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EVOLUTION OF COMPUTERS

Chapter-1

CLASS 5

A. Tick (✓) the correct option.

1. Who created the Analytical Engine?

a. Charles Babbage

☐

b. Bill Gates

☐

c. Blaise Pascal

☐

d. None of these

☐

2. Which of the following is the first mechanical calculator?

a. Analytical Engine

☐

b. Pascaline

☐

c. Abacus

☐

d. Abacus

☐

3. Early man carved marks on in order to keep the records.

a. clay

☐

b. stone

☐

c. wood

☐

d. None of these

☐

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

Hints: Charles Babbage, John Mauchly, Lady Ada Lovelace, IBM

1. is known as the 'Father of Computer'.

2. was known as the first programmer in computer history.

3. UNIVAC was invented by and Presper Eckert.

4. introduced the PC-XT.

C. Write the full form of the following:

1. UNIVAC

2. ENIAC

3. IC

4. VLSI

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WORKING WITH WINDOWS 10

Chapter-2

CLASS 5

A. Tick (✓) the correct option.

- A file in a computer is represented by an
 a. icon ☐ b. shortcut ☐
 c. none ☐ d. None of these ☐
- Which of these contains a collection of related information?
 a. File ☐ b. Folder ☐
 c. Document ☐ d. None of these ☐
- Files/Folders are organised in
 a. Windows Explorer ☐ b. Document ☐
 c. Recycle Bin ☐ d. None of these ☐
- Where does the deleted files go?
 a. Documents ☐ b. Downloads ☐
 c. Recycle Bin ☐ d. Desktop ☐

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

Hints: Folder, Downloads, Subfolder

- folder is used to store the files downloaded from the internet.
- A is like a file cabinet in which you can keep your files.
- A folder within a folder is called a

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

- All the data in a computer is stored in the form of files and folders.
- Once a file/folder is deleted from the Recycle Bin, it cannot be restored.
- Shortcut key to copy a folder is Ctrl+V.

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MORE ON INTERNET

Chapter-3

CLASS 5

A. Tick (✓) the correct option.

1. Internet Explorer is a

a. website

☐

b. icon

☐

c. web browser

☐

d. None of these

☐

2. Which of these is not a web browser?

a. Mozilla Firefox

☐

b. Google Chrome

☐

c. MS Word

☐

d. None of these

☐

3. The pages on the Internet are called

a. Web browser

☐

b. Network

☐

c. Web pages

☐

d. None of these

☐

B. Answer the following questions:

1. What is Uploading data?

.....

.....

2. Is using social networking websites good for students? Explain

.....

.....

3. What is the use of Modem?

.....

.....

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ALGORITHM AND FLOWCHARTS

Chapter-4

CLASS 5

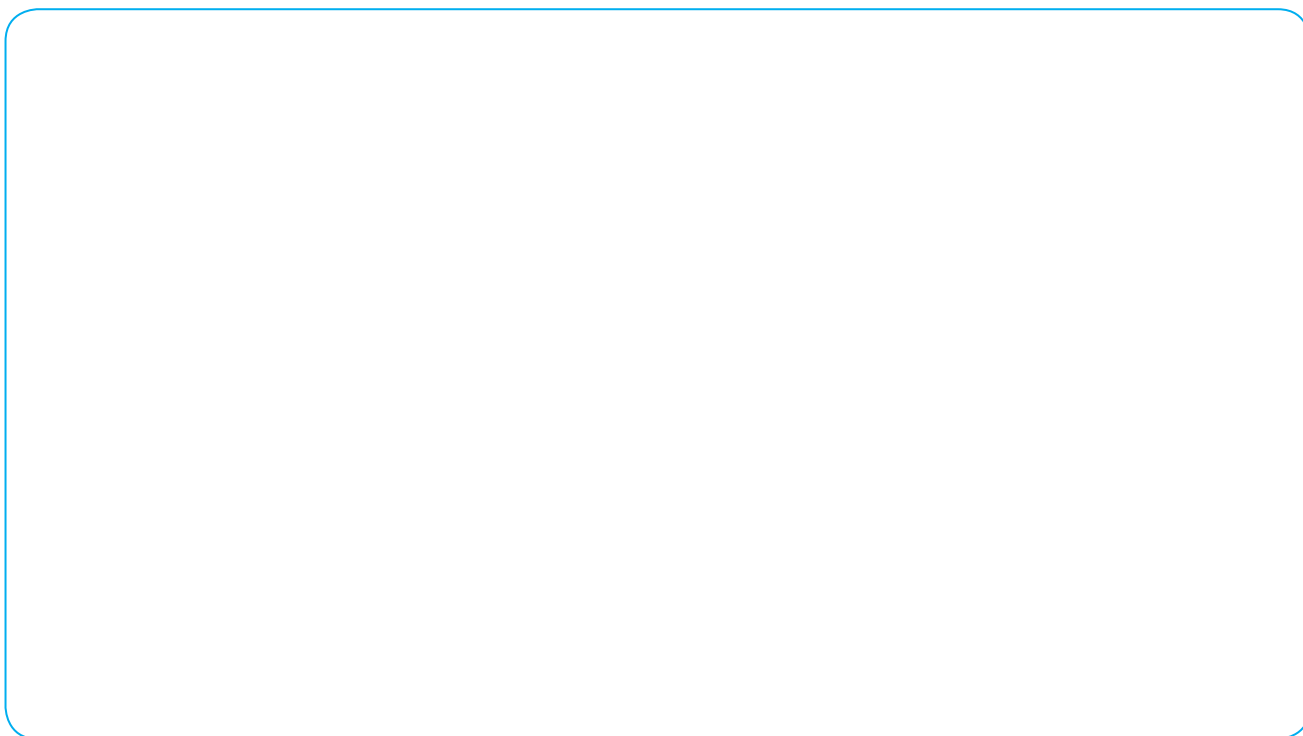
A. Write an algorithm to add two numbers.

