WORKSHEET ①

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

TOUCHPAD
PLAY Ver. 2.1 ⊙

COMPUTER—A WONDERFUL MACHINE

Chapter-1

CLASS 1

A. Tick (✓) the correct option.

1. Which of the following is used to talk to people who are far away?
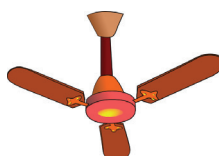
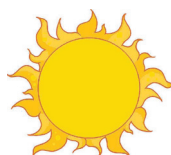a. ☐   b. ☐

c. ☐   d. ☐

2. Which of the following is a man-made thing?

a. ☐   b. ☐

c. ☐   d. ☐

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

Hints: Television, Man-made

1. Machines are .... things.

2. A .... is used for entertainment.

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

1. We use a telephone to talk. ....

2. Machines cannot be used in daily life. ....

3. A refrigerator keeps our food fresh. ....

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Chapter-1

CLASS 1

COMPUTER—A WONDERFUL MACHINE

A. Match the following:

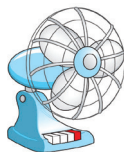|			
1.	Abacus	a.	
2.	Washing Machine	b.	
3.	Air Conditioner	c.	
4.	Car	d.	
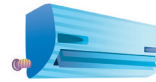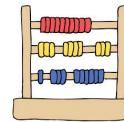
B. Circle natural things in green colour and man-made things in red colour.

C. Answer in one word.

1. Name a machine that can do sums to learn the math.

2. Name a machine that has colourful beads used for counting.

3. Name a machine that can be used for travelling.

4. Name a machine that can be made by humans.

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Chapter-2

CLASS 1

Name: _____

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Class: _____ Section: _____ Date: _____

PARTS OF A COMPUTER

A. Tick (✓) the correct option.

1. A mouse has two or three .... on it.

   a. Keys ☐   b. Tabs ☐

   c. Buttons ☐   d. None of these ☐

2. What does the monitor of a computer looks like?

   a. Television ☐   b. Fan ☐

   c. Refrigerator ☐   d. Washing machine ☐

3. The CPU is called the .... of the computer.

   a. Heart ☐   b. Hand ☐

   c. Brain ☐   d. Mind ☐

4. Which of the following is used for displaying things ?

   a. Monitor ☐   b. CPU ☐

   c. Mouse ☐   d. Keyboard ☐

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

Hints: Speakers, Printer, Mouse, Type

1. .... are used to print text and pictures on paper.

2. Keyboard helps you to .... the letters.

3. .... are used to hear music.

4. A .... is a device with long wire attached to it.

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

1. CPU is not fixed inside CPU box. ....

2. You can see pictures and play games on computer monitor. ....

3. A computer does not work on its own. ....

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Chapter-2

CLASS 1

PARTS OF A COMPUTER

A. Match the following:

1.   a.   Sound

2.   b.   Pages

3.   c.   Scroll wheel

4.   d.   CPU box

B. Guess the names of the main parts of the computer.

1. I look like a television.   `M` `O` ☐ ☐ ☐ ☐ ☐

2. I have two buttons and scroll wheel.   ☐ ☐ `O` ☐ ☐ `E`

3. I am the brain of the computer.   ☐ `P` ☐

4. I have 104 keys.   `K` ☐ ☐ `B` ☐ `A` ☐ ☐

C. Answer in one word.

1. What is used to type letters, numbers or words?   ....

2. Which part of a computer helps us to play games?   ....

3. Which part of a computer is attached with long wire?   ....

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USING THE KEYBOARD

Chapter-3

CLASS 1

A. Tick (✓) the correct option.

1. How many Enter keys are present on the keyboard?

   a. One ☐   b. Two ☐

   c. Four ☐   d. Five ☐

2. Which key erases the text on the left side of the cursor?

   a. Enter ☐   b. Spacebar ☐

   c. Backspace ☐   d. None of these ☐

3. A keyboard has small buttons on it called ....

   a. paper ☐   b. keys ☐

   c. cursor ☐   d. Buttons ☐

4. A .... is a small blinking line on screen.

   a. cursor ☐   b. buttons ☐

   c. erase ☐   d. key ☐

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

Hints: Cursor, Enter, Alphabet, Spacebar

1. .... is the longest key at the bottom of the keyboard.

