ANSWER KEY

Touchpad PLAY Ver 1.1

Class-3

1. The Computer System

One Touch Learn

A. 1. (a) 2. (b) 3. (b) 4. (a)

B. 1. T 2. T 3. F 4. F

C. 1. e. 2. a. 3. d. 4. c. 5. b.

Let's Do It

A. 1. CPU is called the brain of the computer. It converts the data into meaningful information.

2. Laptop is the microcomputer. It is used by one person at a time.

3. Keyboard and Mouse

B. 1. The result of processing is called output. Two output devices are Printer and Monitor.

2. Supercomputers are the largest and fastest of all types of computers. They can process very large amount of data quickly.

FUN in LAB

Do yourself.

2. Computer Hardware

One Touch Learn

A. 1. (a) 2. (a) 3. (a) 4. (c)

B. 1. CU 2. CPU 3. monitor 4. input devices

C. 1. F 2. F 3. F 4. T

Let's Do It

A. 1. CU, ALU and MU

2. All the physical components of a computer system are called hardware. These are the parts which we can see or touch.

B. 1. A computer accepts data and instructions through input devices. Some of the input devices are keyboard, mouse, scanner, joystick, microphone, etc.

A computer displays the result of the processed data through the output devices. Some of the output devices are monitor, printer, speakers, etc.

2. Storage devices are the hardware devices used to store data. Examples of storage devices are CD, DVD and Pen drive.

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Do yourself.

3. Computer Software

One Touch Learn

A. 1. (b) 2. (b) 3. (c) 4. (a)

B. 1. T 2. T 3. F 4. F 5. F

C.

1.	Paint	MS Word	Windows 10	Adobe Photoshop
2.	Mouse	Scanner	Keyboard	Windows XP
3.	Printer	Pen drive	Hard disk	Keyboard

Let's Do It

A. 1. Software is a set of instructions that tells the computer how to perform a specific task.

2. Adobe Photoshop

B. 1. System software controls and manages the overall activities of a computer system. Operating system is an example of system software.

2. Application software helps us to perform a specific type of job. Paint is an example of application software.

FUN in LAB

Do yourself.

Periodic Assessment-1

(Based on chapters 1 to 3)

A. 1.

INPUT	→	PROCESS	→	OUTPUT
20, 25, +		20 + 25		45

2.

INPUT	→	PROCESS	→	OUTPUT
45, 35, –		45 – 35		10

B.

Hardware	Software
Monitor	MS Word
Mouse	MS Windows
CPU	Paint
Scanner	Adobe Photoshop
Printer	
Keyboard	

C. 1. Scanner 2. Tablet 3. Speakers 4. CPU

4. More on Keyboard and Mouse

One Touch Learn

A. 1. (c) 2. (a) 3. (c) 4. (b)

B. 1. Caps Lock 2. drag and drop 3. double 4. I Beam

C. 1. Busy 2. Double-headed Arrow 3. I Beam 4. Working in Background

Let's Do It

A. 1. Caps Lock 2. Right-click

3. Enter key is used to move to the next line.

B. 1. Drag and Drop function is used to move an item to another location on the computer.

2. Computer mouse has a scroll wheel which is used to move the page up or down. This process is known as Scroll.

3. Symbol keys have special signs and symbols. Some symbol keys are to the right of the Alphabet keys such as: /, <, >, {, [etc. Some symbols are also placed over the numbers on the number keys such as: !, @,#, $, %, *, etc.

FUN in LAB

Do yourself.

5. Let's Know About Windows 7

One Touch Learn

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

B. 1. Microsoft 2. icons 3. desktop 4. Linux

Let's Do It

A. 1. A long horizontal bar located at the bottom of the desktop is called taskbar.

2. Windows 7 allows you to run several programs at the same time.

B. 1. Desktop is the first screen that appears from where you can start working.
Steps to change desktop background:
Step 1 Right-click anywhere on the desktop. Click on Personalize.
Step 2 Click on Desktop Background.
Step 3 Select any picture and click on Save Changes button.

2. Icons are the small pictures which represent different programs on the desktop.
Steps to sort the icons:
Step 1 Right-click on any blank area of the desktop. Click on Sort by options.
Step 2 Click from the choices to arrange the icons in that order.

FUN in LAB

Do yourself.

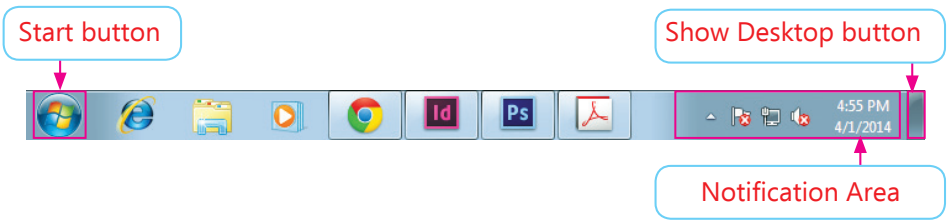
Periodic Assessment-2

(Based on chapters 4 & 5)

A. 1. Backspace key is used to erase typed letters, number, symbols and words from its left side.
2. Shift key is used with other keys for different purposes.
3. Up Arrow key is used to move cursor in up direction.

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

C.



