

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

COMPUTER—A SMART MACHINE

A. Tick (✓) the correct option.

1. Which of the following is used to talk to people who are far away?

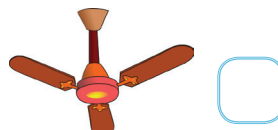
a.



b.



c.



d.



2. Which of the following is man-made thing?

a.



b.



c.



d.



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

Hints: television, portable, search, save

1. Tablet is a computer.
2. A is used for entertainment.
3. Machines also our time.
4. Computers can information.

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

1. You use a telephone to talk.
2. Machines cannot be used in daily life.
3. Computer can store large amount of data.
4. Desktop computer can be kept on your lap.

COMPUTER—A SMART MACHINE
A. Match the following:

1. Desktop Computer

a.



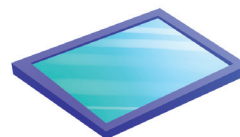
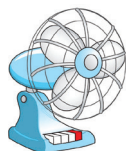
2. Tablet

b.



3. Laptop Computer

c.


B. Circle natural things with green colour and circle man-made things with red colour.

C. Answer in one word.

1. Name a machine that can do difficult sums to learn math.

.....

2. Name a machine that has colourful beads used for counting.

.....

3. Name a machine that can be used for travelling.

.....

4. Name a machine that can be made up of man-made things.

.....



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Chapter-2

CLASS 1

THE MOUSE AND THE KEYBOARD

A. Tick (✓) the correct option.

1. _____ is used to select an icon.

a. Single-click

☐

b. Double-click

☐

c. Scroll

☐

d. Point

☐

2. What is a small arrow on the monitor screen called?

a. Keyboard

☐

b. Mouse Pointer

☐

c. Monitor

☐

d. Icon

☐

3. A keyboard has small buttons on it called _____.

a. Paper

☐

b. Keys

☐

c. Cursor

☐

d. Icons

☐

4. Which of these is a small blinking line on screen?

a. Cursor

☐

b. Buttons

☐

c. Erase

☐

d. Pointer

☐

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

Hints: buttons, cursor, scroll, enter

1. The mouse contains a _____ wheel.

2. Mouse has two _____ on it.

3. _____ is also called the Return key.

4. We use the _____ control keys to move the cursor.

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

1. Right-click is used to display a shortcut menu.

.....

2. We cannot point to things on the computer.

.....

3. To hold a mouse properly, middle finger is placed on the right button.

.....



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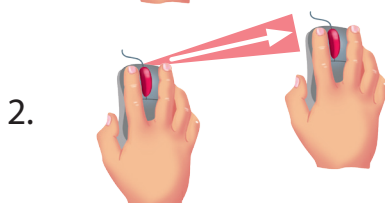
Class: _____ Section: _____ Date: _____

Chapter-2

CLASS 1

THE MOUSE AND THE KEYBOARD

A. Match the following:



a. Drag

b. Double-click

c. Single-click

d. Right-click

B. Answer the following questions:

1. What is a mouse pointer?

.....

2. Write a use of a computer mouse.

.....

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

1. A keyboard has 26 alphabet keys on it.
2. Spacebar key is used to give blank space.
3. Alphabet keys are not used to type words.
4. Enter key moves the cursor to the next line.
5. The arrows keys are four in number.

.....

Grade:



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INTRODUCTION TO PAINT

A. Write the correct order of the steps in given boxes to draw a curve line.

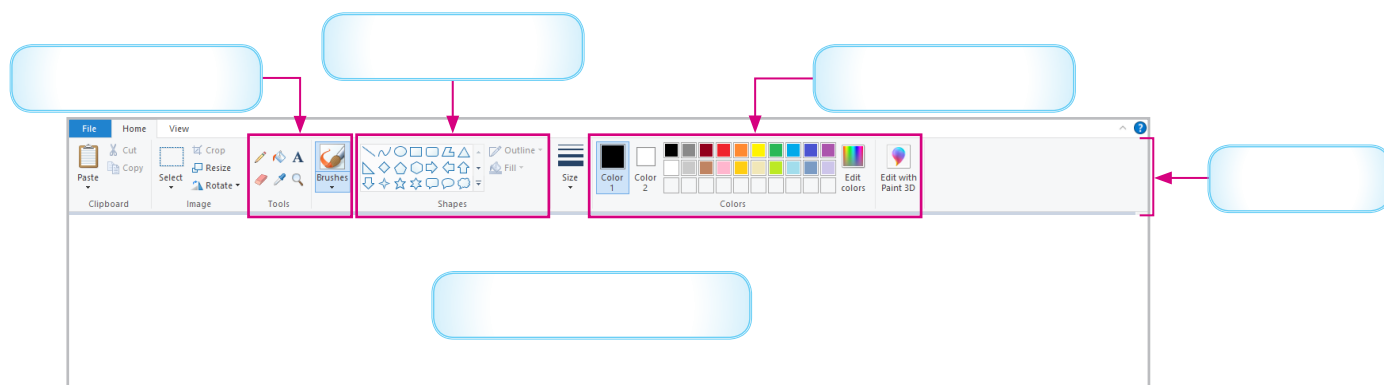
- ☐ Double-click to end.
- ☐ Now drag the mouse to make a line
- ☐ Now click on the line and drag to make a curve.
- ☐ Click on Curve shape.

