

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

FORMULAS & FUNCTIONS IN EXCEL

A. Read the clues and answer the following:

1. It is a collection of different worksheets.

.....

2. It is formed by the intersection of a row and a column.

.....

3. The address of the active cell is displayed in this box.

.....

4. This command is used to merge the selected cells in Excel.

.....

5. This command is used to apply the style on a cell.

.....

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

1. Functions are predefined formulas in Excel to perform both simple and complex calculations.

2. Word is an application software to store and analyse numerical data.

3. Row height and column width cannot be changed.

4. We cannot format numbers in a cell.

C. Write the steps to use the logical functions in Excel.

Step 1

Step 2

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-3

CLASS 6

CHARTS IN EXCEL

A. Tick (✓) the correct option.

1. What does the Chart Title do?

a. Represents X-axis values ☐

b. Describes chart's main aim ☐

c. Shows legend meanings ☐

d. Includes data values ☐

2. What does the Legend indicate?

a. Bounded area between axes ☐

b. Divided circular chart ☐

c. Key for symbols/colors ☐

d. Area with all chart elements ☐

3. What is the role of Data Series in a chart?

a. Includes legend keys ☐

b. Represents pie chart sectors ☐

c. Set of values with bars/slices ☐

d. Connects dots to show trends ☐

4. What is the purpose of Gridlines in a chart?

a. Create circular chart ☐

b. Explain legend meanings ☐

c. Ease reading and understanding ☐

d. Describe chart's main aim ☐

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

1. A chart is an effective way to display data in a pictorial form.

2. Chart makes it difficult to draw comparisons and analyse the growth, relationships, and trends among the values in a table.

3. X-axis is also called the category axis.

4. Pie charts are based on the features of the line chart.

C. Write the steps to create a chart in Excel.

Step 1

Step 2

Step 3

Step 4

Grade:



Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-4

CLASS 6

ADVANCED FEATURES OF POWERPOINT 2016

A. Tick (✓) the correct option.

- Which of the following is not an alignment in PowerPoint?


a. Right	<input type="checkbox"/>	b. Justify	<input type="checkbox"/>
c. Justify Centre	<input type="checkbox"/>	d. Left	<input type="checkbox"/>
- in PowerPoint is used to create the default layout and appearance of the slides in the presentation.

a. Theme	<input type="checkbox"/>	b. Slide Master	<input type="checkbox"/>
c. Design	<input type="checkbox"/>	d. None of these	<input type="checkbox"/>
- Which of the following option is used to change the background of a theme?

a. Color	<input type="checkbox"/>	b. Background Styles	<input type="checkbox"/>
c. Background	<input type="checkbox"/>	d. Wallpaper	<input type="checkbox"/>

B. Write the names of following Action buttons:

- 

- 

- 

- 

C. Answer the following questions:

- What do you mean by Slide Transition? Write the steps to add transition to the slide.
.....
- Write three things which you should keep in mind while enhancing the look of a presentation.
.....
- When should Reading View be used in a Presentation?
.....

Name: _____
Roll No: _____
Class: _____ Section: _____ Date: _____

ALGORITHM AND PSEUDOCODE

A. Give one word for the following:

1. What term describes the symbol used to represent the start or end of a process in a flowchart?
.....
2. What word represents the symbol used to depict a decision or branching point in a flowchart?
.....
3. Which term for the symbol used to represent a process or action in a flowchart?
.....
4. What term represents the symbol used to depict input or output operations in a flowchart?
.....
5. What term represents the symbol used to depict a loop or repetition in a flowchart?
.....

