

Class
1

Answer key

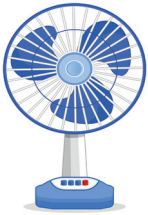
iPlus Ver 2.0

1. Computer—A Machine

LET'S CATCH UP



(Page no. 8)



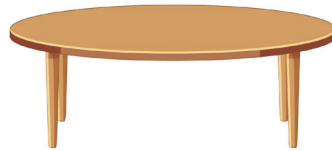
M



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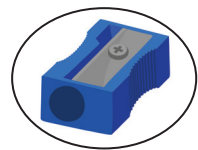


M

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Exercise

Section A (Objective)

- A. 1. b. 2. b. 3. c.
B. 1. Machines 2. Laptop 3. large
C. 1. T 2. F 3. T 4. T
D.



Section B (Subjective)

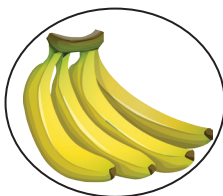
- Two examples of man-made things are a bus and a bag.
- Two features of a computer are:
 - Computers work very fast and they don't make mistakes.
 - Computers can be used to search for information.
- A tablet is also known as a tab. It is smaller than a laptop.



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- A. 1. FAN 2. COMPUTER 3. TRAIN

B.



2. Uses of a Computer

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Tick (✓) the correct uses of a computer and cross (X) out the wrong ones.

1. We can solve sums on a computer.
2. We cannot use computers to listen to stories and rhymes.
3. We use computers to paint beautiful drawings.
4. In a video call, we cannot see the person we are talking to.



Exercise

Section A (Objective)

- | | | | | | |
|-----------|----------|----------|------------|----------|--------------|
| A. | 1. a. | 2. b. | 3. a. | | |
| B. | 1. video | 2. paint | 3. schools | 4. banks | 5. hospitals |
| C. | 1. T | 2. F | 3. F | 4. F | 5. T |



Section B (Subjective)

1. The uses of a computer at home is to make projects and play games. You can also shop for things using Internet while sitting at home.
2. Two things that a computer cannot do:
 - a. Think
 - b. Walk
3. Two things that a computer can do are:
 - a. solve sums
 - b. listen to stories and rhymes



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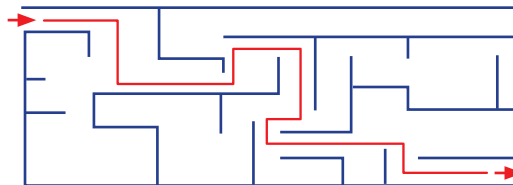
1. SHOP 2. AIRPORT 3. HOSPITAL 4. SCHOOL 5. OFFICE

3. Parts of a Computer

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Exercise

Section A (Objective)









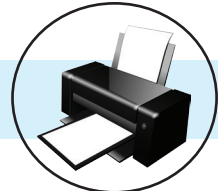
- A.** 1. c. 2. b. 3. b.
- B.** 1. speakers 2. CPU 3. keys 4. Headphones
- C.** 1. F 2. F 3. T 4. T
- D.** 1. PRINTER 2. MONITOR 3. HEADPHONE 4. SCANNER 5. PEN DRIVE



Section B (Subjective)

1. A monitor look like a television.
2. CPU is known as the brain of the computer.
3. Two additional parts of a computer are:
 - a. Scanner
 - b. CD

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1.			
2.			
3.			

4. Using Computers—Do's and Don'ts

LET'S CATCH UP



(Page no. 35)

Tick (✓) what should be done and cross (X) out what should not be done in the computer lab.

1. Always press the keyboard keys gently.
2. Avoid eating or drinking in the computer lab.



3. While using a computer, always maintain a correct posture.



4. Do not play or run here and there in the computer lab.



Exercise

Section A (Objective)

- A.** 1. a. 2. c. 3. b.
B. 1. gently 2. computer 3. continuously 4. correct posture 5. ears
C. 1. T 2. F 3. T 4. F

Section B (Subjective)

1. When not in use, cover the computer with a dust cover.
2. Two things that you must not do in your computer lab are:
 - a. Do not sit too close to the computer.
 - b. Do not play or run here and there in the computer lab.



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1. Dust cover 2. Mouse 3. Keyboard or mouse



WORKSHEET 1

(Based on chapters 1 to 4)

- A.** 1. Tree (Natural) 2. Mouse (Man-made)



B.

1.



2.



3.



a.

Shop

b.

Office

c.

School

C. Two things you should do in a computer lab are:

a. Always use a dry, soft cloth to clean the computer.

b. Always press the keyboard keys gently.

Two things you should not do in a computer lab are:

a. Do not use your finger, a pencil or an eraser to touch anything on the monitor.

b. When the computer is "ON," never touch the wires or cables as you may get a shock.



