Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

EVOLUTION OF COMPUTERS

Chapter-1

A. Tick (✓) the correct option.

1. Which generation of computers have used IC?

   a. Second generation ☐   b. Third generation ☐

   c. Flip ☐   d. Fourth generation ☐

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

   a. computer ☐   b. clay ☐

   c. calculator ☐   d. Abacus ☐

3. Which of these was the first microprocessor?

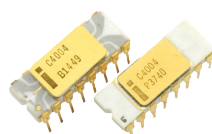   a. Intel 4004 ☐   b. 8086 ☐

   c. Intel 8085 ☐   d. None of these ☐

B. Identify the below components and write their names.

1. ....   2. ....   3. ....   4. ....

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

Hints: Mark-I, Magnetic tapes, Tabulating machine

1. .... was invented by Herman Hollerith.

2. .... were used by second generation computers.

3. .... was the name of first electromechanical computer.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

CLASS 5

EVOLUTION OF COMPUTERS

Chapter-1

A. Guess who am I?

1. I am the first lady programmer.

2. I am the first calculating aid invented 3000 years ago in China. ....

3. I am the first calculating machine. ....

B. Answer the following questions:

1. In which year the first mechanical computer was invented?

   ....

2. Who invented Analytical Engine?

   ....

3. Name two counting tools used by Early man.

   ....

C. Expand the following:

1. UNIVAC ....

2. ENIAC ....

3. VLSI ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ①

TOUCHPAD
MODULAR Ver. 4.0 ▶

CLASS 5

Chapter-2

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

WORKING WITH WINDOWS 10

A.   Tick (✓) the correct option.

1.   Which of the following option is used to recover a file?

   a. Recycle ☐   b. Restore ☐

   c. Delete ☐   d. Save ☐

2.   Which folder is used to store the files that are downloaded from Internet?

   a. Documents ☐   b. Downloads ☐

   c. Subfolder ☐   d. Picture ☐

3.   A deleted file goes into ....
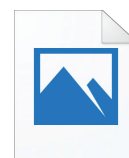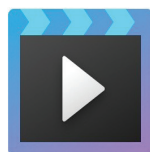
   a. Documents ☐   b. Downloads ☐

   c. Recycle Bin ☐   d. This PC ☐

B.   Identify the below icons and write their names.

1. ....   2. ....   3. ....   4. ....

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

Hints: This PC, Icon, File

1. .... contains a collection of related information.

2. .... represents a file in a computer.

3. To open file explorer, you can click on .... icon.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ②

TOUCHPAD
MODULAR Ver. 4.0

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-2

CLASS 5

WORKING WITH WINDOWS 10

A. Guess who am I?

1. I am a shortcut key to cut a file or folder. . . . .

2. I store all the deleted files. . . . .

3. I am a folder to store all your digital pictures. . . . .

B. Label the steps to create a new folder.
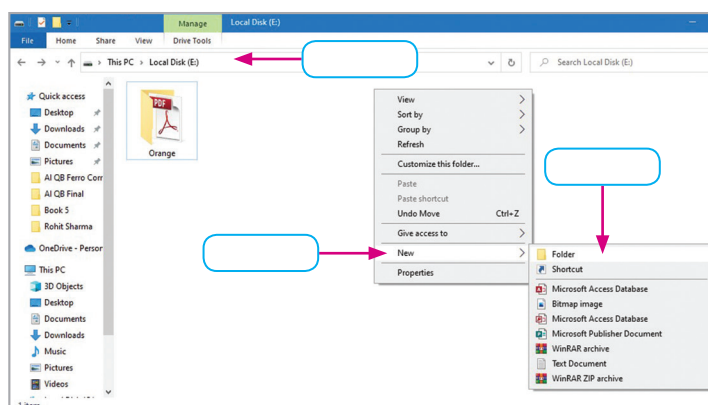
C. Answer the following questions:

1. What is a subfolder?

   . . . .

b. What is File Explorer?

   . . . .

c. Write a difference between cutting a folder and copying a folder.

   . . . .

