1. Working of a Computer

TECH SET GO (Page no. 7)

2

1

3

BYTE QUEST (Page no. 9)

1.

 O

 I

 P

2.

 P

 I

 O

🤖 BYTE QUEST (Page no. 10)

1. | P | U | I | N | T | | I | N | P | U | T |

2. | O | U | P | U | T | T | | O | U | T | P | U | T |

3. | O | C | E | S | S | P | R | | P | R | O | C | E | S | S |

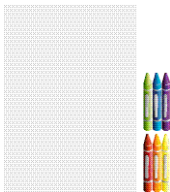## TECH READY

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

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

C. 1. Input Process Output   2. Keyboard, Mouse   3. Monitor, Headphones

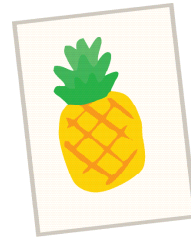**D.** 1. O   2. I   3. O   4. P

🌀 TECH TWISTER

A. 1. MOUSE   2. CPU   3. SPEAKERS

B.

| I | | P | | O |

C. Do it yourself.

2. More on Paint

TECH SET GO (Page no. 14)

1. Brushes   2. Pencil   3. Eraser   4. Rectangle

🤖 BYTE QUEST (Page no. 17)

TECH READY

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

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

C. 1. Zoom out command is used to reduce the view of the image.

2. Rotate command is used to change the position of the drawing at different angles.

3. Cut/Paste are used to delete the image from its original place and paste it to another place.

4. Rectangular selection and Free form selection

⚙ TECH TWISTER

1. Cut 2. Zoom in 3. Zoom out 4. Copy
5. Rotate 6. Free-form selection

Periodic Assessment 1

(Based on chapters 1 & 2)

A. 1. Cut command is used to delete the image from its original place and paste it to another place.
2. It is used to select the drawing in freehand form as per need.
3. Rotate command is used to change the position of the drawing at different angles.

B. 1. Monitor 2. Mouse 3. Printer 4. CPU Box

C. 2. Water 3. Milk 4. Sugar

3. Introduction to Word 2016

TECH SET GO (Page no. 23)

Do it yourself.

BYTE QUEST (Page no. 32)

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

TECH READY

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

B. 1. Backspace   2. File tab   3. Status bar
       4. Window control buttons   5. Zoom slider

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

D. 1. Word can be used to type letters, stories, reports, etc.
       2. The blinking vertical line in the upper left corner of the text area is the cursor.
       3. Quick Access Toolbar, Tabs, Title Bar
       4. Backspace key is used to remove the text from the left of the cursor. Delete key is used to remove the text from the right of the cursor.
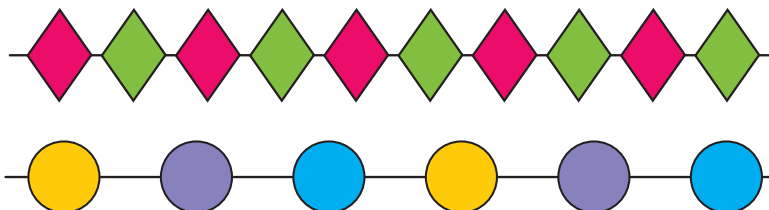
TECH TWISTER

A. 1. Ctrl + S.   2. Ctrl + O.   3. Ctrl + P.   4. Alt + F4.   5. Ctrl + N.

B. 1. Vertical scroll bar   2. Ribbon   3. Quick Access Toolbar   4. Status Bar

4. Reasoning and Analysis

TECH SET GO (Page no. 36)

