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Class: _____ Section: _____ Date: _____

Chapter-1

CLASS 1

COMPUTER—A SMART MACHINE

A. Fill in the missing letters.

1.

	A	P		P
--	---	---	--	---
2.

M		V		E	
---	--	---	--	---	--
3.

I		F	O		M		T			N
---	--	---	---	--	---	--	---	--	--	---
4.

	I		T		R		S
--	---	--	---	--	---	--	---

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

1. An air conditioner makes a room cool.
2. Computer can do many kinds of work.
3. Machines waste our time.
4. Desktop computer can be kept on your lap.

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

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Chapter-2

CLASS 1

THE MOUSE AND THE KEYBOARD

A. Tick (✓) the correct option.

1. What is pressing and releasing the left button of the mouse quickly called?

a. Right-click

☐
☐

b. Left-click

☐
☐

c. Double-click

d. Scrolling

2. Clicking, the mouse button is called double-click.

a. Left, Twice

☐
☐

b. Left, Once

☐
☐

c. Right, Thrice

d. Right, Twice

B. Rearrange the letters to make correct words:

1. LICKCING

2. OINPETR

3. GRADGING

4. VOMSE

C. Write the names of the keys.

1.



2.



3.



D. Colour the number keys on the keyboard.



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Chapter-3

CLASS 1

INTRODUCTION TO PAINT

A. Tick (✓) the correct option.

1. Paint is a program.

a. playing

☐

b. dancing

☐

c. drawing

☐

d. teaching

☐

2. Which group is used to select the thickness of line?

a. Size

☐

b. Curve

☐

c. Image

☐

d. None of these

☐

3. Which tool is used from the tools group?

a. Shapes

☐

b. Cursor

☐

c. Text

☐

d. None of these

☐

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

1. In Paint, curve shape is used to make curve lines.

.....

2. Rounded rectangle shape is used to draw circle.

.....

C. Write the names of the following tools:



.....



.....



.....



.....

D. Fill in the blanks using the hints given below:

Hints: draw, rectangle

1. We can and fill color in drawing area.

2. shape is used to draw from the shapes group.



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Chapter-4

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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Chapter-5

CLASS 1

GOOGLE BLOCKLY GAMES

A. Tick (✓) the correct option.

1. is also known as a play-way programming platform.

a. Paint

☐

b. Google Blockly

☐

c. Paint 3D

☐

d. None of these

☐

2. A snail has Legs.

a. 0

☐

b. 2

☐

c. 4

☐

d. 6

☐

3. Which of the following is the trait of snail?

a. Beak

☐

b. Feather

☐

c. Slime

☐

d. Fur

☐

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

1. Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.

2. The Blockly Games webpage has eight different games.

3. In the Maze game, the user has to match the picture of the animal/bird with its name.

4. Beak is a trait of Cat.

C. Complete the following steps to start Blockly.

Step 1 Open the

Step 2 Type www.blockly.games in the of the web browser.

Step 3 Press key.



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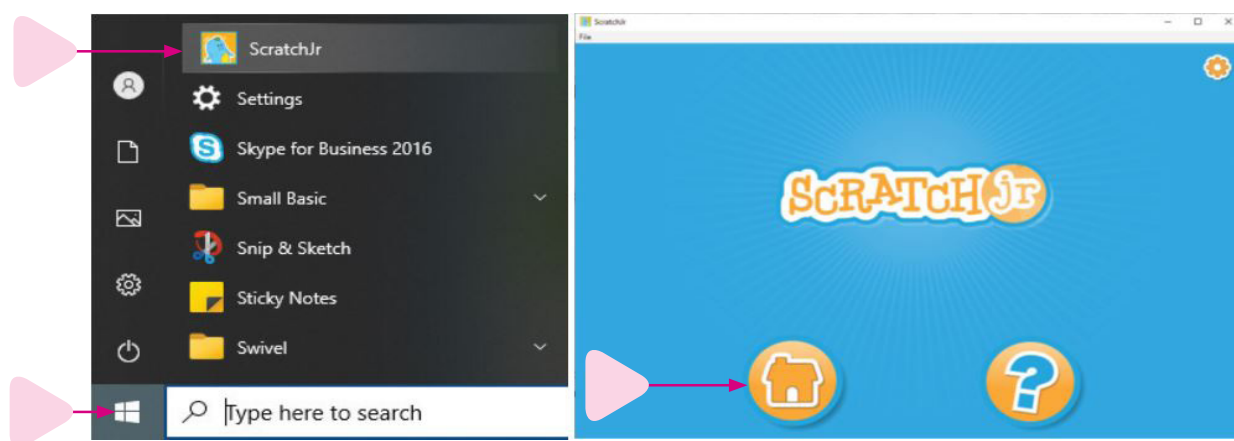
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Chapter-6

