



Nar	ne:				
Roll	No:			Teu	СНРАД
Cla	ss:	Section:	Date:		MODULAR Ver. 2.1
A	COM	PUTER SYSTEM			Chapter-1
A.	Tic	k (√) the correct optic	on.		
	1.	Which of these is not	a software?		
		a. Word		b. Paint	
		c. Hard disk		d. Excel	
	2.	Which of these is the	version of Microsoft	: Windows?	
		a. Windows 10		b. Mac	
		c. Linux		d. Unix	
	3.	Which software helps	s us perform a specif	fic type of job?	
		a. Application		b. System	
		c. Both a and b		d. None of these	
В.	Wr	ite 'T' for true and 'F' f	for false.		
	1.	Software helps us to	give input to the cor	mputer hardware.	
	2.	Operating system is a	n example of systen	n software.	
	3.	Hardwares are those	parts of a computer	that you cannot touch.	
C.	Fill	in the blanks using t	he correct words.		
	1.	(Pen	drive/Operating syst	tem) is a hardware part of	a computer.
	2.	(Harc	d disk/Scanner) is pre	esent inside the CPU box.	
	3.	The system software computer.	(cor	ntrols/stops) the working	of the
D.	Ma	tch the following:			:
	1.	Input device	a.	Windows 10	•
	2.	Operating system	b.	Printer	•
	3.	Hardware	C.	Keyboard	•

















Name:			
Roll No:			TOUCHPAD
Class:	Section:	Date:	MODULAR Ver. 2.1

## A COMPUTER SYSTEM

**Chapter-1** 

### A. Find the given words in the following grid:

Hints: Keyboard, Joystick, Hard Disk, Printer, Pen Drive, Plotter, Mouse, Monitor, DVD

Α	U	V	J	Α	G	R	J	K	Р
Α	D	Р	R	-1	N	Т	Е	R	L
Р	0	Е	U	Т	R	W	W	М	0
М	0	N	I	Т	0	R	Υ	0	Т
Α	V	D	В	С	Χ	Z	F	U	Т
Н	Α	R	D	D	I	S	K	S	Е
F	N	I	I	K	L	I	0	Е	R
С	D	V	D	G	Н	Т	Е	0	L
Е	K	Е	Υ	В	0	Α	R	D	I
J	0	Υ	S	Т	1	C	K	1	0

### B. Answer the following questions:

1.	What is the role of CPU?

- 2. What is an IPO cycle?
- 3. Define Application software. Give an example.







Nam	e:							
Roll 1	No: _				TO	UCI	-IPAD	
Class	s:	Section: Date	:				MODULAR Ver. 2.1	
COI	MPL	JTER MEMORY					Chapter-2	လ
A.	Tic	k ( $\checkmark$ ) the correct option.						CLASS
	1.	How much data can a normal C	D store?					
		a. 7 Gigabytes		b.	700 Megabytes	5		
		c. 25 Gigabytes		d.	None of these			
	2.	The basic unit for measuring th	e memory of	a cc	mputer is			
		a. Nibble		b.	Kilobyte			
		c. Byte		d.	MB			
	3.	Which of the following is known	n as tempora	ry m	nemory?			
		a. ROM		b.	RAM			
		c. Hard Disk		d.	None of these			
В.	An	swer in one word.						
	1.	Binary digits – 0s and 1s are cal	led?					
	2.	How many bits does 1 byte hav	e?					
	3.	What is the full form of PROM?						
	4.	What is the other name for Sec	ondary Mem	ory?	•			
c.	Wr	ite 'T' for true and 'F' for false.						• • •
	1.	ROM is a volatile Memory.						• • •
	2.	CD is an example of Secondary	Memory.					• • •
	3.	A group of 4-bits is called a nibl	ble.					• • •
	4.	1 Terabyte is equal to 1024 Giga	abytes.					• • •
								• • •















Name:			
Roll No:			TOUCHPAD
Class:	Section:	Date:	MODULAR Ver. 2.1

## **COMPUTER MEMORY**

**Chapter-2** 

# A. Find the given words in the crossword given below.

### Byte, Pendrive, DVD, Megabyte, Cloud

Т	Υ	U	Н	K	K	N	В	М	F	V
S	R	Т	U	U	I	В	Υ	Т	Е	В
N	Р	М	Н	F	Х	Н	J	I	Т	Е
Z	Е	V	М	Ε	G	Α	В	Υ	Т	Е
В	N	J	G	Т	D	Χ	V	В	J	I
Е	D	В	N	C	L	0	U	D	V	U
K	R	D	Т	Υ	В	V	V	J	U	Т
W	I	Z	C	V	В	Ν	D	М	I	R
Z	V	F	R	Т	U		V	N	М	K
C	Е	V	Н	U	Υ	U	D	В	J	I
Χ	V	Υ	В	N	M	J	F	Н	I	D

## B. Answer the following questions:

Ι.	what is cloud storage? How is it better than storing files offline?
2.	Why is Secondary Memory important for a computer?
3.	What are the characteristics of a Blu-ray Disc?