CODE QUEST (Page no. 37)

```
            67
        26      41
     11     15     26
   5     6     9     17
```
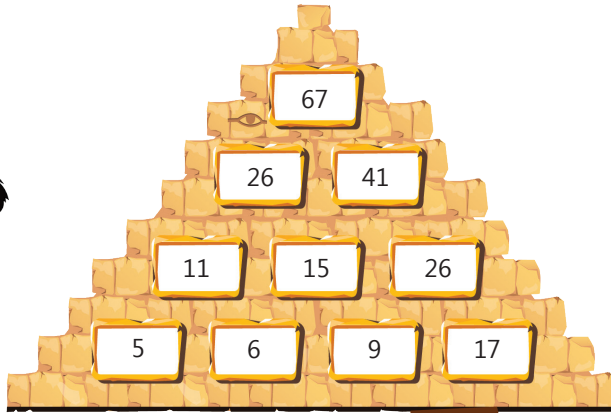
CODE QUEST (Page no. 38)

```
        38
   9    20    31
        2
```
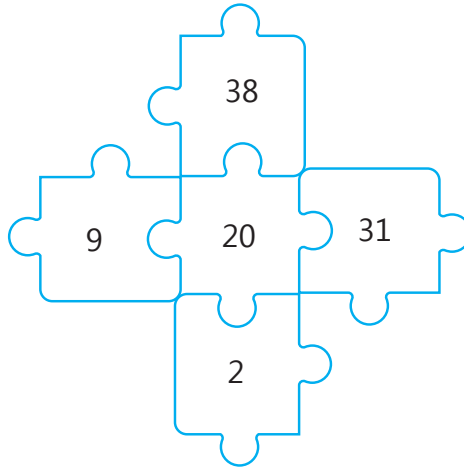
CODE QUEST (Page no. 39)

| I | L | O | V | E | M | Y | M | O | M |

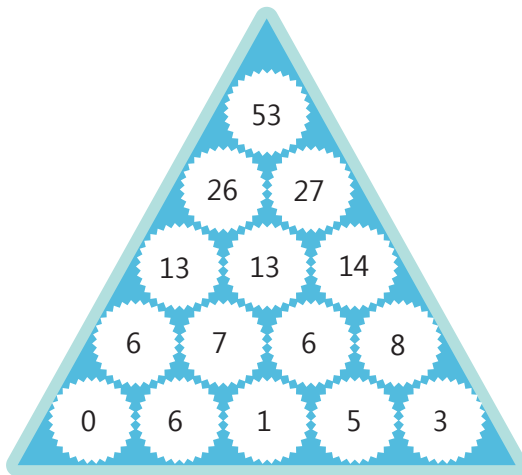# TECH READY

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

B.   1. T   2. F   3. T

C.   1. The hidden message can be in the form of a symbol, number, picture, letter, or a pattern.

      2. We usually start with the number at the centre.

TECH TWISTER

A.

B.
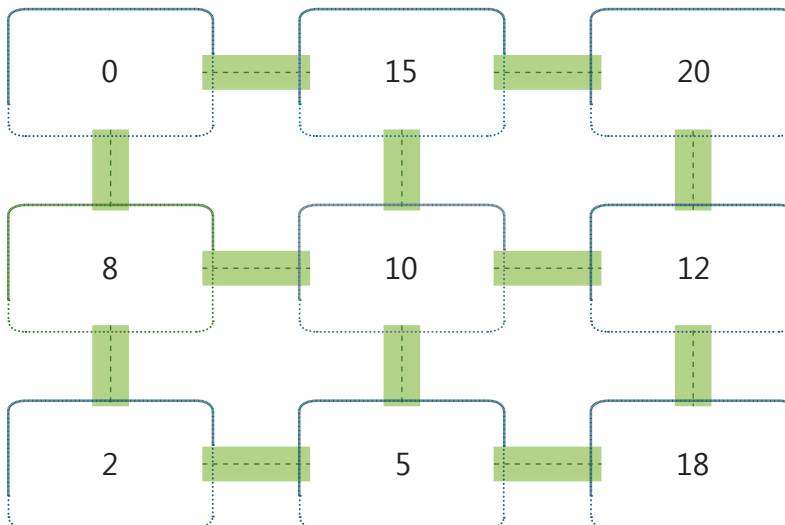
C. I AM HUNGRY

Periodic Assessment 2

(Based on chapters 3 & 4)

A.

Puzzle pieces showing numbers: 10, 99, 2, 100, 98

B.

