

Name: \_\_\_\_\_

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Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

Chapter-1

CLASS 3

## INTRODUCTION TO WINDOWS 10

### A. Tick (✓) the correct option.

1. Which of these is a moving pattern or animation on the screen?

a. Background ☐

b. Screen saver ☐

c. Icon ☐

d. Clock ☐

2. Which of these is a long bar at the bottom of the desktop?

a. Clock ☐

b. Taskbar ☐

c. Start button ☐

d. Menu bar ☐

3. Which of these is a mouse pointer used for pointing and selecting?

a. Busy ☐

b. Normal ☐

c. Text select ☐

d. Four-headed arrow ☐

### B. Match the following mouse pointer shapes with their functions:

1.



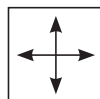
a. Used for pointing, and dragging the items

2.



b. Used for moving pictures.

3.



c. Computer is busy and wants you to wait

4.



d. Used for inserting text in a document

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

1. Double-headed Arrow is used for inserting text in a document. ....

2. Taskbar appears on the Start button. ....

3. Windows 10 is an operating system software. ....

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Chapter-1

CLASS 3





## INTRODUCTION TO WINDOWS 10

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

**Hints:** I-Beam, Microsoft, Icons, Desktop

1. Windows 10 is an operating system developed by .....
2. On the desktop, the small pictures which represent different programs are called .....
3. .... is the first screen that appears when you switch ON your computer.
4. .... mouse pointer is used for inserting text in a document.

### B. Look at the given pictures and fill in the missing letters.

1.  O U
2.  R Y L N
3.  T R B T N
4.  L R

### C. Answer the following questions:

1. What are icons?  
.....
2. What is a taskbar?  
.....
3. What is screensaver?  
.....

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Chapter-2

CLASS 3

## EDITING AND FORMATTING ON WORD

### A. Tick (✓) the correct option.

1. Under which group, the alignment options are found?

a. Paragraph ☐

b. Clipboard ☐

c. Font ☐

d. Home ☐

2. Which of these is not a font style available in MS WORD?

a. Italics ☐

b. Grow font ☐

c. Bold ☐

d. None of these ☐

3. Which of the following terms refers to change in the appearance of the text?

a. Setting ☐

b. Formatting ☐

c. Style ☐

d. Bullet ☐

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

**Hints:** calibri, font, home, bullet

1. .... is the look of the alphabet on the screen.

2. The Font Size box is available in the ..... tab.

3. A ..... is a small symbol used to mark each item in a list.

4. In Word, the default font is .....

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

1. The text highlight color option lies in Home tab. ....

2. Right Arrow is used to move a character towards right. ....

3. In a bulleted list, each item has a sequential number in front of it. ....

4. Bold means a line under the text. ....

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Chapter-2

CLASS 3

## EDITING AND FORMATTING ON WORD

### A. Match the following:

- |             |            |
|-------------|------------|
| 1. Ctrl + B | a. Open    |
| 2. Ctrl + I | b. Print   |
| 3. Ctrl + Z | c. New Tab |
| 4. Ctrl + O | d. Italic  |
| 5. Ctrl + C | e. Undo    |
| 6. Ctrl + V | f. Bold    |
| 7. Ctrl + N | g. Copy    |
| 8. Ctrl + P | h. Paste   |

### B. Name the following commands in MS WORD:

- |  |       |  |       |
|--|-------|--|-------|
| 1.  | ..... | 2.  | ..... |
| 3.  | ..... | 4.  | ..... |

### C. Answer the following questions:

1. What are the different types of alignment?

.....

2. What is a bullet?

.....

## PIVOT ANIMATOR

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

**Hints:** ....., ....., ....., .....

- ..... button is used to add a new stick figure.
- The ..... bar shows the current frame number.
- The ..... tool is used to draw a line when creating a custom figure.
- To rotate a stick figure, we use the ..... handle.

