Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-1

CLASS 1

COMPUTER— A SMART MACHINE

A. Fill in the missing letters.

1. SH_ _P_ _ S

2. M _ CH _ N _ S

3. C _ M _ UT _ R

4. A _ R C _N _ IT _ _N _R

B. Write 'T' for true and 'F' for false.

1. Refrigerator keeps food cool and fresh.   ....

2. Sewing Machine is a natural thing.   ....

3. Machines waste our time.   ....

4. Computer is a smart machine.   ....

C. Draw and colour a picture of any human-made thing that works on electricity.

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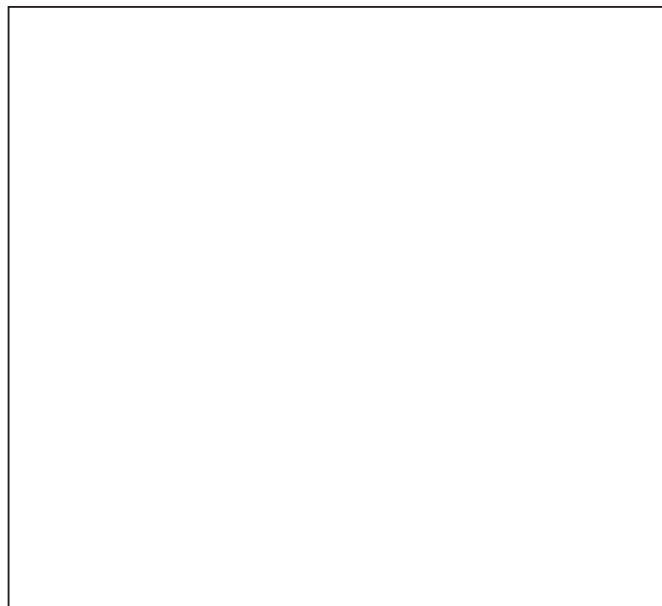
Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

USES OF A COMPUTER

A. Fill in the blanks using the hints given below.

Hints: sums, songs, paint, messages

1. We can send and receive _____ .

2. We can _____ drawings.

3. We can listen to _____ .

4. We can solve _____ .

B. Name the place where computer is used.

1. To prepare test papers, marksheets and report cards. ....

2. To play games. ....

3. To create and study medical reports of a patient. ....

4. To maintain records of the items. ....

C. Match the following tasks we can do using a computer:

1.   a. Play games

2.   b. Watch cartoons

3.   c. Paint drawings

4.   d. Solve sums

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PARTS OF A COMPUTER

A. Tick (✓) the correct option.

1. Buttons on the keyboard are called ....

   a. keys ☐   b. numbers ☐   c. letters ☐

2. Which of these we can carry in our pocket or bag?

   a. Pen Drive ☐   b. Monitor ☐   c. CPU ☐

3. The CPU is called the .... of the computer.

   a. heart ☐   b. hand ☐   c. brain ☐

4. What does the monitor of a computer looks like?

   a. Television ☐   b. Fan ☐   c. Refrigerator ☐

B. Rearrange the letters to make the correct words.

1. K Y E B R D O A

2. M S E O U

3. M N I T O R O

4. S P A E R K E S

C. Identify and name the parts of computer.

1. ....   2. ....   3. ....

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Chapter-4

CLASS 1

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

THE KEYBOARD AND THE MOUSE

A. Fill in the missing letters.

1. S ☐ ☐ C ☐ ☐ ☐ ☐   ☐ ☐ Y

2. S ☐ R ☐ L L ☐ ☐ G

B. Write 'T' for true and 'F' for false.

1. A keyboard has 26 alphabet keys.   ....

2. Single-click is used to select an object on the screen.   ....

3. Number keys cannot help you to type numbers.   ....

4. The arrow keys are four in number.   ....
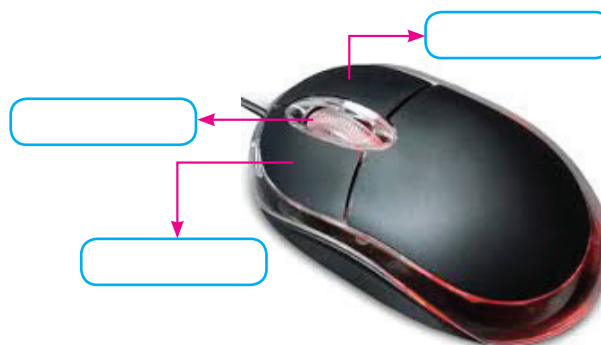
C. Write the name of the given keys.