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ①

TOUCHPAD
MODULAR Ver. 4.0 ＞

Chapter-3

CLASS 5

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

MORE ON INTERNET

A. Tick (✓) the correct option.

1. Chrome Web Browser belongs to which of these companies?

   a. Google ☐   b. Microsoft ☐

   c. Mosaic ☐   d. Apple ☐

2. Buying goods online is called online ....

   a. payment ☐   b. shopping ☐

   c. chatting ☐   d. came ☐

3. Which of the following is not an ISP?

   a. Facebook ☐   b. MTNL ☐

   c. Airtel ☐   d. Twitter ☐

B. Identify the following social networking websites and write their names.

1. ....   2. ....   3. ....

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

Hints: Telephone, Facebook, E-mail

1. .... was founded by Mark Zuckerberg in 2004.

2. Modem transfers digital information over ....

3. .... is sent and delivered immediately if you are connected to Internet.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ②

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD
MODULAR Ver. 4.0 ➤

Chapter-3

CLASS 5

MORE ON INTERNET

A. **Guess who am I?**

1. I am a collection of webpages. ....

2. I can be sent anytime and anywhere in the world. ....

3. I am a search engine. ....

B. **Answer the following questions:**

1. Define surfing.

....

2. Name two web browsers.

....

3. What is Hyperlink?

....

4. Define a Modem.

....

C. **Expand the following:**

1. ISP ....

2. URL ....

3. BSNL ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD

MODULAR Ver. 4.0 ⊙

Chapter-4

CLASS 5

ALGORITHM AND FLOWCHART

A. **Tick (✓) the correct option.**

1. Which of the following is the symbol of input and output box in a flowchart?

   a. ⬭ ☐   b. △ ☐
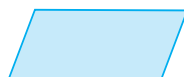
   c. ▱ d. ◯ ☐

2. An .... is a set of steps in a sequential manner to solve a problem or to complete a task.

   a. symbol ☐   b. start ☐

   c. algorithm ☐   d. end ☐

B. **Match the following symbols used in Flowchart with their names:**
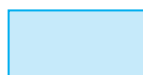
1. Process a. ◯ ⬠

2. Input/Output b. ◇

3. Connector c. ▱
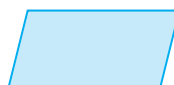
4. Decision d. ▭

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

Hints: Flowchart, Connectors, Programming

1. .... are usually labelled in pairs to show matching jump points.

2. .... is step-by-step instructions to the computer.

3. A computer programmer draws a .... before writing a computer program.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-4

ALGORITHM AND FLOWCHART

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

1. Decision box is used to show the direction in which the process flows. ....

2. An algorithm is set of steps in a sequential manner to solve a problem. ....

3. Process box of flowchart is circular in shape. ....

B. Number the steps in correct order to multiply two numbers.

1. Print the product. ☐

2. Stop. ☐

3. Read two numbers and store them in A and B. ☐

4. Start. ☐

5. Multiply two numbers A and B. ☐

C. Answer the following questions:

1. Write any one rule to draw Flowchart.

    ....

2. Define decision box of flow chart.

    ....