### B. Tick (✓) the correct option.

- Which button adds a new frame?
 

a. Player Control	<input type="checkbox"/>	b. Add Figure	<input type="checkbox"/>
c. Add Frame	<input type="checkbox"/>	d.	<input type="checkbox"/>
- What is the shortcut key to save an animation project?
 

a. Ctrl + S	<input type="checkbox"/>	b. Ctrl + P	<input type="checkbox"/>
c. Ctrl + A	<input type="checkbox"/>	d.	<input type="checkbox"/>
- Which option allows you to make an animation play in a loop?
 

a. Save Button	<input type="checkbox"/>	b. Loop Checkbox	<input type="checkbox"/>
c. Export Option	<input type="checkbox"/>	d.	<input type="checkbox"/>

### C. Write the steps for the following:

- Click on the File menu.
- Navigate to the location to save the animation project.
- Click on the Save button.
- Select the Save Animation option.
- Type the name for the file.

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## **PIVOT ANIMATOR**

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

1. You can export a Pivot Animator project as a Word document. ....
2. Pivot Animator allows you to build custom stick figures. ....
3. A figure is made of joints and segments. ....
4. The canvas is where you find the Save and Export options. ....

### **B. Answer in one or two words.**

1. What type of file is created when you export an animation as a GIF? .....
2. What is the default figure type used in Pivot Animator? .....
3. Which bar shows menus like File, Edit, and Help? .....
4. What extension is used when saving a custom figure? .....

### **C. Application-Based Question.**

1. Gunjan created a stick figure and wants to make it wave its hand. Which tool or control should she use to move only the arm of the stick figure?
2. Riya wants her animation to start with a character standing, then jumping, and finally waving. Which feature of Pivot Animator should she use to show this step-by-step movement smoothly?

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Chapter-4

CLASS 3

### INTRODUCTION TO INTERNET

#### A. Tick (✓) the correct option.

1. Internet Explorer is a .....
 

a. Web browser <input type="checkbox"/>	b. Website <input type="checkbox"/>
c. Web page <input type="checkbox"/>	d. None of these <input type="checkbox"/>
2. Which of these is the first page of a website?
 

a. Home page <input type="checkbox"/>	b. New page <input type="checkbox"/>
c. Web page <input type="checkbox"/>	d. First page <input type="checkbox"/>
3. Which of these is used to open websites?
 

a. WWW <input type="checkbox"/>	b. Web Browser <input type="checkbox"/>
c. Web Page <input type="checkbox"/>	d. Home page <input type="checkbox"/>

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

Hints: Website, Internet, Web Page

1. .... is stored in an electronic form on a computer connected to the Internet.
2. World Wide Web is the largest collection of information in the form of websites on the .....
3. .... is a collection of web pages under one website address.

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

1. A website is a collection of related web pages. ....
2. When a computer is not connected to any computer, it forms a network. ....
3. Website contains many pages. ....

Name: \_\_\_\_\_

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Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

## INTRODUCTION TO INTERNET

### A. Guess who am I?

1. I am the network of millions of computer. ....
2. I am the first page of a website. ....
3. I am the short form of World Wide web. ....

### B. Answer the following questions:

1. Write one advantage of using Internet.  
.....
2. What is web browser?  
.....
3. What are the requirements for an Internet Connection?  
.....

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

1. Toolbar has shortcut buttons for various operations on a web page. ....
2. A webpage may contain link to other pages. ....
3. We cannot share information with others. ....
4. World Wide Web is not a part of the Internet. ....



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Chapter-5

CLASS 3

### STEPWISE THINKING

#### A. Tick (✓) the correct option.

- A computer understands step-by-step instructions written only in a unique .....  
 a. language ☐      b. pattern ☐      c. step ☐
- All the thinking work is done in ..... steps.  
 a. one ☐      b. two ☐      c. three ☐
- Which of the following is the first step in preparing fruit salad?  
 a. cut the fruits ☐  
 b. add ingredients ☐  
 c. arrange fruits ☐

#### B. Number the given steps to start a computer in the correct order.

- ☐ Press power button on the CPU.
- ☐ Switch on the UPS.
- ☐ Press the main power button.
- ☐ Switch on the monitor.

#### C. Tick (✓) the picture which is a loop and cross (x) which are not.


☐

☐

☐

☐

☐

☐

Grade:



Teacher's Signature: \_\_\_\_\_

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Chapter-5

CLASS 3

## STEPWISE THINKING

### A. Number the steps to organise a birthday party.

- ☐ Inform family members and friends about the party place through phone calls or e-mail.
- ☐ Make a list of family members and friends to be invited.
- ☐ Greet the guest with love and warmth.
- ☐ Start and enjoy the party.
- ☐ Decide the time and place for the party.

