1. Introduction to Windows 10

LET'S RECAP ▶ (Page no. 7)

Do it yourself.

🤖 QUEST (Page no. 14)

1. Normal Select   2. Screen Saver   3. View option   4. Start Button

EXERCISE

A. 1. (ii)   2. (ii)   3. (ii)   4. (ii)

B. 1. Microsoft Corporation   2. icons   3. Desktop   4. Text Select

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

D. 1. (e)   2. (d)   3. (b)   4. (a)
5. (f)   6. (c)

E. 1. Icons and Taskbar are two components of Windows 10 desktop.

2. The image in the background of the icons is called desktop background.

3. Four-headed Arrow is used for moving pictures.

4. To sort desktop icons, follow the given steps:
Step 1 Right-click on the desktop and select Sort by option.
Step 2 Click any option to arrange the icons in that order.

5. To shut down the computer, follow the given steps:
Step 1 Click on the Start button.
Step 2 Click on the Power option.
Step 3 Select the Shut down option.

1. THIS PC   2. RECYCLE BIN   3. START BUTTON   4. FOLDER   5. CLOCK

Competency-based/Application-based questions

She can use Screen Saver option.

2. Editing and Formatting on Word

LET'S RECAP ▶ (Page no. 18)

Do it yourself.

QUEST (Page no. 30)

1. Calibri, 11   2. Sentence case, lowercase   3. Text effects

EXERCISE

A. 1. (iii)   2. (ii)   3. (ii)   4. (iii)   5. (i)

   6. (iii)

B. 1. right   2. Line   3. bullet   4. select, Backspace 5. Blue

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

D. 1. Font is the look of the alphabet on the screen. The default font is Calibri.

   2. Align Left, Align Right, Center and Justify are the different types of alignment.

   3. Place the cursor to the right of the text and press Backspace key.

   4. a. Bold means darker text. Underline means a line under text.

      b. Editing is used to make changes in documents by using editing tools such as:

      • Copy, cut and paste text

      • Select and delete text

      • Drag and drop text

      • Check Spelling and grammar

      Formatting is used to improve appearance of text into a document by using formatting tools such as:

      • Change font name and font size

      • Make the text bold, italic, and underlined

- Modify line spacing in documents
- Change page layout and margins

c. Undo is used to cancel the command. Redo is used to reverse the action of Undo command.

d. Copying the text means the selected text will remain at its original location as well as at the place where it is pasted.

   Cutting the text means the selected text will disappear from its original location and will appear at another location where it is pasted.

5. To highlight the text, follow these steps:

   Step 1 Select the text.

   Step 2 Click on Home Tab.

   Step 3 Click on the drop-down arrow of the Text Highlight color button.

   Step 4 Choose the desired color.

6. While creating a document you might require a word with a similar meaning. Thesaurus can find a synonym for a word in the document.

7. a. Selecting text is used to make changes in the existing text.

   b. Inserting text is used to add some more text to an already written document.

FUN ZONE

A. 1. Text effects   2. Changing font color   3. Formatting   4. Bullet

B. 1. Select   2. Home   3. Copy   4. Paste

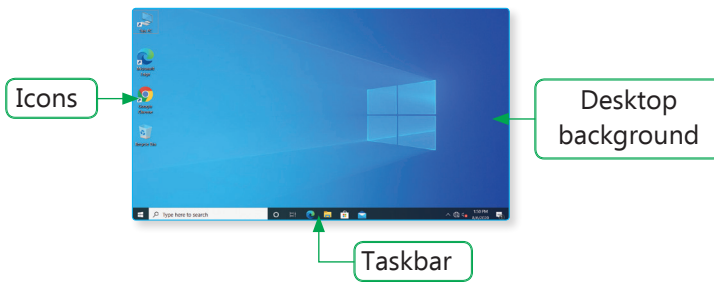**Competency-based/Application-based questions**

1. Bullets

2. Line spacing

Periodic Assessment 1

(Based on chapters 1 & 2)

A. 1. Busy   2. Double-headed Arrow

     3. Normal Select   4. Four-headed Arrow

     5. Working in Background   6. Text Select

B. 1. Ctrl + B   2. Italic   3. Ctrl + A   4. Copy

     5. Paste   6. Ctrl + X   7. Ctrl + Z   8. Redo

C.