2. The keys on which A–Z letters are written, are called .... keys.

3. .... is also called the Return key.

4. We use the .... control keys to move the cursor.

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

1. A keyboard has 26 alphabet keys on it. ....

2. Spacebar key is used to give blank space. ....

3. Alphabet keys are not used to type words. ....

4. Enter key moves the cursor to the next line. ....

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Chapter-3

CLASS 1

TOUCHPAD
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Class: _____ Section: _____ Date: _____

USING THE KEYBOARD

A. Match the following:

1. **Backspace** ←   a.   Cursor Control keys

2. **Enter** ↵   b.   Alphabet keys

3. Q W E R T Y U I O P
   A S D F G H J K L
   Z X C V B N M   c.   Enter keys

4. ↑
   ← ↓ →   d.   Backspace keys

B. Color the number keys orange and the alphabet keys blue.

B   7   F   3   1

K   5   Q   8   R

C. Answer in one word.

1. Which type of the keys are used to type the phone numbers?   ....

2. Which type of key is used to erase the typed text?   ....

3. Name the longest key at the bottom of the keyboard.   ....

4. How many alphabet keys are there on the keyboard?   ....

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CLASS 1

Chapter-4

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

USING THE MOUSE

A. Tick (✓) the correct option.

1.   .... is used to select an icon.

   a. Single-click ☐   b. Double-click ☐

   c. Scroll ☐   d. None of these ☐

2. A small arrow on the monitor screen is called ....

   a. mouse pointer ☐   b. keyboard ☐

   c. Monitor ☐   d. key ☐

3. Pressing and releasing any button of a mouse is called ....

   a. Pointing ☐   b. Dragging ☐

   c. Clicking ☐   d. Dropping ☐

4. Single-click is used to select on .... on the screen.

   a. icon ☐   b. arrow ☐

   c. menu ☐   d. window ☐

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

Hints: Buttons, Scroll

1. The mouse has a .... wheel.

2. Mouse has two .... on it.

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

1. Right click is used to display shortcut menu. ....

2. We cannot point to things on the computer. ....

3. To hold a mouse properly, middle finger is placed on the right button. ....

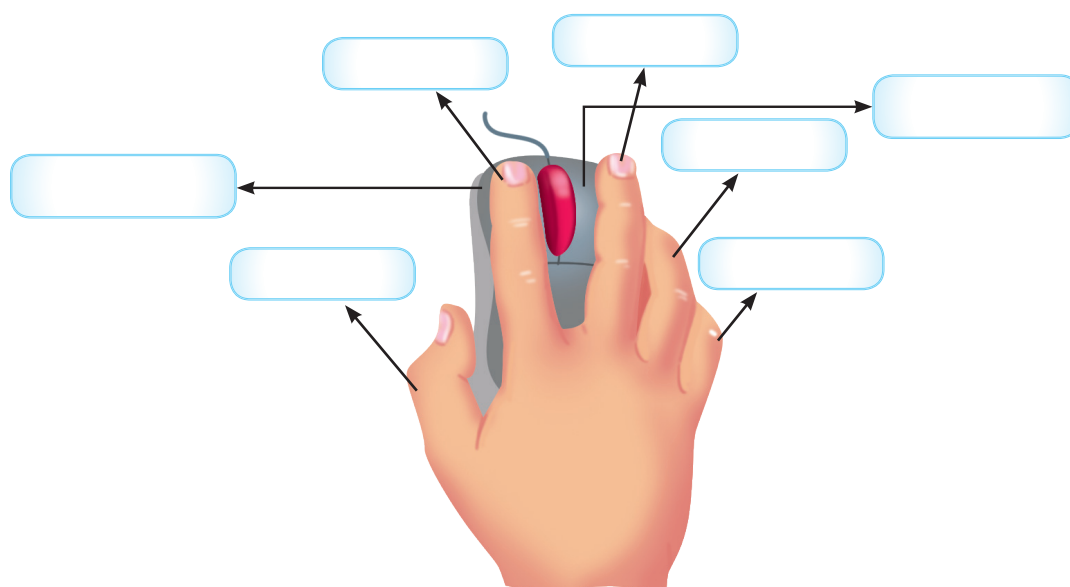4. The small arrow moving on the pointer screen is called pointer. ....