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

**Hints:** problem solving, loop, stepwise thinking, Decision making

1. The process of completing one step and going onto the other is known as .....
2. Repeating a set of steps is a .....
3. .... is a process of arriving at a conclusion by making a choice.
4. .... is the action or process of finding solutions.

### C. Answer the following questions.

1. Write the three main steps to complete a task.

.....  
.....

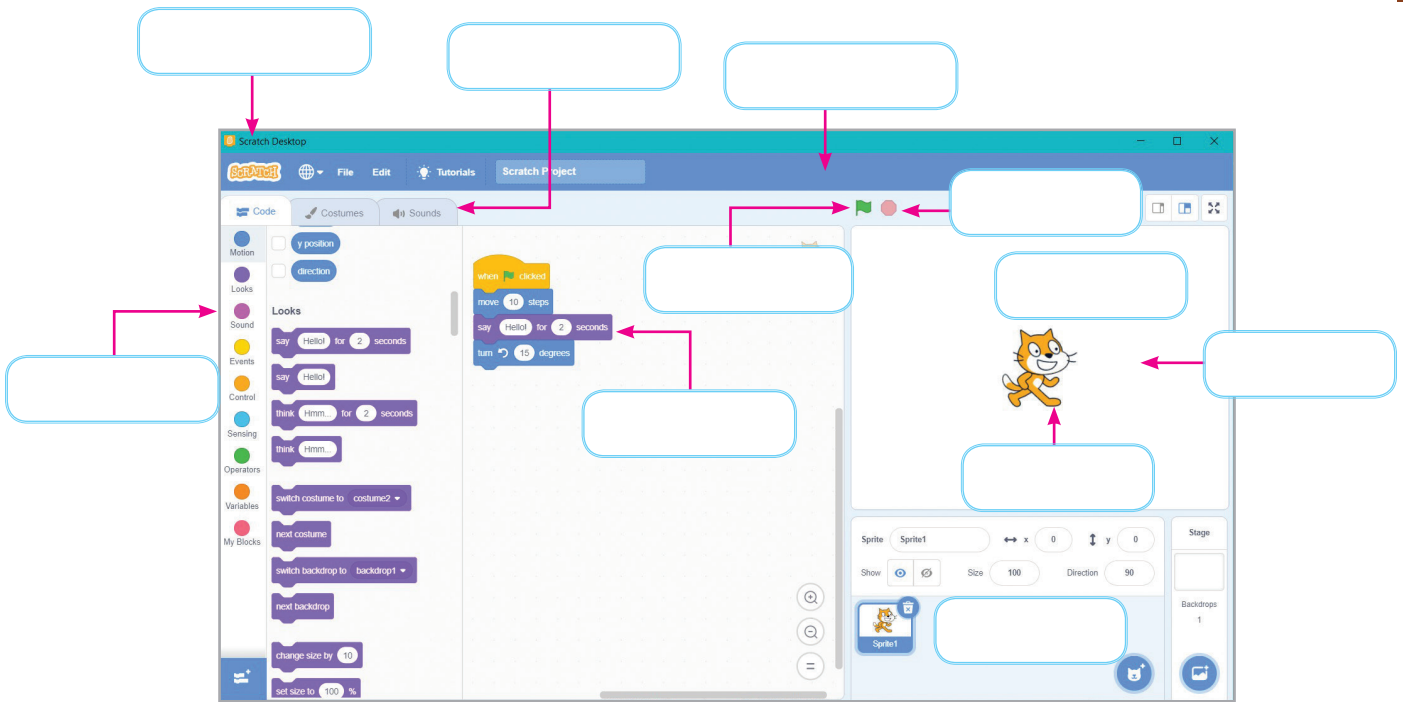
2. Define loop with a suitable example.

.....  
.....

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### INTRODUCTION TO SCRATCH

#### A. Label the components of the scratch desktop.



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

- Costumes tab is used to change the appearance of the Sprite. ....
- Scratch is a software which helps you to understand and create many games. ....
- Edit option is used to save a Scratch project. ....
- The stage area shows the movement of the sprites. ....

#### C. Guess my name.

- I add and change the sound of the sprite. ....
- I contain list of all blocks and categories. ....
- I add and change appearance of the sprite. ....