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

Hints: Select, Text, Paint

1. is used to select a drawing or a part of it.
2. The is a program that can be used to draw.
3. A box will appear with the cursor blinking in it.

C. Label the given window of Paint.



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Chapter-3
CLASS 1

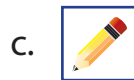
INTRODUCTION TO PAINT

A. Tick (✓) the correct option.

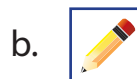
1. Which of the following tool is used to pick a color from the picture?



2. Which of the following tool is used to draw with a freehand?



3. Which of the following tool is used to enlarge an image?



B. Guess my name.

- I let you pick colour from an image.
- I let you type text in the Drawing area.
- I let you draw freehand.
- Tabs group is my part.
- I show all commands like Pencil, Line, etc.

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

- Curve shape is used to make curved lines.
- Pencil tool is used to draw with a free hand.
- Select command is used to select a part of drawing.
- Magnifier tool is used to get a bigger and closer view of the drawing.

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Chapter-4

CLASS 1

REASONING AND CRITICAL THINKING

A. Tick (✓) the correct option.

1. How many sides does a triangle have?

a. 4

☐

b. 3

☐

c. 5

☐

2. Which shape have all sides equal?

a. Square

☐

b. Rectangle

☐

c. None of these

☐

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

5, 10, 15, 20,

a. 22

☐

b. 30

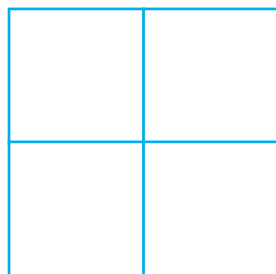
☐

c. 25

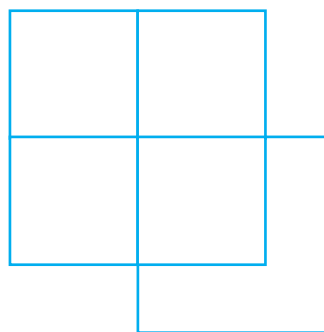
☐

B. Count the number of squares and write your answer.

1.



2.



.....

.....

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

Hints: Location, Puzzle, Circle

1. 1. A word search is a that uses words.

2. is a round shaped figure.

3. Directions help us reach a definite



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Chapter-4
CLASS 1
REASONING AND CRITICAL THINKING

A. Write the missing letter of the alphabet to complete each of the given patterns below.



B. Find the given words hidden in the word search.

BUS
CAR
SEA
ICE
TEA
DUCK

C	Z	S	I	T	T	R	V
W	L	I	B	S	G	K	M
P	H	X	U	R	B	H	Z
F	T	S	S	C	A	R	A
P	E	D	U	I	R	J	A
G	A	U	R	C	D	I	V
J	N	C	K	E	S	E	A
N	C	K	J	H	W	Z	B

Grade:



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GOOGLE BLOCKLY GAMES

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

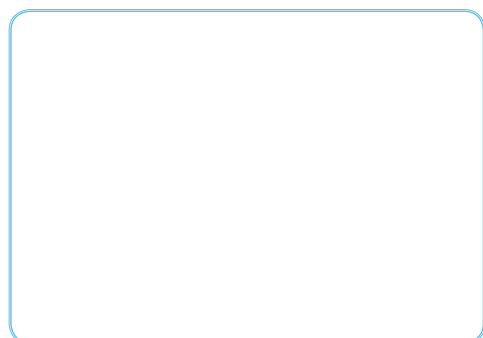
Hints: Puzzle, Bee, Run Program, Programming,

1. In Google Blockly, users play games and learn simultaneously.
2. The game teaches the user to join the blocks.
3. Stinger is a trait of
4. In Maze game, click on button to see if the stack helps the person to reach the destination or not.