Test Sheet 1

(Based on chapters 1 to 4)

Section A

- A.** 1. b. 2. b. 3. c.
- B.** 1. large 2. schools 3. hospitals 4. ears

Section B

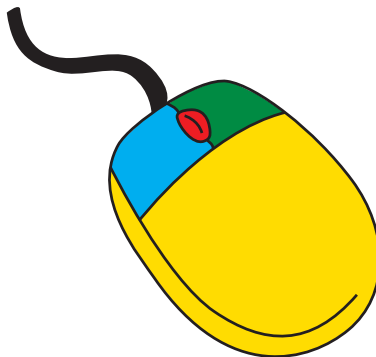
- A.** 1. Two examples of man-made things are bus and chair.
2. A tablet is also known as a tab. It is smaller than a laptop.
3. A monitor look like a television.
4. Two additional parts of a computer are:
 a. Scanner
 b. CD
- B.** 1. When not in use, cover the computer with a dust cover.
2. The use of a computer at home is to make projects and play games.

5. Computer Mouse

LET'S CATCH UP



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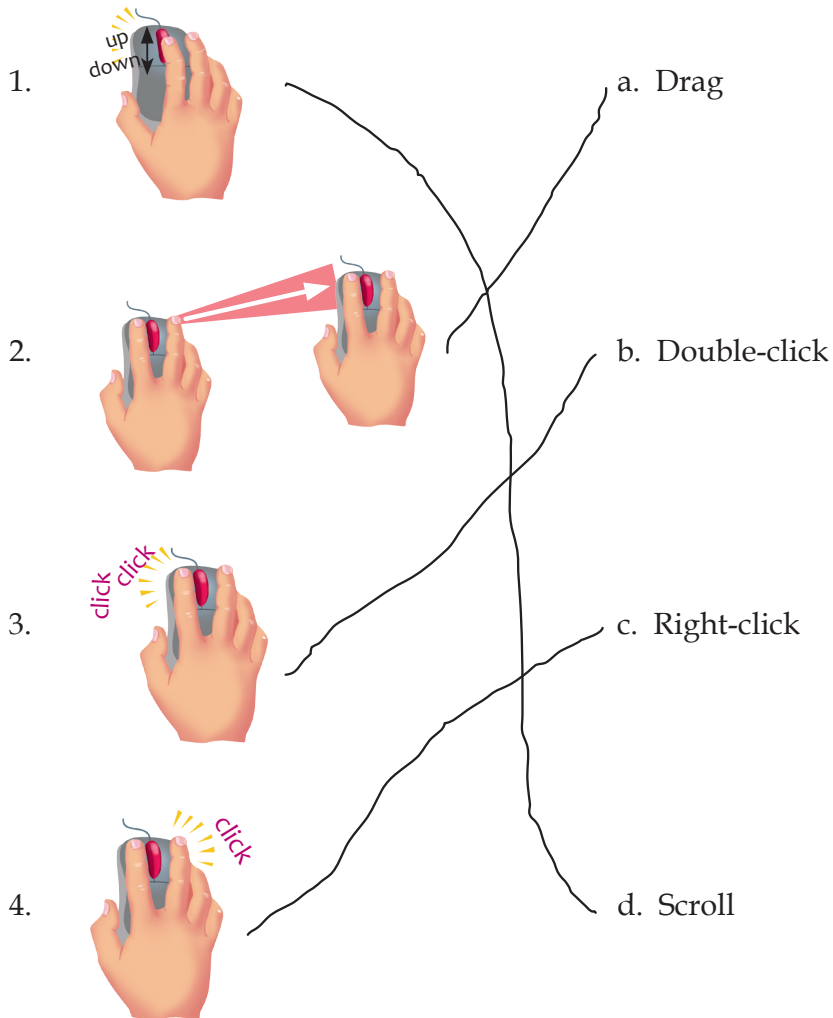


Exercise

Section A (Objective)

- A.** 1. b. 2. a. 3. b.
- B.** 1. mouse 2. pointer 3. draw 4. double-click
- C.** 1. T 2. F 3. F

D.



Section B (Subjective)

1. There are mouse that do not have the wire known as wireless mouse.
2. A mouse pad is a small surface on which a mouse is placed.
3. Moving the Scroll wheel up and down is known as scrolling.