Icons →

Desktop background

Taskbar

3. Let's Learn Paint 3D

LET'S RECAP ▶ (Page no. 38)

1. 2D shape, Triangle   2. 2D shape, Circle   3. 3D shape, Cylinder   4. 3D shape, Cube

QUEST (Page no. 43)

1. (e)   2. (d)   3. (a)   4. (c)   5. (b)

EXERCISE

A.   1. (i)   2. (ii)   3. (i)   4. (iii)   5. (i)

B.   1. Edit Color   2. Canvas   3. Brushes   4. Color palette

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

D.   1. When you draw a shape in the drawing area, a dotted boundary around the shape can be seen which are called Grab Points.

2. Names Toggle tool has an option for hiding/showing the tool names.

3. 3D Library is used to add 3D objects.

4. To create 3D shapes, follow the given steps:

Step 1 Click on the 3D shapes tool.

Step 2 Click on shape you want to draw in 3D objects option.

Step 3 Click and drag the pointer to draw the shape.

5. To add 3D text, follow the given steps:

Step 1 Click on Text tool.

Step 2 Click on 3D text option.

Step 3 Choose the font style, colour, size and alignment you want for your text.

Step 4 Click on the Canvas and type text.

FUN ZONE

1. Title bar   2. Canvas   3. Eraser tool   4. Stamp

5. Fill tool   6. 3D Library

Competency-based/Application-based questions

1. Effects option

2. (ii) Stamp

4. Introduction to Internet

LET'S RECAP ▶ (Page no. 52)

           ✓

QUEST (Page no. 54)

1. Web page is a part of a website. It contains text, pictures, sounds, videos, animations, etc.

2. The main page (or the first page) of any website is called its home page.
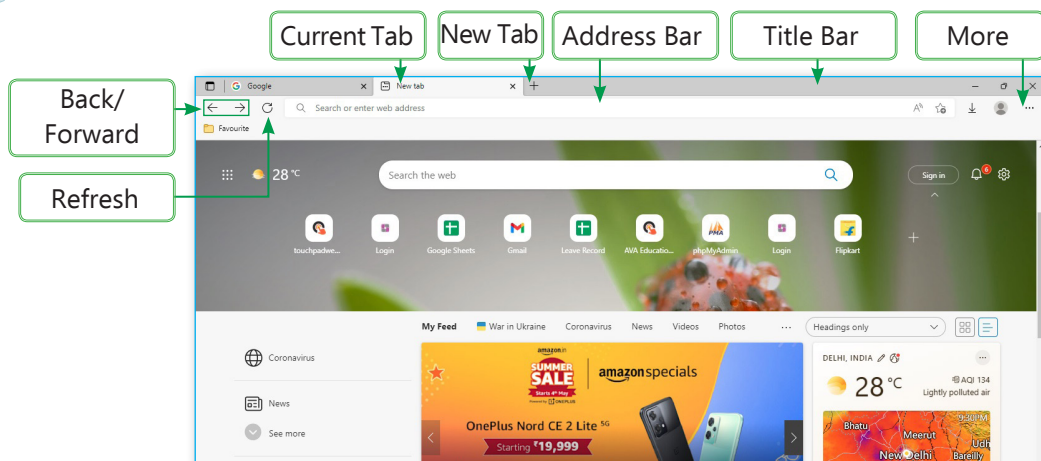
EXERCISE

A.   1. (iii)   2. (ii)   3. (iii)

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

C.   1. Website is a collection of related web pages that provide information. It is like a book that contains many pages.

2. Web browser is a special software. It is used to get information from different websites.

3. Internet is a network in which millions of computers are connected to one another to share information. Internet is used to search information on any topic and send or receive e-mail messages.