4. What is the use of Random-Access Memory? List the two types of RAM.

















Nar	ne:				
Roll	No:			Te	UCHPAD
Cla	ss:	Section:	Date:		MODULAR Ver. 2.1
LE	T'S	KNOW ABOUT WIN	DOWS 10		Chapter-3
A.	Tic	k (√) the correct opti	on.		
	1.	Which is the first scre	een that appears aft	er switching on the co	mputer?
		a. Icons		b. Desktop	
		c. Taskbar		d. None of these	
	2.	Which of these is the	most popular Oper	ration system?	
		a. MS DOS		b. Windows 10	
		c. Linux		d. None of these	
	3.	car	also be opened by	pressing Windows key	on the keyboard.
		a. Start menu		b. Desktop	
		c. lcon		d. None of these	
В.		in the blanks using to the looks 10 in the blanks using to the looks 10 in the	•		
	1.	A long bar at the bot	tom of the desktop	is called the	••••••
	2.	rep	resent all the drives	, folders and files on ye	our computer.
	3.	Windows 10 was dev	reloped by the comp	pany named	
	4.	has	a Graphical User In	terface (GUI).	
C.	Wr	ite 'T' for true and 'F'	for false.		::
	1.	Shutdown button is	used to shut down t	the computer.	
	2.	I-beam is used to ins	ert text in documen	t.	•••
	3.	Sorting the icons me	ans arranging the ic	cons on the desktop.	
	4.	We cannot change th	ne position of Taskb	ar.	

Teacher's Signature:





Nar	ne:			
Roll	No:		TOUC	ТНРАД
Cla	ss: Section:	Date:		MODULAR Ver. 2.1
LE	T'S KNOW ABOUT WINDO	WS 10		Chapter-3
A.	Guess who am I?			
	<ol> <li>I am a mouse pointer us the items on the screen.</li> </ol>	ed for pointing, selecting a	and dragging	
	2. I am the small pictures p	resent on the desktop.		
	3. I am a button used to op	en the start menu.		
	4. I am a long horizontal ba	ar present at the bottom o	f the desktop.	
В.	Look at the pictures and fil	l in the boxes.		
	1.		Н	) (c)
	2.	ROY		N
	3.	TR	B (	T
	4.			R
C.	Name the mouse pointer u	sed:		
	1. For resizing the window	or pictures.		
	2. For inserting the text in	document.	0 0 0	
	3. For moving the pictures			• • • • • • • • • • • • • • • • • • • •









For pointing, selecting and dragging the items.





Teacher's Signature:



Roll No:



Name:			

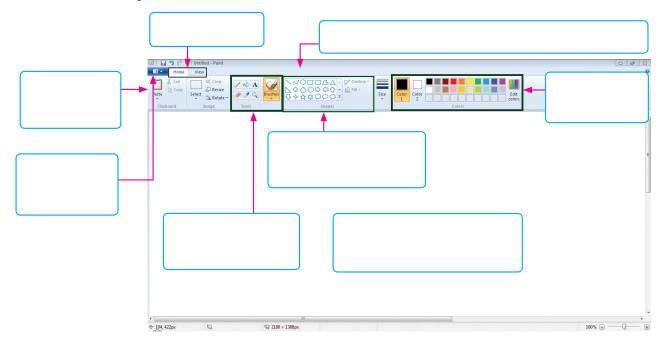
Class: Section: Date:



#### Chapter-4

# **ADVANCED FEATURES OF PAINT**

A. Label the components of Paint window.



B.	Number the	steps	to save a	drawing	in Paint.
----	------------	-------	-----------	---------	-----------

- Type a name for the file in the File name: box
- Click on Save or Save As. The Save As dialog box appears.
- Click on Paint button.
- Click on Save button.

