

Roll No:

Class: Section: Date:

COMPUTER - MY BEST FRIEND

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

Hints: Bicycle, man-made, machines, electricity

- 1. A moves when we push the pedal.
- 2. Crayons are things.
- 3. makes our work easier.
- 4. Geyser runs on

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

- 1. Apple is a man-made thing.
- 2. Washing Machine runs on muscle power.
- 3. We cannot listen songs on computer.
- 4. Machines can work very fast.

C. Circle the things which are natural.

1.



2.



3.



4.



5.



6.













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Clas	: Section:	Date:				er. 5.1 🔊
US	S OF A COMPUTER				Chapt	
Α	Tick (√) the correct option.					90 S
	. We can do	. on the co	omputer.			
	a. Rhymes		b. Sum		c. Drawing	
4	2. Doctors use computers to	make	of th	e patier	nts.	
	a. Shops		b. Hospitals		c. Reports	
3	8. We use computers to		•••			
	a. Listen songs		b. Type poems		c. Both a & b	
В. І	Match the following.					
	. Abacus			a.	0	
	a Nazadata a Ada alata a			1.		
4	2. Washing Machine			b.		
-	s. Air Conditioner			C.		
`	. All conditioner			C.		
2	. Car			d.		
C . /	Answer in one word.					
	. Name a machine that can	do sums t	o learn the math.			
	2. Name a machine that has					•••
	8. Name a machine that can			and in		• • • • • • • • • • • • • • • • • • • •
	Name a machine that can		_			• •
	. Ivanic a macimic mat can	DC Made	by Hulflalls.			••••••••••

A. Identify and write the name of the parts of a computer.

Date:

a.

b.





B. Write full form of the given abbreviations.

2. VDU -













Name:			
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Section: Date: Class:



Chapter-4

USING A KEYBOARD

A. Match the picture with the correct name.

- 1. Number key
- 2. Double-click
- 3. Mouse pointer
- 4. Enter key



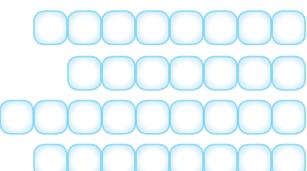
B. Fill in the blanks using the hints given below:

Hints: Enter, Alphabet, Click, drag, Blank, Backspace

- 1. A mouse helps us to and pictures.
- 2.key is used to take the cursor to the next line.
- 3. You place your middle finger of right hand on mouse button.
- 4. Spacebar key is used to give a Space.

C. Rearrange the letters to form a meaningful word.

- 1. RKBDEOAY
- 2. ORIMONT
- 3. CEBSPACKA
- 4. RSAAECPB















INTRODUCTION TO PAINT

Chapter-5

A. Match the following:

1. Fill with color tool

2. Oval shape

3. Line shape

4. Rectangle shape

B. Answer the following questions.

- 1. Which shape is used to draw circles?
- 2. Write the names of parts of the Paint window.
- 3. Name the two tabs present in Paint.

C. Circle the tools or shapes of paint.





























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INTRODUCTION TO TUX PAINT

Chapter-6

A. Tick (\checkmark) the correct option.

- 1. Which tool will you use to draw and paint in Tux Paint?
 - a.



b.









- 2. Which tool is used to close Tux Paint?
 - a.











- 3. Which tool will you use to start a new drawing?



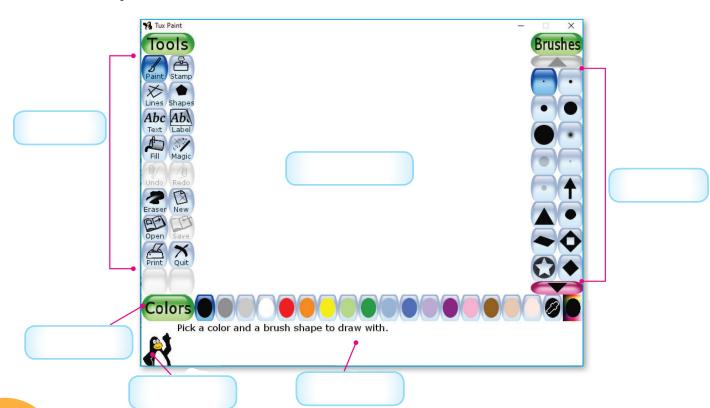
b.







B. Label the parts of Tux Paint window.















Teacher's Signature:

Name:

Roll No:

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TRACEPAD PRO Ver. 5.1

Chapter-7

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

Date:

b. 15

c. 14



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

a. Column



b. Row



c. Word



B. Draw the missing letter of the alphabet to complete each of the given patterns below.











Name:

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Chapter-8

INTRODUCTION TO SCRATCHJR

A. Match the following.

1. Green Button

a. It exits us to the Home Page and saves the project.

2. Block Palette

b. It reverses the last Undo.

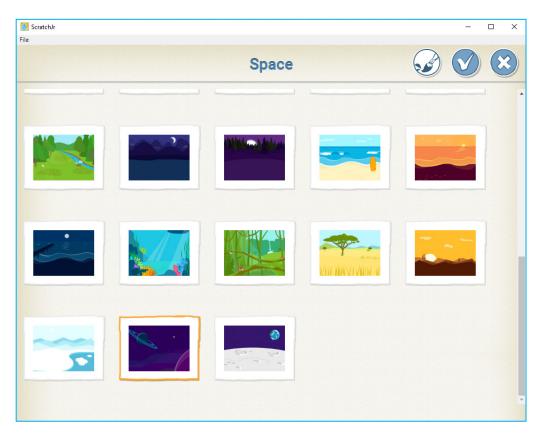
3. Home Button

c. It starts all the programming scripts.

4. Redo Button

d. It is the menu of Programming Blocks.

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







Name:			
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Chapter-9

AI AROUND US

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

Hints: Go, Amazon Echo, IBM Watson, driverless

- 1. Self-driving cars are also known as cars.
- 2. Google's Alpha Go is a program the plays the board game
- 3. can play music and movies, and share weather updates.
- 4. can compose music.

B. Identify the following devices and write two things they can do.



2.