.....

.....

.....

.....

B. Draw a Flowchart to calculate simple interest.

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INTRODUCTION TO SCRATCH

Chapter-5

CLASS 5

A. Tick (✓) the correct option.

1. Which of these are pink coloured blocks?

a. Motion blocks

☐

b. Sound blocks

☐

c. Control blocks

☐

d. Events block

☐

2. A Scratch project has the extension

a. pptx

☐

b. docx

☐

c. sb3

☐

d. xls

☐

3. The Grow button is used to make the sprite in size.

a. invisible

☐

b. smaller

☐

c. bigger

☐

d. None of these

☐

B. Match the following:

1. 

a. Turns the sprite at a specified degree

2. 

b. Let the sprite play a sound.

3. 

c. Moves the Sprite 10 step forward.

4. 

d. Pauses the script for the specified time.

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

Hints: Brown, Stop, Blocks, Stage, Backdrop

1. A is a background of the stage.

2. The area shows the output of the program.

3. Events blocks are colour-coded blocks.

4. button is used to stop project.

5. The are arranged in different categories.

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MORE BLOCKS IN SCRATCH

Chapter-6

CLASS 5

A. Tick (✓) the correct option.

1. Which block has commands to change backdrop?

a. Motion

☐

b. Events

☐

c. Looks

☐

d. Control

☐

2. Which of these is the default sprite in scratch?

a. Penguin

☐

b. Dog

☐

c. Cat

☐

d. Hen

☐

B. Write the use of following blocks:

1. Data
2. Sensing
3. Operators
4. Sound
5. Looks

C. Write the function of these blocks.

1. 
2. 
3. 
4. 
5. 

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CREATING SHAPES IN SCRATCH

Chapter-7

CLASS 5

A. Tick (✓) the correct option.

1. Which block is used to turn the sprite's direction?

a. Pen up

☐

b. Turn

☐

c. Stamp

☐

d. None of these

☐

2. Which blocks are used to draw the Sprite's footprints?

a. Looks

☐

b. Pen

☐

c. Control

☐

d. None of these

☐

3. Which of these is used so that the Sprite will not draw as it moves?

a. Pen Down

☐

b. Pen Up

☐

c. Stamp

☐

d. None of these

☐

B. Number the steps to draw a square using Repeat command.

☐

Change the Repeat value to 4 because a square has 4 sides and these commands have to be repeated 4 times to make a square.

☐

Drag the **move 10 steps** block, **turn ↻ 15 degrees** block and **wait 1 second** block one by one and attach inside the Repeat block. Change the values.

☐

Drag the  block from Control blocks menu.

C. Answer the following questions:

1. What is a Polygon? Which command is used to draw a ploygon in scratch?

.....

2. Which command is used to turn sprite's direction?

.....

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CREATING A GAME IN SCRATCH

Chapter-8

CLASS 5

A. Tick (✓) the correct option.

1. Which block is used to hide the Sprite from the stage?

a. show

☐

b. escape

☐

c. hide

☐

d. None of these

☐

2. Which blocks are used to draw the Sprite's footprints?

a. Looks

☐

b. Pen

☐

c. Control

☐

d. Motion

☐

3. Which of these is the conditional statement used in Scratch?

a. if

☐

b. forever

☐

c. repeat

☐

d. for

☐

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

Hints: relational, CAP, string, forever

1. The block menu has instructions for setting the colour, size and visibility of the Sprite.

2. block is used to end the scripts.

3. operators are used to compare relation between two values or variables.

4. When we save a word in a variable it is called variable.

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

1. We cannot create games in Scratch.

.....

2. In scratch, a program is called a code.

.....

3. Hat blocks always come at the top of the script.

.....

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