4. New Tab, Address Bar, More

FUN ZONE

Current Tab | New Tab | Address Bar | Title Bar | More

Back/Forward

Refresh

Competency-based/Application-based questions

1. A modem or a network card

2. Refresh

5. Stepwise Thinking

LET'S RECAP ▶ (Page no. 57)

4. Wear uniform

6. Go to school

5. Have breakfast

1. Wake up early

2. Brush teeth

3. Take a bath

QUEST (Page no. 60)

Step 1: Take breads, butter, cucumber, tomato, onion, chess slice.

Step 2: Cut cucumber, tomato and onion in the slices.

Step 3: Take two breads and spread butter on them.

Step 4: Add cucumber slice, onion slice, tomato slice and chess slice between the breads.

Step 5: Your sandwich is ready to eat.

QUEST (Page no. 60)

EXERCISE

A. 1. (i) 2. (ii) 3. (ii)

B. 1. Output 2. Two 3. Loop 4. Instructions

C. 1. Sometimes we keep on listening same song again and again. This is an example of loop.

2. To do any task follow the given steps:

   Step 1 List the main steps of the task.

   Step 2 Divide each main step into smaller steps.

   Step 3 Follow the sequence of steps.

3. Decision making is a process of arriving at a conclusion by making a choice.

FUN ZONE

A. 1. school bag 2. time table 3. books and notebooks, first half.

4. second 5. pencil box

B. 1.

✓ Hoola hoop

2.

☐ Brushing

3.

☐ Eating

1. Step 1: Break the noodle cake into four parts.

   Step 2: Add noodles and "Tastemaker" to 1.5 cups of boil water.

   Step 3: Cook for 2 minutes in an open pan. Stir occasionally. Do not drain the remaining water.

2.

Periodic Assessment 2

(Based on chapters 3 to 5)

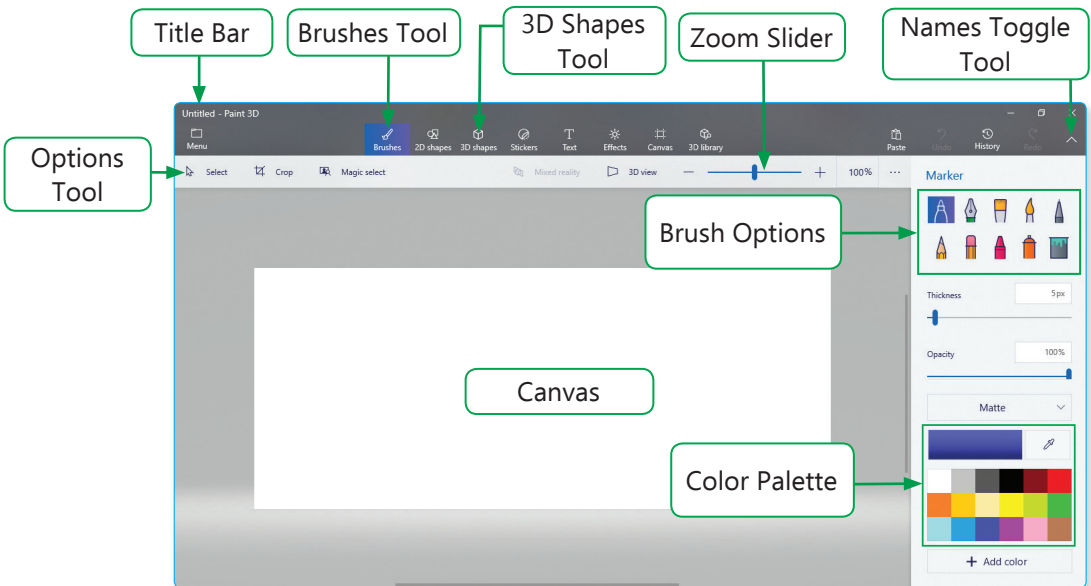**A.** 1. World Wide Web   2. Home Page   3. Website   4. Internet

B.

