

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

COMPUTER—A WONDERFUL MACHINE

Chapter-1

CLASS 1

A. Fill in the missing letters.

1.

	U	S		C
--	---	---	--	---
2.

M		V		E	
---	--	---	--	---	--
3.

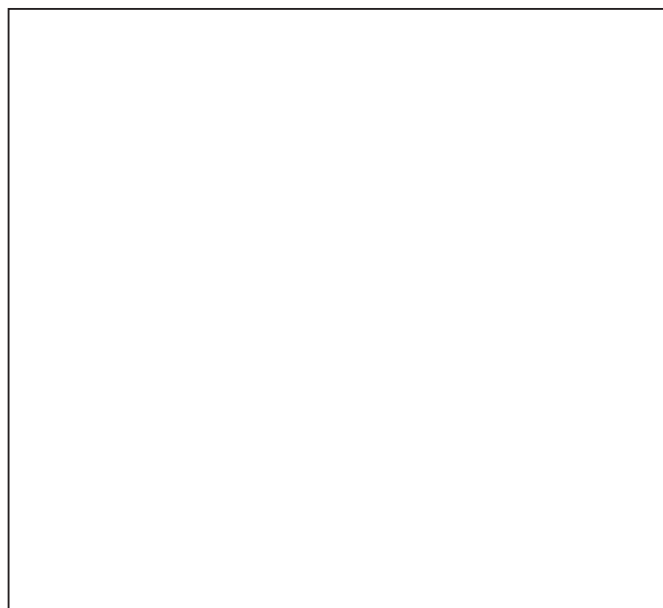
I		F	O		M		T			N
---	--	---	---	--	---	--	---	--	--	---
4.

	I		T		R		S
--	---	--	---	--	---	--	---

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

1. An air conditioner makes the room cool.
2. Computer needs electricity to run.
3. Machines waste our time.
4. Computer needs instruction to do any work.

C. Draw and colour a picture of any man-made thing that works on electricity.



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USES OF A COMPUTER

Chapter-2

CLASS 1

A. Read the clues and complete the name of the place.

1. Making project
2. Maintaining records
3. Making bill
4. Making medical reports of patients

	C	H			L
O		F			E
			H		P
H		S		T	L

B. Fill in the blanks using hints given below:

Hints: Movies, Railway stations, Colour

1. You can watch on the computer.
2. and airports are the places where computers are used.
3. We can draw and image on a computer.

C. Tick (✓) the correct option.

1. A computer is used at for reservation of air tickets.

a. Airport

☐

b. School

☐

c. Both

☐

d. None of these

☐

2. You can listen to on the computer.

a. Music

☐

b. Money

☐

c. Machine

☐

d. Movies

☐

3. Why are computers used in offices?

a. To make records

☐

b. To play games

☐

c. To watch movies

☐

d. To teach

☐

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PARTS OF A COMPUTER

Chapter-3

CLASS 1

A. Tick (✓) the correct option.

1. Buttons on the keyboard are called

a. keys

☐

b. numbers

☐

c. letters

☐

d. buttons

☐

2. Which of these is also called Visual Display Unit (VDU)?

a. Mouse

☐

b. Monitor

☐

c. CPU

☐

d. Keyboard

☐

3. The CPU is called the of the computer.

a. heart

☐

b. hand

☐

c. brain

☐

d. eyes

☐

B. Rearrange the letters to make different parts of computers.

1. KYEBRDOA

2. MSEOU

3. MNITORO

C. Identify and name the parts of computer.



1.



2.

Grade:



Teacher's Signature: _____

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USING THE KEYBOARD

Chapter-4

CLASS 1

A. Fill in the missing letters.

1. S C Y

2. A P A E Y S

F U N

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

- A keyboard has 26 alphabet keys.
- The backspace is the longest key on the keyboard.
- Number keys cannot help you to type numbers.
- The arrow keys are four in number.

C. Write the name of the keys.

1.



2.



3.



.....

.....