CLASS 1

INTRODUCTION TO SCRATCHJR

A. Mark the steps to start ScratchJr.



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

Hint: Character, Save, Green Flag, Plus Button

1. is used to run a Scratch project.
2. is an actor which acts on the stage.
3. To save the project, click on the button.
4. is used to add characters.

C. Rearrange the letters to get the correct word.

1. SATEG
.....
2. KBLCO
.....
3. SRTCACH
.....
4. SVAE
.....

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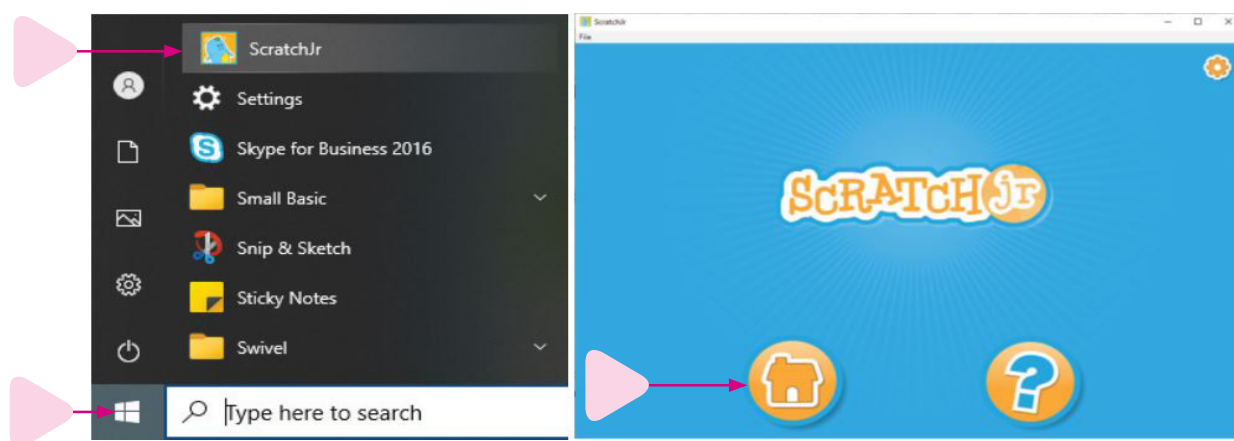
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Chapter-7

CLASS 1

WHAT IS AI?

A. Mark the steps to start ScratchJr.



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

Hint: Character, Save, Green Flag, Plus Button

1. is used to run a Scratch project.
2. is an actor which acts on the stage.
3. To save the project, click on the button.
4. is used to add characters.

C. Rearrange the letters to get the correct word.

1. SATEG
.....
2. KBLCO
.....
3. SRTCACH
.....
4. SVAE
.....

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Chapter-8

CLASS 1

INTELLIGENT MACHINES AROUND US

A. Tick (✓) the correct option.

1. can teach themselves how to do tasks.

a. Fans

☐

b. Smart machines

☐

c. Bicycles

☐

d. None of these

☐

2. Which of the following is a smart vacuum cleaner?

a.


☐

b.


☐

c.


☐

d.


☐

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

Hints: Smart speaker, Smartphone, Artificial Intelligence

1. makes machines as smart as humans.

2. A is a device that is used to operate smart washing machines.

3. A can play songs, set alarms, answer calls, etc.

C. Paste two pictures of smart devices.

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