Labeled diagram of a Microsoft Word window with the following labels:
- Quick Access Toolbar
- Tabs
- Title Bar
- Windows Control Buttons
- Ribbon
- Vertical scroll bar
- Ruler
- Text/Document Area
- Status bar
- Zoom slider
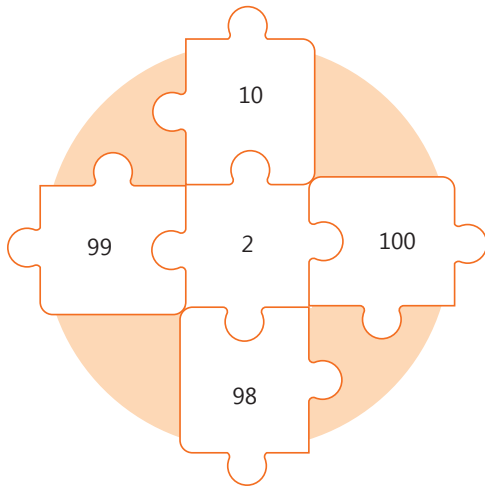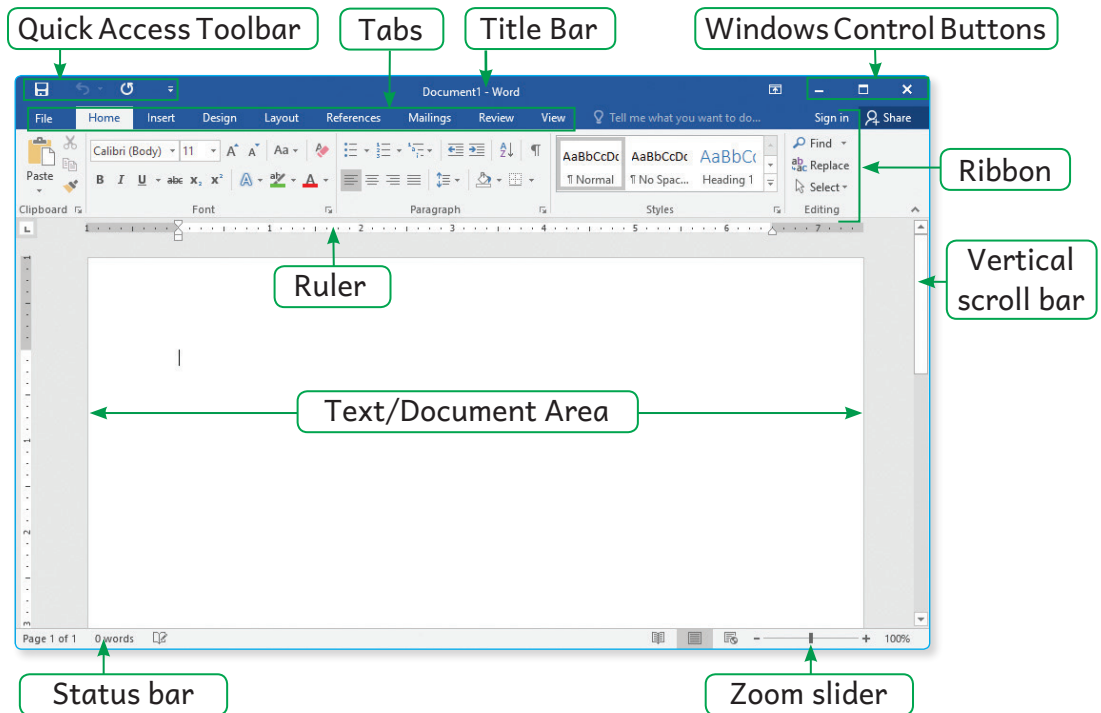
Test Sheet 1
(Based on chapters 1 to 4)

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

B. 1. three 2. Flip 3. File

C. 1. T 2. T 3. F

D. 1. We usually start with the number at the centre.

2. The blinking vertical line in the upper left corner of the text area is the cursor.

3. Word can be used to type letters, stories, reports, etc.

5. More on Google Blockly Games

TECH SET GO (Page no. 45)

1. Move the object in the forward direction from the direction it is facing
2. Turn the object in the left direction from the direction it is facing
3. Turn the object in the right direction from the direction it is facing

CODE QUEST (Page no. 49)

1. heading 90° 2. does not have worm 3. Bird Game

TECH READY

A. 1. (ii) 2. (iii) 3. (ii) 4. (ii)
B. 1. Turtle 2. Two 3. turn by 4. Run Program
C. 1. T 2. T 3. F 4. T

D. 1. Turtle category and Loops category

2. Heading Block is used to turn the object in the left direction from the direction it is facing.

3. The Turtle game teaches the concept of drawing by moving the pen (in the form of turtle) across the drawing board.

4. If do else: The condition that allows the bird to move in the direction in do section of the block till the condition is true otherwise move in the direction in the else section of the block when the condition becomes false.