.....

D. Colour the number keys on the keyboard.



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USING THE MOUSE

Chapter-5

CLASS 1

A. Tick (✓) the correct option.

- What is pressing and releasing the left button of the mouse quickly called?

a. Right-click	☐	b. Left-click	☐
c. Double-click	☐	d. Scroll	☐
- Clicking the mouse button is called double-click.

a. Left, Twice	☐	b. Left, Once	☐
c. Right, Thrice	☐	d. Right, Twice	☐

B. Rearrange the letters to make correct word:

- LICKCING
- OINPETR
- GRADGING
- UOMSE

C. Answer the following questions:

- What is a mouse?
.....
- Write a use of the mouse.
.....
- How many buttons a mouse has?
.....

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STORAGE DEVICES

Chapter-6

CLASS 1

A. Guess who am I?

1. I can be used in a mobile phone, digital camera or similar devices to increase their storage capacity.
2. I am circular in shape and have a shiny surface.

B. Name three storage devices. Draw their pictures.

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

1. CD stands for circular data.
2. Pen Drive is also a storage device.
3. DVD has more storage capacity as compared to CD.
4. Computers can't store data for future use.

Grade:



Teacher's Signature: _____

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FUN WITH TUX PAINT

Chapter-7

CLASS 1

A. Tick (✓) the correct option.

1. Which tool is used to draw straight lines?

a. Shapes

☐

b. Lines

☐

c. Quit

☐

d. Save

☐

2. Which of the following contains the drawing tools?

a. Toolbar

☐

b. Selector

☐

c. Drawing Canvas

☐

d. None of these

☐

3. Which of the following is used as a Drawing area?

a. Toolbar

☐

b. Drawing Canvas

☐

c. Shapes

☐

d. Title bar

☐

B. Rearrange the letters to make correct words.

1. LOOT

2. UIQT

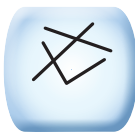
3. ETTELAP

C. Look at the figure given below and write the names of the tool:

1.



2.



3.



4.



5.



6.



Name: _____

Roll No: _____

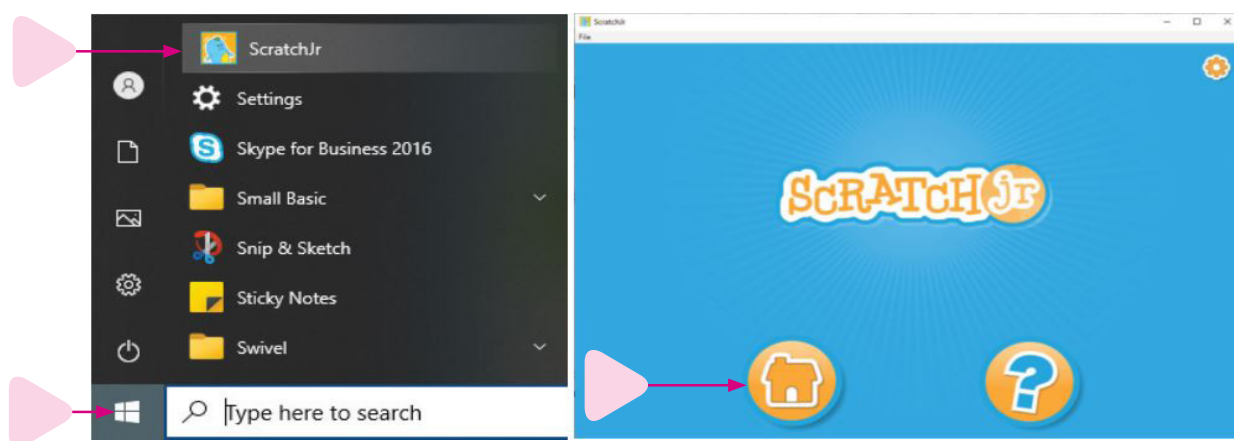
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SCRATCHJR

Chapter-8

CLASS 1

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