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

- 1. Paint program is used to play on the computer.
- 2. Color Picker tool is present under the Home tab.
- 3. Polygon shape is used to draw circles.
- 4. Paint allows you to draw various shapes like oval, polygon, etc.





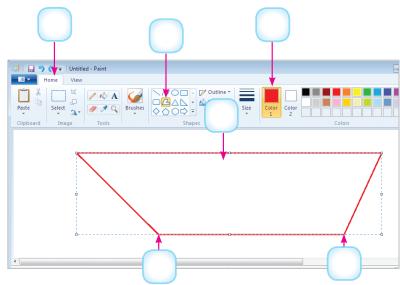


Name:			
Roll No:			TOUCHPAD
Class:	Section:	Date:	MODULAR Ver. 2.1

## **ADVANCED FEATURES OF PAINT**

**Chapter-4** 

A. Label the steps to draw a polygon in Paint.



B.	Tick	<b>(</b> \sqrt	the	correct	option.
		\' /			

Ι.	which tool is used to type text in your	urawii	ng area:	
	a. Text		b. Brushes	
	c. Rectangle		d. None of these	
2.	Which shape is used to draw a closed	shape	with straight lines?	
	a. Rectangle		b. Polygon	
	c. Curve		d. Triangle	

## C. Answer the following questions:

- 1. What is Ribbon?
- 2. Write the use of Color picker tool.





				WORKSI	ILL			
Nan	ne:							
Roll	No:						TOU	<b>THPAD</b>
Clas	ss:		Section:	Date:			_	MODULAR Ver. 2.1
MO	RE	ON PAIN	Ţ					Chapter-5
A.	Wr	ite the sh	ortcut keys:					
	1.	То сору а	a part of the o	drawing	• •			
	2.	To Zoom	In		0.0			
	3.	To rotate	an image		0 0			
	4.	To cut a ¡	part of the dr	awing	0 4			
В.	Lo	ok at the i	cons and wr	ite their nam	es.			
	1.	00	•••••		2.	+		
	3.				4.			•••••
	5.				6.			
C.	An	swer the f	following qu	estions:				
	1.	Write the	e use of Rotat	e Command.				

2. What is the use of Flip image?

Write the steps to select an image in rectangular form.











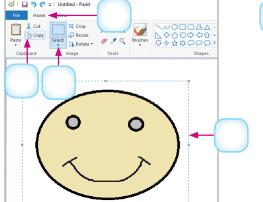


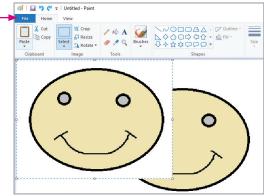






Name:				
Roll No:			TOUC	HPAD
Class:	Section: Dat	e:		MODULAR Ver. 2.1
MORE ON PA	AINT			Chapter-5
A. Tick (✓) t	he correct option.			
1. To ge	et the mirror image of a d	rawing, we use	com	mand.
a. Sl	kew	b	. Resize	
c. Fl	lip	d	. Image	
2. Whic	h command gives a close	er and bigger look	of an image?	
a. C	rop	b	. Skew	
c. Z	oom	d	. None of these	
3. Whic	h command is used to ch	ange the position	n of an image?	
a. R	esize	b	. Flip	
c. C	rop	d	. Zoom	
B. Write 'T'	for true and 'F' for false.			
	and Paste commands dele	ete the image fror	m one place and	
2. Zoon	n tool is used to get the c	loser and bigger	look of the drawing.	
C. Label the	e steps to Copy/Cut and	Paste the image	e in Paint.	
	▼   Untitled - Paint	ii la '') (" ⊽ l Un		























Nan	ne:				
Roll	No:				TOUCHPAD
Clas	ss:	Section:	Date:		MODULAR Ver. 2.1
ST	EPV	/ISE THINKING			Chapter-6
A.	Tic	k (√) the correct	option.		
	1.	A computer und	erstands step-by-ste	ep instructions wri	tten only in a unique
		a. language		b. patter	'n
		c. step		d. line	
	2.	All the thinking	work is done in	st	eps.
		a. one		b. two	
		c. three		d. four	
	3.	Which of the foll	owing is the first ste	p in preparing frui	t salad?
		a. cut the fruits		b. add ir	ngredients (
		c. arrange fruit	S	d. eating	the fruits
В.	Nu	mber the given s	teps to start a com	puter in the corre	ct order.
		Press powe	r button on the CPU.		
		Switch on t	ne UPS.		
		Press the m	ain power button.		
		Switch on t	ne monitor.		
C.	Tic	k (√) the picture	which is a loop and	l cross (×) which a	re not.
•	1	in			
					w Co
		E THE ST			21
		*			



