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

Chapter-6

CLASS 3

### INTRODUCTION TO SCRATCH

#### A. Tick (✓) the correct option.

- ..... is the area where the sprite performs its actions.  
 a. stage ☐      b. script ☐      c. sprites info pane ☐
- Which of the following blocks are used to control the movement of the sprite?  
 a. Looks ☐      b. Event ☐      c. Motion ☐
- Which of the following blocks is responsible for the appearance of the sprite?  
 a. Events block ☐      b. Looks block ☐      c. Motion block ☐
- Which of the following option opens the sprite library?  
 a. Choose a sprite ☐      b. Paint a sprite ☐      c. Upload a sprite ☐

#### B. Match the following.

- |                |                                |
|----------------|--------------------------------|
| 1. Code tab    | a. Contain blocks              |
| 2. Costume tab | b. Change appearance of sprite |
| 3. Sound tab   | c. Cat by default              |
| 4. Green flag  | d. Adds sound to the sprite    |
| 5. Sprite      | e. Runs a program              |

#### C. Answer the following questions.

- What is the use of Looks blocks?

.....  
 .....

- Write the steps to save a project.

.....  
 .....

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

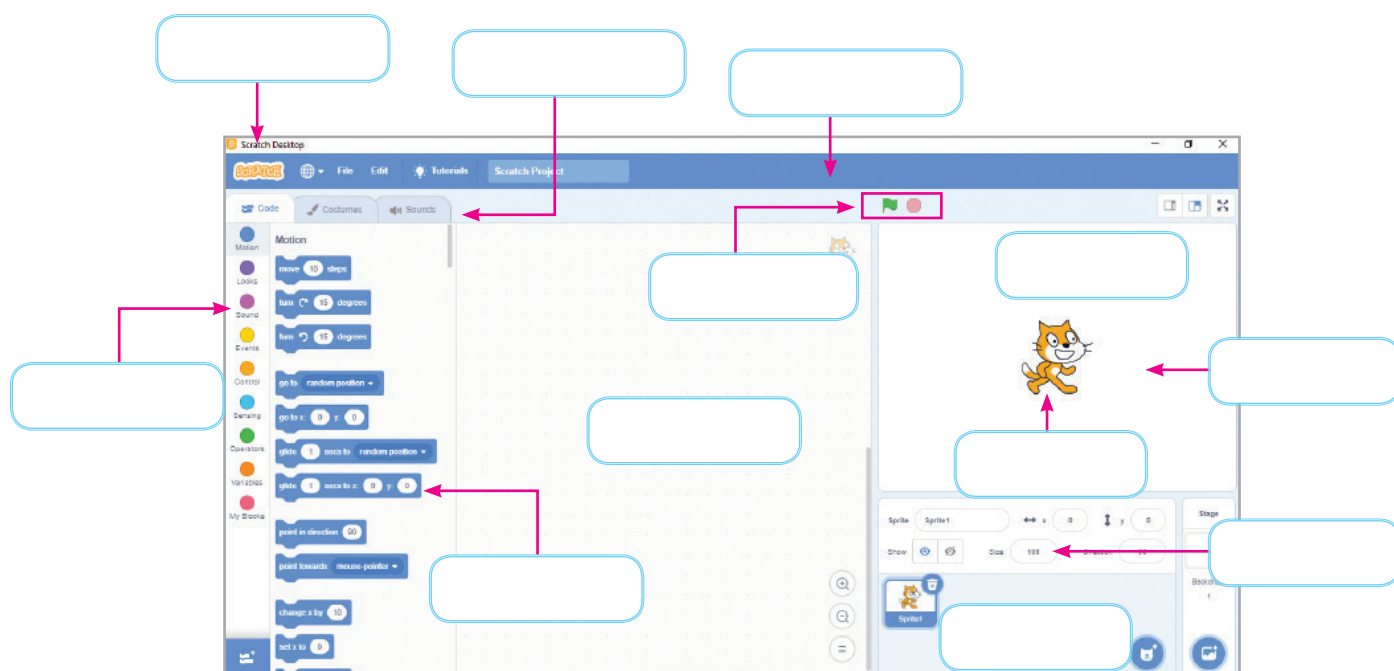
Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

Chapter-7

CLASS 3

### MORE ON SCRATCH


#### A. Label the components of the scratch desktop.



#### B. Write the functions of the following blocks:

1. 

.....
2. 

.....
3. 

.....
4. 

.....
5. 

.....
6. 

.....

