# ANSWER KEY

# Touchpad PLAY Ver 1.1 Class-1

# 1. Computer—A Wonderful Machine

### One Touch Learn

- **A.** 1. (c) 2. (b) 3. (b)
- **B.** 1. (b) 2. (e) 3. (a) 4. (c) 5. (d)
- **C.** 1. easy 2. movies 3. machine 4. electricity 5. computer



- 1. Computer, Fan
- 2. Computer is a machine that can do many kinds of work.
- 3. Draw pictures, Play games



Do yourself.

### 2. Features of a Computer

# One Touch Learn

- **A.** 1. (b) 2. (b) 3. (c)
- **B.** 1. games 2. walk 3. music 4. draw 5. fast
- **C.** 1. (**x**) 3. (**x**)



- 1. We can play lots of games and we can watch cartoons and movies.
- 2. Desktop computer, Laptop computer and Tablet.

3. Computer cannot dance.



Do yourself.

### **Periodic Assessment-1**

(Based on chapters 1 & 2)

- **A.** Write the correct number in the boxes:
  - 1. Machines found inside 3
  - 2. Machines found outside (3)
- **B.** 2. (✓) 4. (✓)

# 3. Places where Computers are used



- **A.** 1. (b)
- 2. (a)
- **B.** 1. T
- 2. T 3. T
- **C.** 1. Shop
- 2. Airport 3. Hospital
- 4. School



- 1. Watch movies, play games
- 2. To make medical reports



Do yourself.

# 4. Parts of a Computer



- **A.** 1. (b)
- 2. (a)
- 3. (c)

4. F

- **B.** 1. F
- 2. T
- 3. T
- 5. F



Touchpad PLAY (Version 1.1)-I (Answer Key)

C. 1. wireD. 1. MOUSE2. television3. keys4. buttons3. MONITOR4. CPU



- 1. Monitor, CPU, Mouse and Keyboard
- 2. Keyboard
- 3. Pen drive and Memory card



Do yourself.

### **Periodic Assessment-2**

(Based on chapters 3 & 4)

- **A.** 1. (c) 2. (d) 3. (b) 4. (e) 5. (a)
- **B.** 1. Mouse 2. Keyboard 3. CPU 4. Headphones

### **Test Sheet-1**

(Based on chapters 1 to 4)

#### **Section A**

- **A.** 1. (c) 2. (b) 3. (c)
- **B.** 1. man 2. sums 3. tickets 4. keys

#### **Section B**

- A. 1. Television, Washing machine, Computer
  - 2. Home, Offices
  - 3. Keyboard
- **B.** 1. The other machines can only do the kind of work for which they have been made. But computers can do many kinds of work.
  - 2. Storage device is used to save our work on a computer for future.

# 5. Uses of a Keyboard



- **A.** 1. (b) 2. (b) 3. (a)
- **B.** 1. Cursor 2. Keyboard 3. Spacebar 4. Number





1. Alphabet keys are used to type words and sentences.

4. T

- 2. Enter key
- 3. Backspace key



Do yourself.

### 6. Uses of a Mouse



- **A.** 1. (c) 2. (b)
- **B.** 1. F 2. F 3. T
- **C.** 1. (b) 2. (c) 3. (a)
- D. P S C 0 W Ε C С Κ Ν G 0 S R W I 0 S Н 0 Ε Ν Ε Ν U D Κ 0 G Т Ζ S C Ε Е Q L R



- 1. Left button, Right button, Scroll wheel
- 2. Index finger

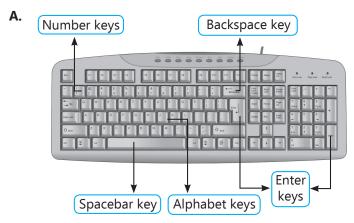




Do yourself.

### **Periodic Assessment-3**

(Based on chapters 5 & 6)



B. 1. Double-click

2. Pointer

3. Right-click

4. Single-click



Do yourself.

### 7. Introduction to Tux Paint



**A.** 1. (b) 2. (a) 3. (a)

3. 1. Eraser 2. Quit 3. Paint 4. Tux Paint



- 1. Tux Paint is a freehand drawing program designed for young children.
- 2. Lines tool is used to draw straight lines.



Do yourself.

### **Periodic Assessment-4**

(Based on chapter 7)

A. Paint, Shapes, Eraser, Lines, Save, Quit

**B.** 1. (c) 2. (d) 3. (e) 4. (f) 5. (a) 6. (b)

### **Test Sheet-2**

(Based on chapters 5 to 7)

#### **Section A**

**A.** 1. (iii) 2. (ii) 3. (iii)

**B.** 1. Cursor 2. Alphabet 3. Click 4. Tux paint 5. Eraser

#### **Section B**

**A.** 1. Enter key is also called the return key.

- 2. The computer mouse has one scroll wheel.
- 3. The parts of the Tux Paint window are: Toolbar, Colors Palette and Selector.
- 4. Spacebar key is used to give a blank space between two words.
- **B.** 1. Pressing and releasing any button of a mouse is called clicking.
  - 2. We use number keys to type numbers.