Nan	ne:			
Roll	No:			TGUCHPAD
Clas	ss:	Section:	Date:	MODULAR Ver. 2.1
ST	EPV	VISE THINKING		Chapter-6
A.	Nu	mber the steps to or	rganise a birthday party.	
		Inform family me calls or e-mail.	embers and friends about the	e party place through phone
		Make a list of fan	nily members and friends to	be invited.
		Greet the guest v	with love and warmth.	
		Start and enjoy t	he party.	
		Decide the time	and place for the party.	
B.	Fill	in the blanks using	the hints given below.	
	Hir	<b>nts:</b> problem solving,	loop, stepwise thinking, Dec	cision making
	1.	The process of comp	pleting one step and going o	onto the other is known as
		• • • • • • • • • • • • • • • • • • • •		
	2.	Repeating a set of st	teps is a	
	3.	is	a process of arriving at a cor	nclusion by making a choice.
	4.	is	the action or process of find	ling solutions.
C.	An	swer the following q	juestions:	
	1.	Write the three mair	n steps to complete a task.	
				•
	2.	Define loop with a s	uitable example.	::

Teacher's Signature:





Ν	ame:		
Ro	oll No:	TOUC	THPAD
С	lass:	Section: Date:	MODULAR Ver. 2.1
P	IVOT	ANIMATOR	Chapter-7
A	. Fill	in the blanks.	
	1.	button is used to add a new stick figure.	
	2.	The bar shows the current frame number.	
	3.	The tool is used to draw a line when creating a cu	stom figure.
	4.	To rotate a stick figure, we use the handle.	
В	. Tic	k (√) the correct option.	
	1.	Which button adds a new frame?	
		a. Player Control b. Add Figure	
		c. Add Frame d. Status Bar	
	2.	What is the shortcut key to save an animation project?	
		a. Ctrl + S b. Ctrl + P	
		c. Ctrl + E d. Ctrl + A	
	3.	Which option allows you to make an animation play in a loop?	
		a. Save Button b. Loop Checkbox	
		c. Export Option d. Add Frame Button	
C	. Wr	ite the steps for the following:	
	1.	Click on the File menu.	
	2.	Navigate to the location to save the animation project.	
	3.	Click on the Save button.	
	4.	Select the Save Animation option.	
	5.	Type the name for the file.	



















Name		
Roll No	TOU	CHPAD
Class:	Section: Date:	MODULAR Ver. 2.1
PIVO	T ANIMATOR	Chapter-7
A. \	Vrite 'T' for true and 'F' for false.	
	. You can export a Pivot Animator project as a Word document.	
4	2. Pivot Animator allows you to build custom stick figures.	
3	3. A figure is made of joints and segments.	
4	I. 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?







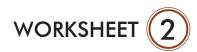
Nar	ne:			
Roll	No:			TOUCHPAD
Clas	ss:	Section:	Date:	MODULAR Ver. 2.1
IN.	ΓRO	DUCTION TO GOOG	LE BLOCKLY	Chapter-8
A.	Fil	l in the blanks using t	the hints given below:	
	Hi	<b>nts:</b> Puzzle, Bee, Run F	Program, Programming,	
	1.	In Google Blockly, us	ers play games and learn	simultaneously
	2.	The	game teaches the user to j	oin the blocks.
	3.	Stinger is a trait of	······••••••••••••••••••••••••••••••••	
	4.	In Maze game, click of person to reach the o	onbutton destination or not.	to see if the stack helps the
В.	Wr	rite the use of the foll	owing blocks:	
	1.	move forward		• • • • • • • • • • • • • • • • • • • •
			• • • • • • • • • • • • • • • • • • • •	
	2.	turn (left ♂ ▼ )		
			• • • • • • • • • • • • • • • • • • • •	
	3.	turn right O		
C.	Dr	aw the icons of Puzzl	e game and Maze game in t	the space given below.

Puzzle game

Teacher's Signature:

Maze game





Name:			
Roll No:			TOUCHPAD
Class:	Section:	Date:	MODULAR Ver. 2.1

## INTRODUCTION TO GOOGLE BLOCKLY

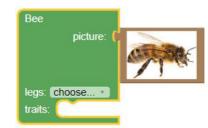
**Chapter-8** 

Α.	An	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.



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



1.



2.