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

**Chapter-7**
**CLASS 3**

## MORE ON SCRATCH

### A. Tick (✓) the correct option.

1. Which of these blocks are used to control the movement of a Sprite?

 a. Motion ☐

 b. Sound ☐

 c. Pen ☐

2. Which block is used to control the appearance of Sprite?

 a. Control ☐

 b. Looks ☐

 c. Event ☐

3. What is the color of Looks block?

 a. Pink ☐

 b. Purple ☐

 c. Blue ☐

4. Which of the following blocks is used to draw a shape?

 a. Wait ☐

 b. Pen ☐

 c. Control ☐

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

Hints: looks, think, pink, go to, repeat

1. .... blocks are purple in colour.

2. .... adds a thought bubble to the sprite.

3. .... blocks are pink in colour.

4. .... block is used to fix the position of the sprite.

5. .... block is used to draw shapes.

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

1. You can only move a sprite forward in scratch.

.....

2. Looks block is used to add a speech bubble to the sprite.

.....

3. We cannot add sound to the sprites in scratch.

.....

4. Events blocks are used to actually control the sprite.

.....



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Chapter-8

CLASS 3

### APPLICATIONS OF AI

#### A. Answer the following questions:

1. Which device can play songs, set alarms, answer calls, etc.?

.....

2. Which device can measure your pulse rate, count your steps, etc.?

.....

3. Name the device that is used to make an online chat conversation.

.....

#### B. Choose the correct answers from the hints given in the box and write them in front of the pictures.

Smartphone, Smart Doorbell, Chatbot, Smartwatch

1.



.....

2.



.....

3.



.....

4.



.....

Grade:



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Chapter-8

CLASS 3

## APPLICATIONS OF AI

### A. Match the following with their names:

1.



a. Smart speaker

2.



b. Driverless car

3.



c. Smartphone

4.



d. Smart TV

### B. Write T for true and F for false.

- Smart TVs are AI-enabled TVs.
- A driverless car is also called a self-driving car.
- A smart speaker can show you movies.
- A smartphone uses AI for a variety of tasks.

.....  
.....  
.....  
.....



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Chapter-9

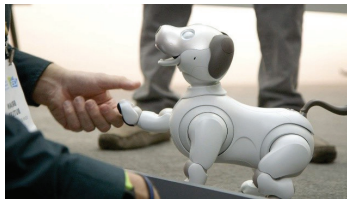
CLASS 3

### INTRODUCTION TO ROBOTS

#### A. Tick (✓) the correct option.

1. Which of the following greets customers?

a.


☐

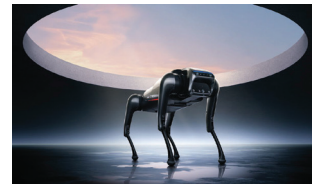
b.


☐

c.

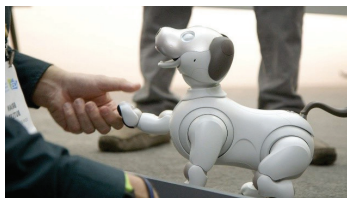

☐

d.

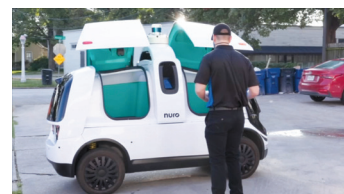

☐

2. Which of the following needs an access pin to unlock?

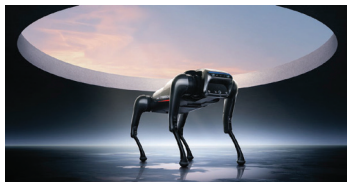
a.


☐

b.


☐

c.


☐

d.


☐

#### B. Identify the robot using given clues and write its name:

1. It also enjoys being petted.

.....

2. It can understand many different languages.

.....

Name: \_\_\_\_\_  
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## INTRODUCTION TO ROBOTS

**A. Write A for advantage and D for disadvantage in the given circle after identifying the statement.**

1. Robots never get bored.
2. Robots are very expensive.
3. Robots work with high accuracy.
4. Robots cannot think on their own.
5. Robots can work in places that are dangerous for humans.


**B. Rearrange the following letters to form a meaningful word.**

1. MTIAR .....  
.....
2. UNRO .....  
.....
3. BOIA .....  
.....
4. RBOAER .....  
.....

**C. Paste the picture of your favourite robot.**