B. Create the flowchart for the given algorithm.

Start
Input length (L)
Input width (W)
Area= L * W
Print ('The area of the rectangle is:', Area)
End



Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-6

CLASS 6

USING MAKECODE ARCADE

A. Tick (✓) the correct option.

1. Which of these is a visual programming language for games?

- | | | | |
|--------------------|--------------------------|------------|--------------------------|
| a. Python | <input type="checkbox"/> | b. Scratch | <input type="checkbox"/> |
| c. MakeCode Arcade | <input type="checkbox"/> | d. C++ | <input type="checkbox"/> |

2. Where are the code blocks placed in MakeCode Arcade?

- | | | | |
|--------------|--------------------------|--------------|--------------------------|
| a. Toolbox | <input type="checkbox"/> | b. Workspace | <input type="checkbox"/> |
| c. Simulator | <input type="checkbox"/> | d. Controls | <input type="checkbox"/> |

3. What allows you to draw custom sprites in MakeCode?

- | | | | |
|------------|--------------------------|-----------------|--------------------------|
| a. Gallery | <input type="checkbox"/> | b. Image editor | <input type="checkbox"/> |
| c. Blocks | <input type="checkbox"/> | d. Assets | <input type="checkbox"/> |

4. How can you add background images in MakeCode Arcade?

- | | | | |
|------------------|--------------------------|----------------|--------------------------|
| a. Scene blocks | <input type="checkbox"/> | b. Loop blocks | <input type="checkbox"/> |
| c. Sprite blocks | <input type="checkbox"/> | d. Math blocks | <input type="checkbox"/> |

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

- The toolbox contains code blocks in MakeCode Arcade.
- The simulator allows testing and debugging games.
- Controller blocks set background colors and dimensions.
- Music blocks add conditional logic to games.
- The workspace is where you assemble code blocks.

C. Answer the following questions:

- What are the key sections of the MakeCode Arcade interface?
.....
- What do scene blocks allow you to do?
.....

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-8

CLASS 6

TYPES OF ROBOTS

A. Tick (✓) the correct option.

- What category do the blocks for creating variables belong to in AI Connect?

a. List category	<input type="checkbox"/>	c. Variables category	<input type="checkbox"/>
c. Matplot sub-category	<input type="checkbox"/>	d. Math category	<input type="checkbox"/>
- How do you add data values to a variable in AI Connect according to the image?

a. dragging the "+" block and entering the values	<input type="checkbox"/>
b. By selecting the variable and typing the values directly	<input type="checkbox"/>
c. By dragging the "create list of" block and entering the values inside it	<input type="checkbox"/>
d. None of these	<input type="checkbox"/>

B. Identify the Errors and correct them.

- Artificial Intelligence aims to decrease human functions.
.....
- The Get nose count block is used to detect a person's hair.
.....
- The Load Image block is used to load videos in AI Connect.
.....
- The if-do Block is used for sequential programming.
.....

C. Answers the following questions.

- Describe the functionality of the if-do block from the Logic category in AI Connect.
.....
- Explain the purpose of print in AI Connect.
.....

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-9

CLASS 6

EXPLORING MATHS WITH CODING

A. Fill in the blanks.

1. Mathematics helps improve Artificial Intelligence to achieve human level of creativity and innovation.
2. Common applications of Math in AI includes linear algebra, probability, multivariate calculus, and few other topics.
3. In AI Connect, to calculate the area of a rectangle, users need to create a project and a Basic Coding activity, then execute the
4. Clicking the button after completing the coding in AI Connect will display the calculated area of the rectangle.
5. is used to explain the order of operation of mathematical expression.

B. Match the following blocks with their categories:

Block

Category

- | | |
|----------------------|--------------------|
| 1. Set a variable to | a. Data type |
| 2. Int | b. Math category |
| 3. Print | c. Input category |
| 4. Input with prompt | d. Output category |

C. Answers the following questions.

1. Explain the concept of BODMAS.

.....

.....

2. How does AI Connect help in solving mathematical problems?

.....

.....

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-10

CLASS 6

PLOTTING GRAPHS

A. Fill in the blanks.

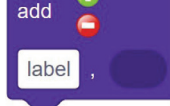
- Line charts are used to display trends over
- The purpose of a graph is to present information in a simplified manner.
- Graphs are also known as
- Bar charts can be either or horizontal.

B. Arrange the following blocks in the sequence in which they are used to create a bar chart in AI Connect:

1. 

2. 

3. 

4. 

C. Short Answer Questions:

- Define Graph.

.....

.....

- Mention the two sub-categories of graph plot category.

.....

.....