Name:
Roll No:

Class: Section: Date:

COMPUTER-A WONDERFUL MACHINE

A. Fill in the missing letters to get meaningful words.

- 1. () U (S) (C)
- 2. M V E
- 3. I F O M T N
- 4. C H N

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

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

C. Match the following:

- 1. Desktop Computer
- 2. Laptop Computer
- 3. Tablet







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_	Clas	s:	Section: Da	ite:			Chapter-2	
	PL	ACE	S WHERE COMPUTERS AF	RE USED			Chapter 2	, SSV IS
	A.	Rea	rrange the letters to get cor	rect words.				2
		1.	SKNAB					
		2.	TROPRIA					
		3.	YAWLIAR NOITATS					
		4.	ECIFFO					
	B.	Fill	in the blanks using the hints	given belov	v:			
		Hin	ts: bills, movies, Railway statio	ns, colour				
		1.	You can watch	on the co	mp	uter.		
		2.	and airport	s are places v	vhe	re computers are used	•	
		3.	We can draw and	image	on	a computer.		
		4.	Computer are also used to m	nake		quickly for the cu	istomer.	
	C.	Tick	$x(\checkmark)$ the correct option.					
		1.	At which of the following pla	ices can com	pute	ers be used?		
			a. Airport		b.	School		
			c. Home		d.	All of these		
		2.	What can you listen to on the	e computer?				
			a. Music		b.	Money		
			c. Machine		d.	Paintings		
		3.	Computers are used to main	tain		in the office.		••
			a. records		b.	games		• •
			c. movies		d.	music		• •

Grade: A A A Teacher's Signature: _



Nan	ne:		
Roll	No:		TOUCHPAD
Clas	ss:	Section: Date:	PLUS Ver. 3.2 🔊
PA	RTS	OF A COMPUTER	Chapter-3
A.	Ticl	k (✓) the correct option.	
	1.	Buttons on the keyboard are called	• • • • • • • • • • • • • • • • • • • •
		a. keys	b. numbers
		c. letters	d. alphabet
	2.	Which of these is also called Visual Displa	lay Unit (VDU)?
		a. Mouse	b. Monitor
		c. CPU	d. None of these
	3.	The CPU is called the of t	f the computer.
		a. heart	b. hand
		c. brain	d. face
B.	Rea	arrange the letters to make different par	arts of computers.
	1.	DRAOBYEK	
	2.	ESUOM	
	3.	ROTINOM	
	4.	SREKAEPS	
c.	Ide	ntify and name the parts of computer.	
	1.	2.	3.

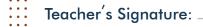












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Nan	ne:		
Roll	No:		TOUCHPAD
Clas	ss:	Section: Date:	PLUS Ver. 3.2 🔊
KE	YBO	DARD AND THE MOUSE	Chapter-4
A.	Wri	ite 'T' for true and 'F' for false.	
	1.	A keyboard has 26 alphabet keys.	• • • • • • • • • • • • • • • • • • • •
	2.	The backspace is the longest key on the keyboard.	•••••
	3.	Number keys cannot help you to type numbers.	
	4.	The arrow keys are four in number.	•••••
В.	Wri	ite the name of the keys.	
	1.	2.	3.
C.	Ans	swer the following questions:	
	1.	What is a mouse?	
	2.	Write a use of the mouse.	
	3.	How many buttons a mouse has?	
	4.	What is a mouse pointer?	















Name:			
Roll No:			TQUCHPAD
Class:	Section:	Date:	PLUS Ver. 3.2 >

INTRODUCTION TO TUX PAINT

Chapter-5

Α.	Tick (√) the	correct	option.
----	--------	--------	---------	---------

- Which tool is used to draw straight lines? 1.
 - a. Shapes
 - c. Quit

- b. Lines
 - d. Eraser
- Which of the following contains the drawing tools? 2.
 - a. Toolbar

c. Drawing Canvas

- b. Selector Pane
- d. Toolbox
- Which of the following is used as a Drawing area? 3.
 - a. Toolbar

c. Shapes

- b. Drawing Canvas
- d. Drawing Canvas
- Rearrange the letters to make correct words. В.
 - LOOT 1.
 - 2. UIQT
 - 3. ETTELAP
 - ROTCELES 4.





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

























Teacher's Signature:

Name:				
Roll No:			TOUCHPAD	
Class:	Section:	Date:	PLUS Ver. 3.2 S	•

Chapter-6

REASONING AND CRITICAL THINKING

- A. Tick (\checkmark) the correct option.
 - 1. What will be the next number in the given series?

3, 6, 9, 12,

a. 18

- b. 15

c. 14

- d. 17

-
- 2. A set of letters arranged from up to down in a word search makes a
 - a. Column

- b. Row

c. Word

- d. Grid
- B. Draw the missing letter of the alphabet to complete each of the given patterns below:







Class: Section: Date: Chapter-7 GOOGLE BLOCKLY GAMES A. Tick () the correct option. 1
GOOGLE BLOCKLY GAMES A. Tick () the correct option. 1
A. Tick () the correct option. 1. is also known as a play-way programming platform. a. Paint b. Google Blockly c. Paint 3D d. Tux Paint 2. A snail has Legs. a. 0 b. 2 c. 4 d. 6
1. is also known as a play-way programming platform. a. Paint b. Google Blockly c. Paint 3D d. Tux Paint 2. A snail has Legs. a. 0 b. 2 c. 4 d. 6
a. Paint b. Google Blockly c. Paint 3D d. Tux Paint 2. A snail has Legs. a. 0 b. 2 c. 4 d. 6
c. Paint 3D
2. A snail has Legs. a. 0 b. 2 c. 4 d. 6
a. 0 b. 2 c. 4 d. 6
c. 4 d. 6
3. Which of the following is the trait of snail?
a. Beak b. Feather
c. Slime d. Fur
B. Write 'T' for true and 'F' for false.
 Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.
2. The Blockly Games webpage has eight different games.
3. In the Maze game, the user has to match the picture of the animal/bird
with its name.
4. Beak is a trait of Cat.
C. Complete the following steps to start Google Blockly.
Step 1 Open the
Step 2 Type www.blockly.games in the of the web browser.
Step 3 Press key.





Date:

Name:

Class: Section:

TQUCHPAD
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Chapter-8

INTRODUCTION TO ARTIFICIAL INTELLIGENCE

- A. Rearrange the letters to make correct words.
 - 1. BOAL
 - 2. LARUTAN
 - 3. LAICIFITRA



- 1. Artificially Intelligent Machine
- 2. Toy Dog
- 3. Aibo

4. Natural Thing