Yes ✓

No ☐

C.

Title Bar · Brushes Tool · 3D Shapes Tool · Zoom Slider · Names Toggle Tool · Options Tool · Brush Options · Canvas · Color Palette

Test Sheet 1

(Based on chapters 1 to 5)

A. 1. (ii) 2. (i) 3. (iii) 4. (iii) 5. (i)

6. (ii)

B. 1. Microsoft Corporation 2. Right 3. Bullet 4. Canvas

5. Color palette

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

D. 1. (e) 2. (d) 3. (b) 4. (a) 5. (f)

6. (c)

E. 1. To sort desktop icons, follow the given steps:

Step 1 Right-click on the desktop and select Sort by option.

Step 2 Click any option to arrange the icons in that order.

2. Editing is used to make changes in documents by using editing tools such as:

- Copy, cut and paste text
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Formatting is used to improve appearance of text into a document by using formatting tools such as:

- Change font name and font size
- Make the text bold, italic, and underlined
- Modify line spacing in documents
- Change page layout and margins

3. 3D Library is used to add 3D objects.

4. New Tab, Address Bar, More, Title Bar, Refresh

5. Decision making is a process of arriving at a conclusion by making a choice.

6. Introduction to Scratch

LET'S RECAP ▶ (Page no. 68)

Do it yourself.

1. Go Button   2. Stop Button   3. Coding Area

EXERCISE

A.   1. (i)   2. (ii)   3. (ii)   4. (ii)   5. (ii)

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

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

D.   1.   It is the actor who acts on the stage. Sprite is an object in Scratch that performs the function on stage area.

2.   Title Bar, Menu Bar, Stage Area

3.   To change the backdrop, follow the given steps:

Step 1 Click on the Choose a Backdrop option.

Step 2 Click on a backdrop to add it to your project.

4.   To change the appearance of a sprite, follow the given steps:

Step 1 Click on the Costumes tab. An image of the selected sprite appears in the tab. Here the selected sprite is cat.

Step 2 Select the part of sprite by clicking on it or select entire sprite by making a selection by dragging.

Step 3 Click on Fill and Outline options to change the colours of the cat and the outline.

FUN ZONE

A.   1. Sound tab   2. Code Tab   3. Costumes Tab

Competency-based/Application-based questions

1.   To add a sprite, follow the given steps:

Step 1: Click on the Choose a sprite option.

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

2.   Costumes tab

7. More on Scratch

LET'S RECAP ▶ (Page no. 76)

1. Choose a sprite   2. Choose a Backdrop   3. Stop Button   4. Go Button

4	say Luke Who? for 2 seconds
3	say Luck for 2 seconds
5	say Luke through the peep hole and find out. for 2 seconds
1	say Knock knock! for 2 seconds
2	say Who's there? for 2 seconds

EXERCISE

A. 1. (i)   2. (iv)   3. (i)   4. (iii)

B. 1. Say

2. (This question was printed incorrectly in the book. Please correct it in your textbook.)

Question: _____ block helps you to make the Sprite jump to a new position on the stage.

Ans. Go to

3. Sound   4. Move

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

D. 1. say…for…seconds block

2. Motion blocks are used to control the movement of a Sprite on the stage.

3. Wait block pauses the running of the script for the number of seconds given in the block.

4. They have looping blocks which are used when the same blocks have to be repeated for a number of times. Repeat block and Forever block are control blocks.