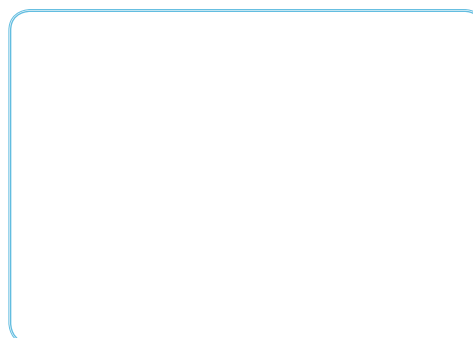
B. Write the use of the following blocks:

1. 
2. 
3. 

C. Draw the icons of Puzzle game and Maze game in the space given below.



Puzzle game



Maze game

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Chapter-5

CLASS 1

GOOGLE BLOCKLY GAMES

A. Answer the following questions:

1. How do you play Puzzle game?

.....


2. What is the use of Run Program button in Maze game.

.....

3. How do you play Maze game?

.....

B. Identify the icons and write the names of games in the blanks.

1. 
2. 
3. 

C. Complete the puzzle for the given animals/birds.

1.

Bee
 picture: 
 legs: choose...
 traits:


Stinger

Honey

Slime

Shell

2.

Snail
 picture: 
 legs: choose...
 traits:

Name: _____

Roll No: _____

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Chapter-6

CLASS 1

INTRODUCTION TO SCRATCHJR

A. Tick (✓) the correct option.

1. Which of the following is not a component of ScratchJr window?

a. Stage

☐

b. Character

☐

c. Start

☐

d. Green Flag

☐

2. Which of the following is/are blocks in Block categories?

a. Motion

☐

b. Looks

☐

c. Sounds

☐

d. All of these

☐

3. is where you connect programming blocks to create scripts.

a. Stage

☐

b. Blocks Palette

☐

c. Character

☐

d. Programming Area

☐

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

1. Stage is used to select a background for the stage.

.....

2. Save button is present at the top-left side of Scratch Jr window.

.....

3. Green flag is present at the bottom of Scratch Jr window.

.....

4. Motion block is blue in color.

.....

C. Identify the following icons and write their names.

1.



.....

2.



.....

3.



.....

4.



.....

5.



.....

Grade:



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Chapter-6

CLASS 1

INTRODUCTION TO SCRATCHJR

A. Answer the following questions:

1. Write any three components of ScratchJr window.

.....

2. What is a character?

.....

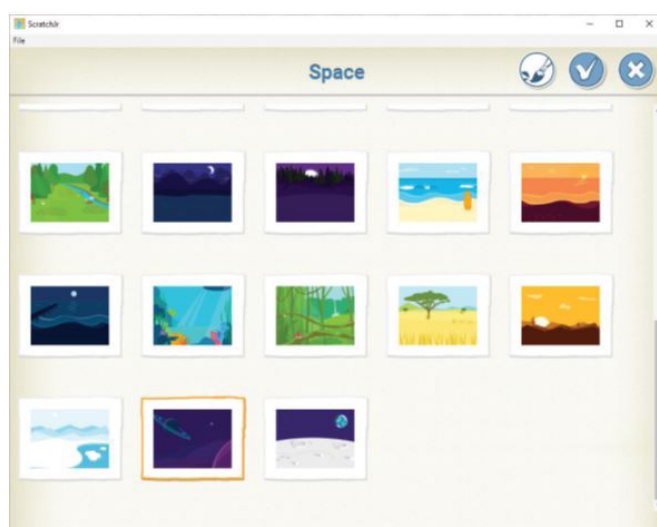
3. Which button is used to add a new character?

.....

B. Match the following blocks with their correct colours.

- | | |
|------------|-----------|
| 1. Looks | a. Red |
| 2. Sounds | b. Purple |
| 3. Control | c. Green |
| 4. End | d. Orange |

C. Identify the window and write its name in the given space.



.....

Grade:

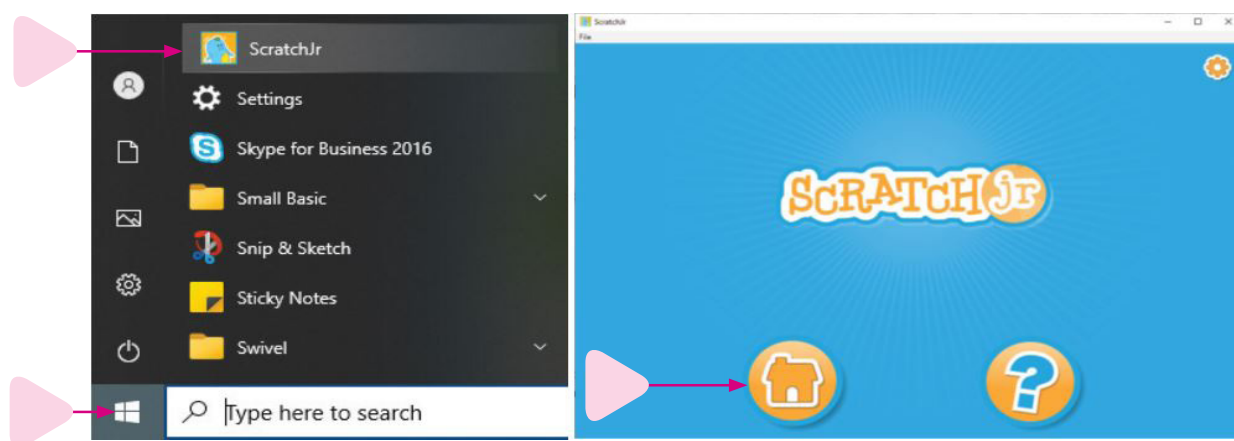


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WHAT IS AI?

A. Mark the steps to start ScratchJr.



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

Hint: Character, Save, Green Flag, Plus Button

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

C. Rearrange the letters to get the correct word.

- SATEG
 KBLCO
- SRTCACH
 SVAE

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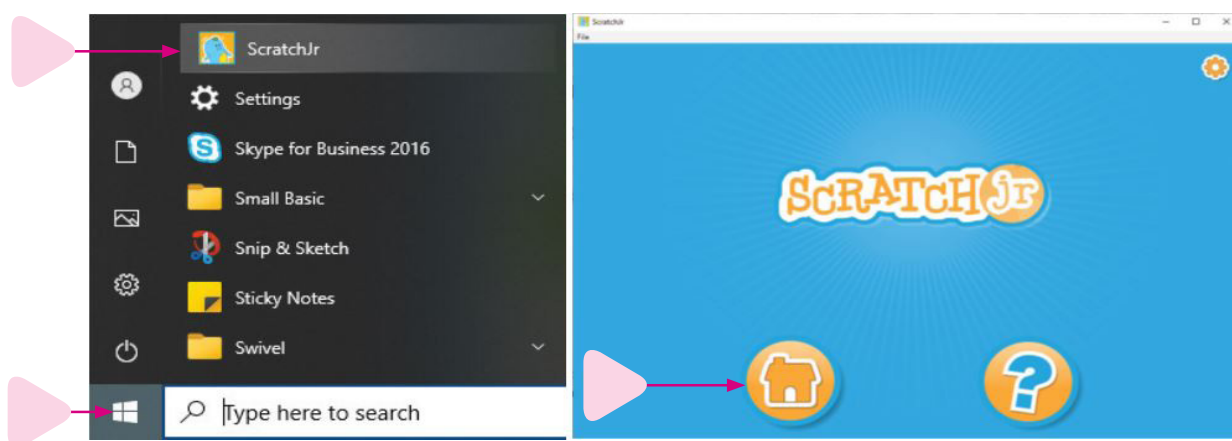
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Chapter-7

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

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

C. Rearrange the letters to get the correct word.

- SATEG
.....
- KBLCO
.....
- SRTCACH
.....
- SVAE
.....

Name: _____
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INTELLIGENT MACHINES AROUND US

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

1. We use machines every day.
2. An app cannot be downloaded and installed on a phone.
3. You can frequently start and stop your washing machine from your phone.

B. Identify the following machines and write their names in the space provided.

1.



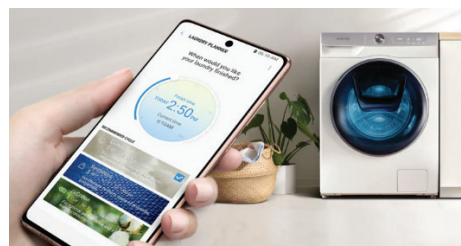
.....

2.



.....

3.



.....

4.



.....

C. Answer the following questions:

1. Name the device that can be controlled by voice.

2. Which smart device can count your steps?

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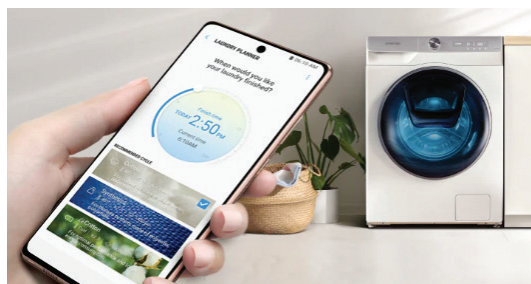
Chapter-8

CLASS 1

INTELLIGENT MACHINES AROUND US

A. Look at the following images and tick the functions it can perform.

1.



- ☐ Operate it using tablet
- ☐ Start and stop from your phone
- ☐ Works without electricity

2.



- ☐ Play songs
- ☐ Set alarms
- ☐ Cook food

B. Draw and colour a picture of any smart machine.