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USING THE MOUSE

A. Label the following diagram of holding a mouse.

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

1. Mouse is a pointing device. ....

2. Single-click is used to select an icon on the screen. ....

3. Dragging is not used to move any object on the screen. ....

C. Answer the following questions:

1. What is a mouse pointer?

    ....

2. Write a use of a computer mouse.

    ....

3. How many scroll wheels does a computer mouse have?

    ....

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Chapter-5

CLASS 1

FUN WITH TUX PAINT

A. Tick (✓) the correct option.
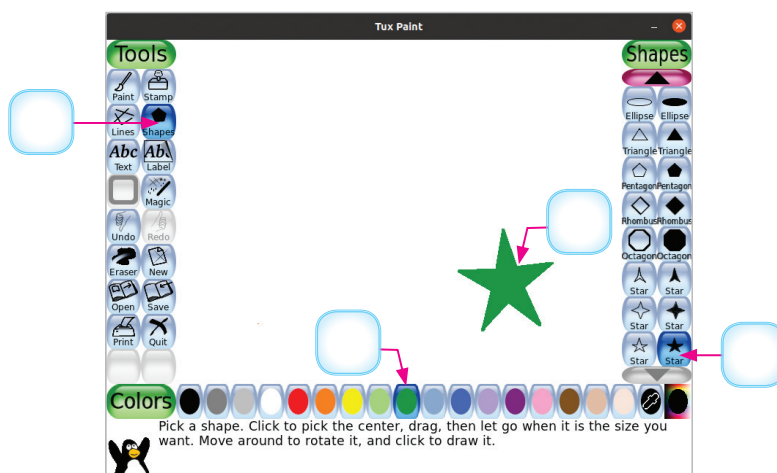
1. Which of the following is used for drawing tools?

   a. Toolbar   b. Screen

   c. Shapes   d. Colors

2. Which of the following tool helps us to draw straight lines?

   a. Quit   b. Paint

   c. Lines   d. Eraser

3. How many sections are divided into the main screen?

   a. One   b. Four

   c. Three   d. Five

B. Number the steps to draw shapes in Tux Paint.

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

1. Eraser tool is used to erase the necessary part of drawing canvas.

2. Selector is not used to select the desired shape.

3. Paint brush can be used to draw free hand.

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Chapter-5

FUN WITH TUX PAINT

A. Match the following:

1.   a. Eraser Tool

2.   b. Shapes Tool

3.   c. Paint Tool

4.   d. Line Tool

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

Hints: Four, Colours, Drawing, Quit

1. The largest part of Tux Paint Screen is .... Canvas.

2. The main screen of Tux Paint is divided into .... section.

3. .... tool is used to save and quit drawing.

4. A palette with .... is used to change the appearance of the drawing canvas.

C. Answer the following questions:

1. Which tool is used to erase the unnecessary part of the drawing?

   ....

2. Which tool is used to draw straight lines?

   ....

3. Which tool is used to close the program?

   ....

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INTRODUCTION TO PAINT

Chapter-6

CLASS 1

**A. Write the correct order of the steps in given boxes to draw a curve line.**

☐ Double-click to end.

☐ Now drag the mouse to make a line

☐ Now click on the line and drag to make a curve.

☐ Click on Curve shape.

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

Hints: Select, Text, Paint

1. .... is used to select a drawing or a part of it.

