---	---	---	---	---

4.  GHTRI CCKLI

R	I	G	H	T
---	---	---	---	---

C	L	I	C	K
---	---	---	---	---

Section B (Subjective)

1. Mouse that do not have the wire.
2. A mouse pad is a small surface on which a mouse is placed.
3. Moving the Scroll wheel up and down is known as scrolling.

Higher Order Thinking Skills (HOTS)

1. Double-click is used to open a program or a file.
2. Index finger



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6. Computer Keyboard

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Exercise

Section A (Objective)

- A.** 1. c. 2. a. 3. b.
- B.** 1. keys 2. alphabet 3. 104 4. Number 5. return
- C.** 1. F 2. T 3. T 4. F 5. F



Section B (Subjective)

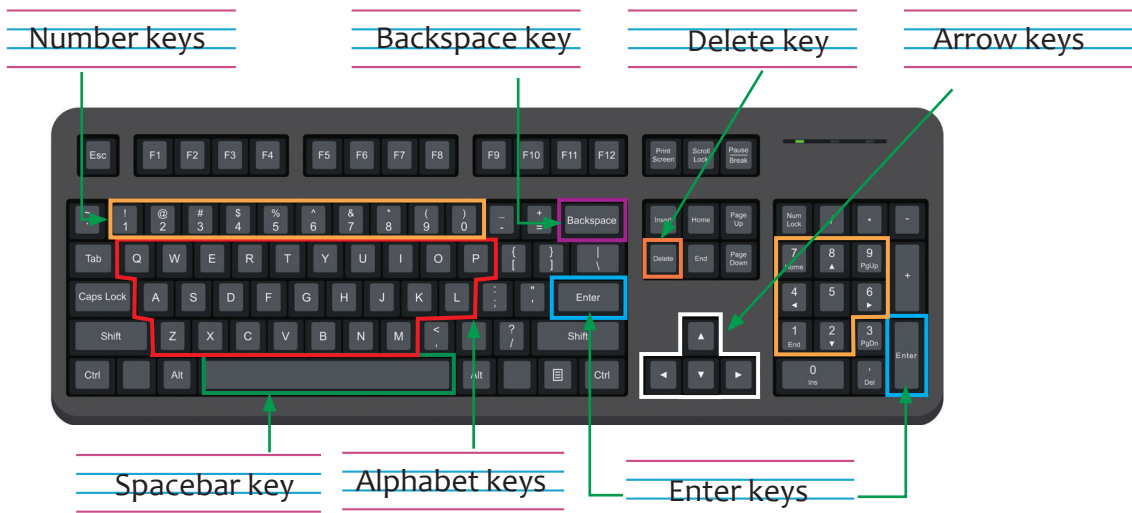
1. Arrow Keys
2. There are two sets of number keys on a keyboard.
3. Number keys are used to type numbers.
4. The blinking line on the screen is called a cursor.

Higher Order Thinking Skills (HOTS)

1. Alphabet keys
2. Enter Key



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7. Storage Devices

LET'S CATCH UP



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1. Compact Disc
2. Digital Versatile Disc

Exercise

Section A (Objective)

- A.** 1. a. 2. a. 3. a. 4. d.
B. 1. F 2. T 3. T 4. T
C. 1. Pencil Box 2. Refrigerator 3. Bag 4. Cupboard

Section B (Subjective)

1. The devices that we can use to save our work for the future are known as storage devices.
2. One difference between a CD and a DVD is that the storage capacity of a DVD is more than a CD.
3. A memory card is used in a mobile phone, digital camera, or other similar devices to increase the storage capacity.

Higher Order Thinking Skills (HOTS)

1. Books
2. Cupboard



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1. Pen Drive
2. Storage Devices
3. Memory Card





WORKSHEET 2

(Based on chapters 5 to 7)

- A.** 1. Double click 2. Single click 3. Scroll
- B.** 1.  a. erases letters to the left
2.  b. erases letters to the right
3.  c. moves the cursor up
4.  d. used to type a number
5.  e. gives space between two words
- C.** 1. PEN DRIVE 2. MOUSE 3. KEYBOARD 4. MEMORY CARD
5. COMPACT DISC

Test Sheet 2

(Based on chapters 5 to 7)

Section A

- A.** 1. b. 2. b. 3. a.
- B.** 1. Two, Scroll 2. Double-click 3. 104 4. number

Section B

- A.** 1. Moving the Scroll wheel up and down is known as scrolling.
2. The number keys are used to type numbers.
3. Arrow Keys
4. The devices that we can use to save our work for the future are known as storage devices.