Test Sheet-1

(Based on chapters 1 to 5)

Section A

A. 1. (i) 2. (i) 3. (iii)

B. 1. F 2. T 3. F

C. 1. Drag and drop 2. Information 3. CPU

Section B

A. 1. CPU is called the brain of the computer. It converts the data into meaningful information.
2. Caps Lock.
3. Windows 7 allows you to run several programs at the same time.

B. 1. The result of processing is called output. Two output devices are Printer and Monitor.
2. Storage devices are the hardware devices used to store data. Examples of storage devices are CD, DVD and Pen drive.
3. Desktop is the first screen that appears from where you can start working.
Steps to change desktop background:
Step 1 Right-click anywhere on the desktop. Click on Personalize.
Step 2 Click on Desktop Background.
Step 3 Select any picture and click on Save Changes button.

6. Introduction to MS Word 2010

One Touch Learn

A. 1. (c) 2. (c) 3. (a)

B. 1. F 2. F 3. T 4. T

Let's Do It

A. 1. MS Word is used to type letters, stories, reports, etc.

2. Title bar, Ribbon and Status bar

B. 1. To create a new file, follow the given steps:

Step 1 Click on File tab.
Step 2 Click on New option.
Step 3 Click on Blank document option from the Available Templates.
Step 4 Click on Create button.

2. To open a saved document:

Step 1 Click on File tab.
Step 2 Click Open option.
Step 3 Find the file to be opened and click the Open button.

FUN in LAB

Do yourself.

7. Fun with Tux Paint

One Touch Learn

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

B. 1. Foam 2. Paint 3. Colors Palette 4. Mosaic

C. 1. d. 2. a. 3. b. 4. c.

Let's Do It

A. 1. Smudge effect, Foam effect and Real Rainbow effect.
2. Foam Effect

B. 1. Fill effect is used to fill colours in any closed shape.
2. Slide show helps us to run all the scenes of a story or text, one after another.

FUN in LAB

Do yourself.

Periodic Assessment-3

(Based on chapters 6 & 7)

A. 1. Title Bar 2. Title Bar 3. File Tab 4. Status Bar

B. 1. e. 2. c. 3. a. 4. b. 5. d.

C. 1. T 2. F 3. T 4. F

8. More on Paint

One Touch Learn

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

B. 1. F 2. F 3. T 4. F

C. 1. c. 2. d. 3. b. 4. a.

Let's Do It

A. 1. Paint program is used to draw and paint on a computer.
2. Rounded Rectangle

B. 1. Steps to draw curve line:
Step 1 Click on Curve shape.
Step 2 Now drag the mouse to make a line.
Step 3 Now click on the line and drag to make a curve. Double-click to end.

2. Steps to type text:
Step 1 Click on Text tool from the Tools group.
Step 2 Drag the mouse pointer in the drawing area. Type text in the drawing area.

FUN in LAB

Do yourself.

9. Introduction to Scratch

One Touch Learn

A. 1. (a) 2. (c) 3. (a) 4. (c)

B. 1. F 2. T 3. F 4. F

C. 1. backdrop 2. stage 3. brown 4. stop 5. blocks

Let's Do It

A. 1. Sprite is an object that we see on the Scratch stage.
2. Events blocks

B. 1. (i) Easy to understand and learn.
(ii) It has tools for creating interactive stories, games, art and more.
2. Motion blocks are used to control the sprite movement. It can be used with your sprite for its placement, direction, rotation and movement.

FUN in LAB

Do yourself.

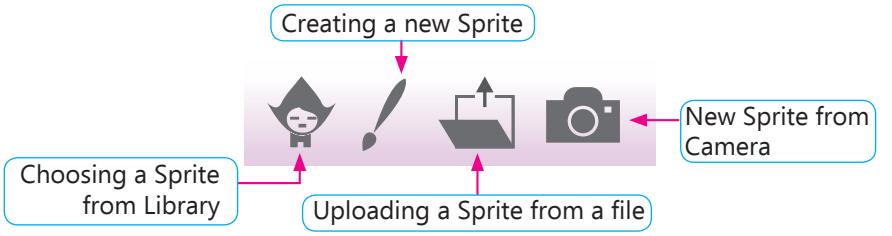
Periodic Assessment-4

(Based on chapters 8 & 9)

A. 1. Polygon shape is used to draw a polygon or a closed figure.
2. Select is used to select a drawing or a part of it.
3. Text tool is used when you want to type text in the drawing area.
4. Curve shape is used to make curved shapes.

B. 1. Stage 2. Shrink 3. Green Flag 4. Grow 5. Scratch

C.



Test Sheet-2

(Based on chapters 6 to 9)

Section A

A. 1. (iii) 2. (i) 3. (i) 4. (iii)

B. 1. F 2. F 3. F 4. F

Section B

A. 1. Title bar, Ribbon and Status bar
2. Paint program is used to draw and paint on a computer.
3. Paint tool.
4. Events blocks.

B. 1. To create a new file, follow the given steps:
Step 1 Click on File tab.
Step 2 Click on New option.
Step 3 Click on Blank document option from the Available Templates.
Step 4 Click on Create button.

2. Steps to draw curve line:
Step 1 Click on Curve shape.
Step 2 Now drag the mouse to make a line.
Step 3 Now click on the line and drag to make a curve. Double-click to end.

3. Motion blocks are used to control the sprite movement. It can be used with your sprite for its placement, direction, rotation and movement.