2. The .... is a program that can be used to draw.

3. A .... box will appear with the cursor blinking in it.

C. Label the given window of Paint.
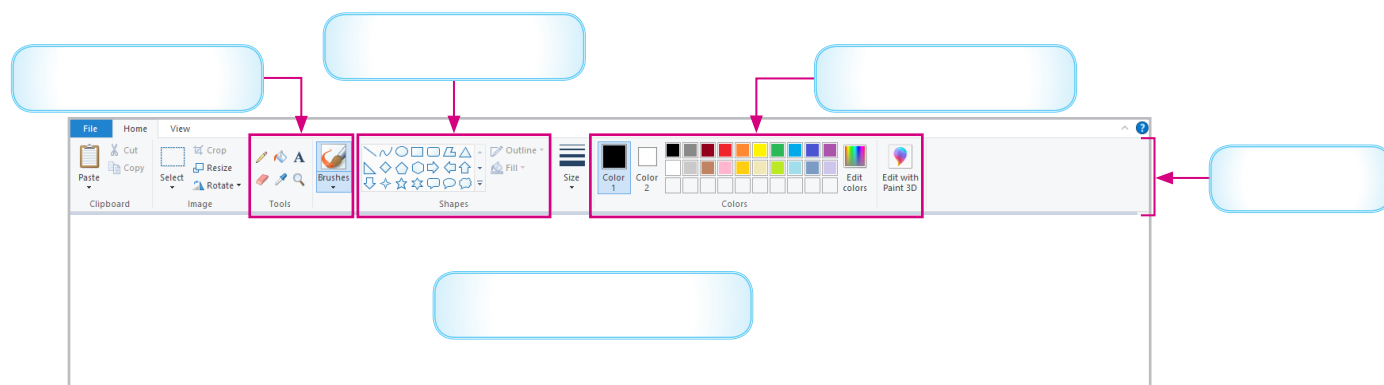
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INTRODUCTION TO PAINT

Chapter-6

CLASS 1

A. Tick (✓) the correct option.

a. [eyedropper icon] ☐   b. [Brushes icon] ☐

c. [polygon icon] ☐   d. [crop icon] ☐

2. Which of the following tool is used to draw with a freehand?

a. [magnifier icon] ☐   b. [A icon] ☐

c. [pencil icon] ☐   d. [eyedropper icon] ☐

3. Which of the following tool is used to enlarge an image?

a. [crop icon] ☐   b. [pencil icon] ☐

c. [magnifier icon] ☐   d. [polygon icon] ☐

B. Guess my name.

1. I let you pick colour from an image. ....

2. I let you type text in the Drawing area. ....

3. I let you draw freehand. ....

4. Tabs groups are my part. ....

5. I show all commands like Pencil, Line, etc. ....

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

1. Curve shape is used to make the curved lines. ....

2. Pencil tool is used to draw with a free hand. ....

3. Select command is used to select a part of drawing. ....

4. Magnifier tool is used to get a bigger and closer view of the drawing. ....

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Chapter-8

TOUCHPAD
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CLASS 1

Name: _____

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SCRATCHJR

A. Tick (✓) the correct option.

1. Which of the following is not a component of ScratchJr window?

a. Stage ☐

b. Character ☐

c. Start ☐

d. Green Flag ☐

2. Which of the following is/are blocks in Block categories?

a. Motion ☐

b. Looks ☐

c. Sounds ☐

d. All of these ☐

3. .... is where you connect programming blocks to create scripts.

a. Stage ☐

b. Blocks Palette ☐

c. Character ☐

d. Programming Area ☐

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

1. Stage is used to select a background for the stage. ....

2. Save button is present at the top-left side of ScratchJr window. ....

3. Green flag is present at the bottom of ScratchJr window. ....

4. Motion block is blue in color. ....

C. Identify the following icons and write their names.

1.   ....

2.   ....

3.   ....

4.   ....

5.   ....

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SCRATCHJR

A. Answer the following questions:

1. Write any three components of ScratchJr window.

   ....

2. What is a character?

   ....

3. Which button is used to add a new character?

   ....

B. Match the following blocks with their correct colours:

1. Looks   a. Red
2. Sounds   b. Purple
3. Control   c. Green
4. End   d. Orange

C. Identify the window and write its name in the given space.

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