3. Write one advantage of Flowchart.

    ....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

Chapter-5

CLASS 5

INTRODUCTION TO SCRATCH

A. Tick (✓) the correct option.

1. Which of the following is used to make your sprite larger?

   a. Grow Sprite ☐   b. Shrink Sprite ☐

   c. Stop ☐   d. Start ☐

2. Events Blocks are used to .... which run the scripts.

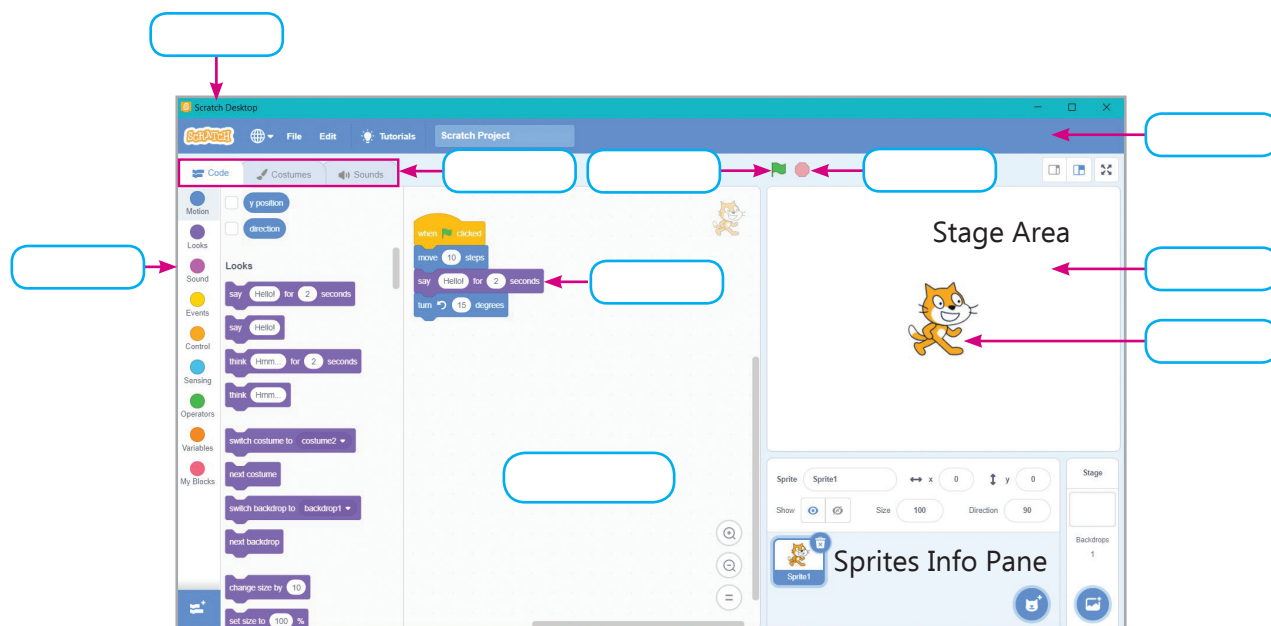   a. sense events ☐   b. control events ☐

   c. control sounds ☐   d. None of these ☐

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

1. Quit option is used to save a Scratch project. ....

2. You can add sound only from the sound library. ....

3. In Scratch, cat is the default Sprite. ....

C. Label the Scratch Window.

Stage Area

Sprites Info Pane

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ②

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD
MODULAR Ver. 4.0 ➤

Chapter-5

CLASS 5

INTRODUCTION TO SCRATCH

A. Guess who am I?

1. I am used to delete a sprite. ....

2. I am the default sprite of scratch. ....

3. I am used to stop the project. ....

B. Answer the following questions:

1. What are blocks?

    ....

2. What is the use of green flag?

    ....

3. Write the extension of Scratch 3.0 file.

    ....

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

Hints: File, Esc, Yellow

1. Events blocks are colour-coded ....

2. Quit option is present in the .... menu.

3. To exit Presentation mode, we have to press .... key.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Chapter-6

CLASS 5

MORE BLOCKS IN SCRATCH

A. Tick (✓) the correct option.

1. Which of the following has block to move sprite?

   a. Pen ☐   b. Data ☐

   c. Motion ☐   d. Sound ☐

2. Scratch has .... that are dragged to combine and create a project.

   a. scripts ☐   b. sprites ☐

   c. blocks ☐   d. backdrop ☐

3. Which of the following is a default sprite in Scratch?

   a. Cat ☐   b. Dog ☐

   c. Human ☐   d. Rat ☐

B. Answer the following questions:

1. What is a backdrop?

   ....

2. Name two blocks.

   ....

C. Fill in the blanks using the hints below:

Hint: Script, Events, Stage

1. .... is a collection of inter-blocked blocks.

2. .... is divided into different values of x and y.

3. .... blocks are fundamental blocks.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

ORANGE

WORKSHEET ②

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD
MODULAR Ver. 4.0 ❯

Chapter-6

CLASS 5

MORE BLOCKS IN SCRATCH

A. Name the block menu to which these blocks belong:

1. `move 10 steps`   ....

2. `wait 1 seconds`   ....

3. `when 🏳 clicked`   ....

4. `next costume`   ....