FUN ZONE

1. Turns the sprite clockwise by the given degrees.

2. To stop all sounds being played on all Sprites.

3. Used to say something for a given time.

4. Used to repeat a set of blocks for fixed number of times.
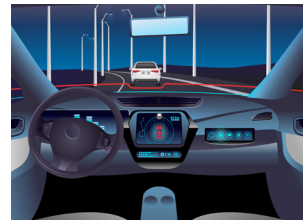
1. Sound Blocks

2. go to block

Periodic Assessment 3

(Based on chapters 6 & 7)

A. 1. Motion Blocks   2. Looks Block   3. Looks Block

4. Sound Block   5. Control Block   6. Motion Blocks

B. 1. To add a sprite   2. To change the backdrop

3. To stop the running Scratch program

4. To give stepwise instructions to a sprite to do something

C. 1. Sprite moves 10 steps and then backdrop changes to desert.

2. Turns the sprite by 15 degrees and plays the sound of meow.

3. Speech bubble appears on the sprite that says "Hello!" and changes the costume of the sprite.

4. Speech bubble appears on the sprite for 2 seconds that says "Hello!" and sprite turns by 90 degrees.

8. Applications of AI

LET'S RECAP ▶ (Page no. 87)

☐   ☐   ☑

QUEST (Page no. 90)

1. SMART DOORBELL   2. SMART TV   3. CHATBOT   4. SMARTWATCH

EXERCISE

A. 1. (ii)   2. (i)   3. (i)

B. 1. Driverless car   2. Smart TVs   3. Smart doorbell

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

D. 1. The three tasks of a smartphone are:

     a. face recognition

     b. voice assistants

     c. navigation

     2. A smart video doorbell combines the function of a smart doorbell and a security camera.

FUN ZONE

Competency-based/Application-based questions

1. Smartphone

2. Driverless car

9. Introduction to Robots

LET'S RECAP ▶ (Page no. 94)

Do it yourself.

QUEST (Page no. 97)

1. Aibo   2. Robear

EXERCISE

A. 1. (i)   2. (i)   3. (iii)

B. 1. Mitra   2. Dog   3. Robear   4. Robot

C. 1. F   2. T   3. F

D. 1. (b)   2. (c)   3. (e)   4. (a)   5. (d)

E. 1. Two advantages of robots are as follows:

• Robots work with high accuracy.

• Robots can keep doing the same thing repeatedly.

2. Robear, CyberDog

FUN ZONE

1. MITRA   2. AIBO   3. CYBER DOG   4. ROBEAR

Competency-based/Application-based questions

1. Nuro

2. Aibo

Periodic Assessment 4

(Based on chapters 8 & 9)

A. 1. Aibo   2. Nuro   3. CyberDog   4. Mitra   5. Robear

B. 1. Smartphones uses AI for a variety of tasks such as face recognition, voice assistants, navigation, weather status, photo filter, games, etc.

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

3. Smart TV allows its users to play music, movies, or change channels using Internet. And all this can be controlled with your voice.

4. A smart doorbell is an AI-enabled doorbell that informs the home owner on their mobile when a visitor arrives at the door.

5. A smart speaker is a device that accepts our voice commands to play music, provides answers to questions asked, and even make a phone call.

6. A driverless or self-driving car uses AI to travel between destinations without human help.

Test Sheet 2

(Based on chapters 6 to 9)

A. 1. (ii)   2. (ii)   3. (ii)   4. (i)   5. (iii)

B. 1. Say   2. Sound   3. Driverless car   4. Smart TVs   5. Robear

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

D. (This question was printed incorrectly in the book. Please correct it in your textbook.)

Question: Match the following:

1.   a. Robear

2.   b. Mitra

3.   c. Driverless car

4.   d. Smart TV

5.   e. Nuro

Ans. 1. (d)   2. (b)   3. (e)   4. (a)   5. (c)

E. 1. Title Bar, Menu Bar, Stage Area

2. To change the appearance of a sprite, follow the given steps:

Step 1 Click on the Costumes tab. An image of the selected sprite appears in the tab. Here the selected sprite is cat.

Step 2 Select the part of sprite by clicking on it or select entire sprite by making a selection by dragging.

Step 3 Click on Fill and Outline options to change the colours of the cat and the outline.

3. Wait block pauses the running of the script for the number of seconds given in the block..

4. The three tasks of a smartphone are:

   a. face recognition   b. voice assistants   c. navigation

5. Two advantages of robots are as follows:

   • Robots work with high accuracy.

   • Robots can keep doing the same thing repeatedly.