1.   2.   click click   3.

....

D. Label the buttons of the mouse.

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WORKSHEET

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

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TUX PAINT

A. Tick (✓) the correct option.

1. Which of the following tools is used to draw straight lines?

   a. Shapes ☐   b. Lines ☐   c. Quit ☐

2. Which of the following contains drawing tools?

   a. Toolbar ☐   b. Screen ☐   c. Shapes ☐

3. Which of the following tool is used to close Tux Paint?

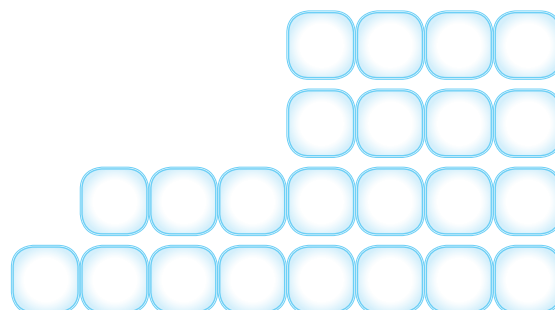   a. Quit ☐   b. Eraser ☐   c. Paint ☐

B. Rearrange the letters to make correct words.

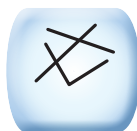1. L O O T   ☐☐☐☐

2. U I Q T   ☐☐☐☐

3. E A P L T E T   ☐☐☐☐☐☐☐

4. I P T C U N E R   ☐☐☐☐☐☐☐☐

C. Identify and write the names of the tools given below:

1. ....   2. ....   3. ....

4. ....   5. ....   6. ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-6

CLASS 1

REASONING AND CRITICAL THINKING

A. Tick (✓) the correct option.

1. What will be the next number in the given series?

   3, 6, 9, 12, ...

   a. 18 ◻   b. 15 ◻   c. 14 ◻

2. A set of letters arranged from up to down in a word search makes a ....

   a. Column ◻   b. Row ◻   c. Word ◻

B. Draw the missing letter of the alphabet to complete each of the given patterns below.

A [ ] A B A B

Z X Z X [ ] X

[ ] B C A B C

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INTRODUCTION TO SCRATCHJR

A. **Write the names of the following pictures:**

1. ....

2. ....

3. ....

4. ....

B. **Fill in the blanks using the hints given below:**

Hints: Green flag, Stage, Blocks palette, Character

1. .... is used to run a Scratch project.

2. .... is an actor which acts on the stage.

3. .... is the main working area.

4. .... displays different types of blocks.

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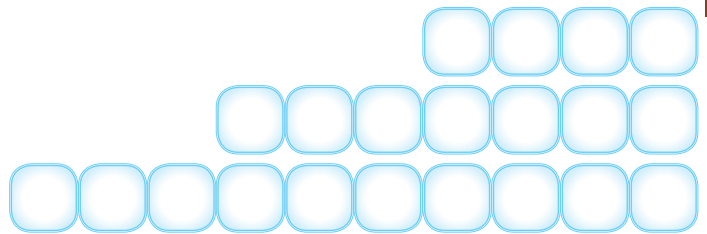
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Chapter-8

CLASS 1

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

INTRODUCTION TO ARTIFICIAL INTELLIGENCE

A. Rearrange the letters to make correct words.

1. BOAI

2. TULANAR

3. TIFICIAARL

B. Match the following.

1. Artificially Intelligent Machine

2. Toy Dog

3. Aibo

4. Natural Object

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