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

1. Scratch is very difficult to learn.   ....

2. The stage is 360 pixels tall and 480 pixels wide.   ....

3. There are 5 categories of] blocks.   ....

4. The Centre of the stage has x and y values as 0.   ....

C. Match the following blocks with their correct colors:

1. Looks   a. Blue

2. Sounds   b. Purple

3. Control   c. Green

4. Motion   d. Pink

5. Operators   e. Yellow

Grade: ☆ ☆ ☆ ☆ ☆   **Teacher's Signature:** _____

CREATING SHAPES IN SCRATCH

Chapter-7

CLASS 5

A. Tick (✓) the correct option.
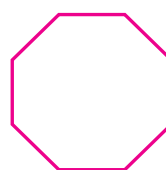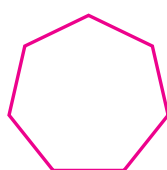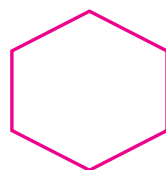
1. Which of the following command is used to draw circles and semicircles?

    a. Repeat ☐   b. Turn ☐

    c. Stamp ☐   d. None of these ☐

2. Which block is used to duplicate the sprite's image onto the stage?

    a. Pen up ☐   b. Stamp ☐

    c. Clear ☐   d. Motion ☐

3. Which block is used to draw shapes?

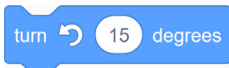   a. Pen ☐   b. Control ☐

    c. Motion ☐   d. None of these ☐

B. Identify the below figures and write their names.
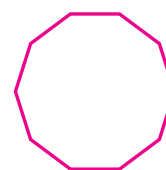
1. .... 2. .... 3. .... 4. ....

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

Hints: Motion, Set pen color to, Anti-clockwise direction

1. .... block changes pen colour based on your choice from colour picker.

2. The `turn ↺ 15 degrees` block will turn the Sprite in .... by the specified number of degrees.

3. The Turn block is under the .... blocks menu.

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: _____

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

CLASS 5

CREATING SHAPES IN SCRATCH

Chapter-7

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

1. A hexagon has seven sides.   ....

2. Control block is used to draw shapes.   ....

3. We cannot draw shapes in scratch.   ....

B. Match the following:

1. ✏ stamp   a. To duplicate the sprite's image onto the stage.

2. ✏ set pen color to ⬛   b. To put sprite's pen up

3. ✏ pen up   c. To change the pen colour based on your choice from colour picker.

C. Answer the following questions:

1. What is total sprite trip?

....

2. Which block is used to change the direction of the sprite?

....

3. What is a regular polygon?

....

Grade: ☆ ☆ ☆ ☆ ☆   Teacher′s Signature: _____

ORANGE

WORKSHEET ①

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD

MODULAR Ver. 4.0 ▶

CLASS 5

CREATING A GAME IN SCRATCH

Chapter-8

A. Tick (✓) the correct option.

1. Which block is used to run a set of instructions till a condition is satisfied?

   a. Repeat Until ☐   b. Forever ☐

   c. Repeat ☐   d. Motion ☐

2. Which of the block is used to hold values?

   a. Variables ☐   b. Operators ☐

   c. Blocks ☐   d. None of these ☐
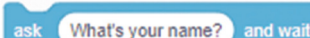
3. Operators blocks are colour-coded as ....

   a. blue ☐   b. purple ☐

   c. light-green ☐   d. black ☐

B. Identify and name the category in which these blocks appear:

1. `ask  What's your name?  and wait`   ....

2. `touching  mouse-pointer ▼  ?`   ....

3. `repeat  10`   ....

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

Hints: Sensing, Conditional, Variables

1. The statements that are executed on the basis of decision take from a choice are called .... statements.

2. The blocks in the .... category are colour-coded as light blue.

3. .... are used to hold values.

Name: _____

Roll No: _____

Class: _____ **Section:** _____ **Date:** _____

CLASS 5

CREATING A GAME IN SCRATCH

Chapter-8

A. Guess who am I?

1. I am a logical operator which gives the result true only if the two expressions are true. ....

2. I store the input given by the user. ....

3. I help the selected sprite to detect the presence of other sprites. ....

B. Answer the following questions:

1. What is looping?

   ....

2. Write the use of operator blocks.

   ....

3. Name two conditional statements.

   ....

4. How many relational operators are there in scratch?

   ....

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

1. Escape block is used to hide the sprite from the stage. ....

2. The 'if' statement has three variants. ....

3. In Scratch, the variables can be created using Data blocks. ....

Grade: ☆ ☆ ☆ ☆ ☆   **Teacher's Signature:** _____