TECH TWISTER

1.
```
repeat 3 times
do   move forward by 100
     turn right ↻ by 270
```

2.
```
repeat 5 times
do   move forward by 100
     turn right ↻ by 72
```

6. More on ScratchJr

TECH SET GO (Page no. 55)

16 turns

CODE QUEST (Page no. 60)
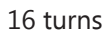
1. (iii)   2. (i)   3. (ii)   4. (v)   5. (iv)

TECH READY

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

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

C. 1. Pop Block   2. Start on Green Flag   3. Turn Right

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

Periodic Assessment 3

(Based on chapters 5 & 6)

A.
1. This block turns the object in the left direction from the direction it is facing.

2. This block allows the bird to fly in one direction till the condition is true and change direction when the condition becomes false.

3. The condition that allows the bird to move in the direction in do section of the block till the condition is true otherwise move in the direction in the else section of the block when the condition becomes false.

4. The move...by block is used to make the turtle move forward or backward to draw the shape.

5. The repeat...times do block is used to make the turtle repeat tasks given inside the block for given number of times.

B.
1. Move Right   2. Grow   3. Wait   4. Move Left

5. Shrink   6. Stop

7. AI Machine Around Us

1.

2.
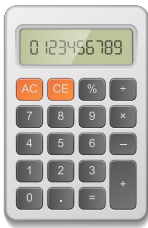
3.

☐   ☐   ☑

AI QUEST (Page no. 67)

TECH READY

A. 1. (iv)   2. (iii)

B. 1. Factories   2. Aibo   3. Smartphones

C. 1. T   2. F   3. F

D. 1.

- ☑ Lift
- ☐ Sleep
- ☑ Move
- ☐ Eat
- ☑ Pack
- ☐ Bath

2.

- ☑ Bark
- ☐ Cook
- ☐ Sleep
- ☑ Identify people
- ☑ Play
- ☐ Read

E. 1. Artificially Intelligent Devices

2. Smartphones and Aibo

TECH TWISTER

A.
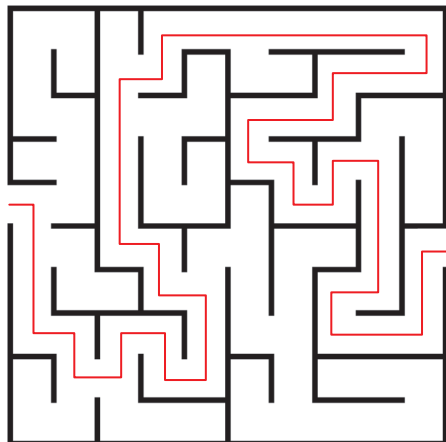
B. Do it yourself.

8. AI in Games and Movies

TECH SET GO (Page no. 72)

Do it yourself.

AI QUEST (Page no. 75)

1. Emoji Scavenger Hunt   2. Shadow Art

AI QUEST (Page no. 80)

Robots, Wall-E, The Iron Giant, Big Hero 6

TECH READY

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

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

C.   1. I, Robot

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

Question: Name the game which uses AI to identify emojis in the real world using the mobile device's camera.

Ans. Emoji Scavenger Hunt

TECH TWISTER

A.   1. Big Hero 6   2. I, Robot   3. The Iron Giant   4. Wall-E

Periodic Assessment 4
(Based on chapters 7 & 8)

A. 1. Robots   2. Wall-E   3. Big Hero 6

B. 1. Aibo is an artificial dog with artificial intelligence. It can bark like a dog, play with toys, listen to your commands and identify different people.

2. Artificially intelligent machines used in factories are capable of lifting, moving, and packing objects, just like human beings.

3. Artificial Intelligence in television can recognise your voice and natural language to help you control it.

4. Artificial Intelligence in smartphones helps you control your applications and other smart devices.

C. 1. CodeMonkey Jr.   2. Emoji Scavenger Hunt   3. Shadow Art

4. The Iron Giant   5. I, Robot

Test Sheet 2
(Based on chapters 5 to 8)

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

B. 1. Turtle game   2. factories   3. Aibo

C. 1. F   2. T   3. F

D. 1.   Artificially Intelligent Devices

2. Pop Block

3. I, Robot