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6. Computer Keyboard

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Exercise

Section A (Objective)

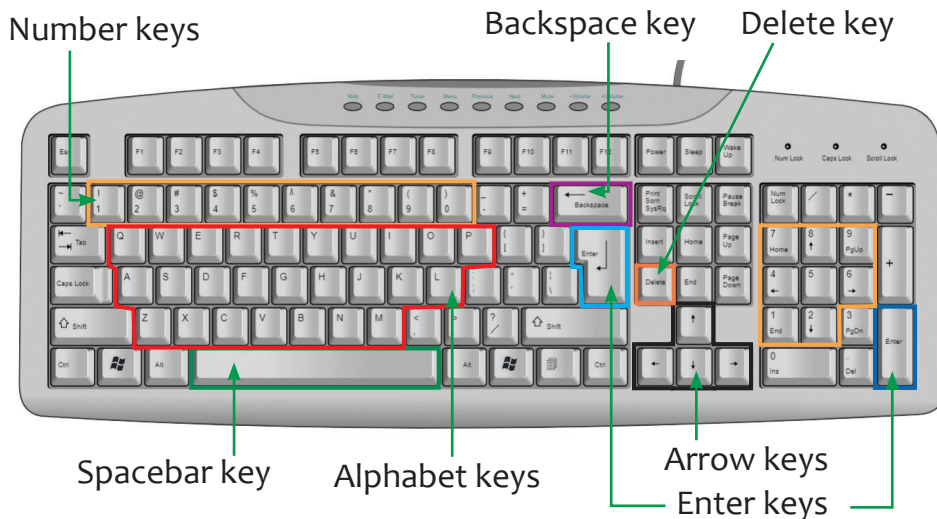
- A.** 1. c. 2. a. 3. b.
- B.** 1. keys 2. alphabet 3. 104 4. Number 5. return
- C.** 1. F 2. T 3. T 4. T 5. F

Section B (Subjective)

1. There are 26 alphabet keys on a keyboard.
2. There are two sets of number keys on a keyboard.
3. Number keys are used to type numbers.
4. The blinking line on the screen is called a cursor.



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7. Storage Devices

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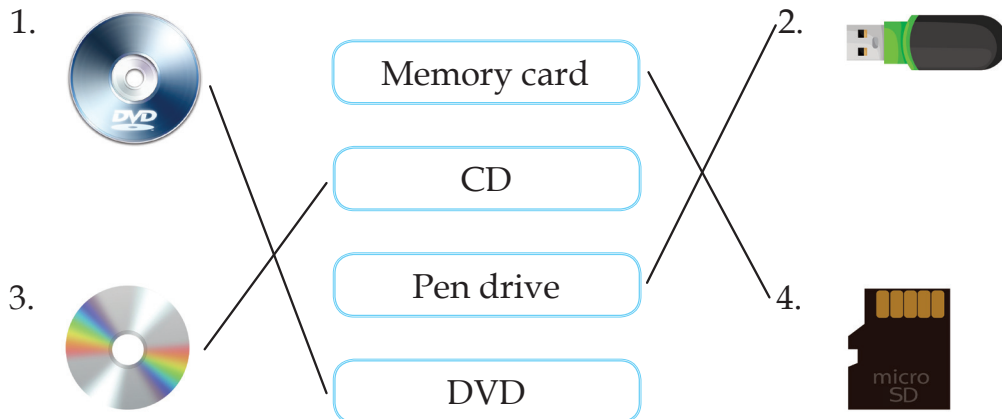
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1. Compact Disc
2. Digital Versatile Disc

Exercise

Section A (Objective)

- A.** 1. c. 2. a. 3. c. 4. a.
- B.** 1. F 2. T 3. T 4. T
- C.** 1.

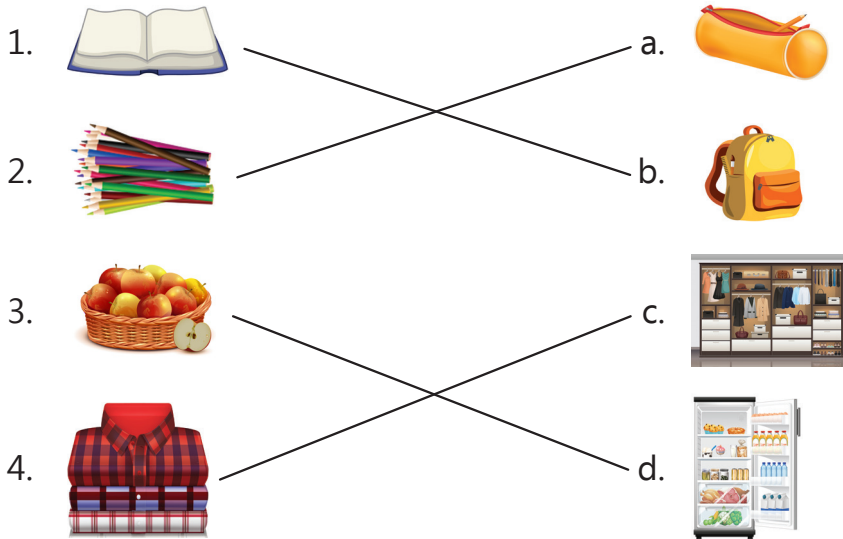


Section B (Subjective)

1. The devices that we can use to save our work for the future are known as storage devices.
2. One difference between a CD and a DVD is that the storage capacity of a DVD is more than a CD.
3. A memory card is used in a mobile phone, digital camera, or other similar devices to increase the storage capacity.



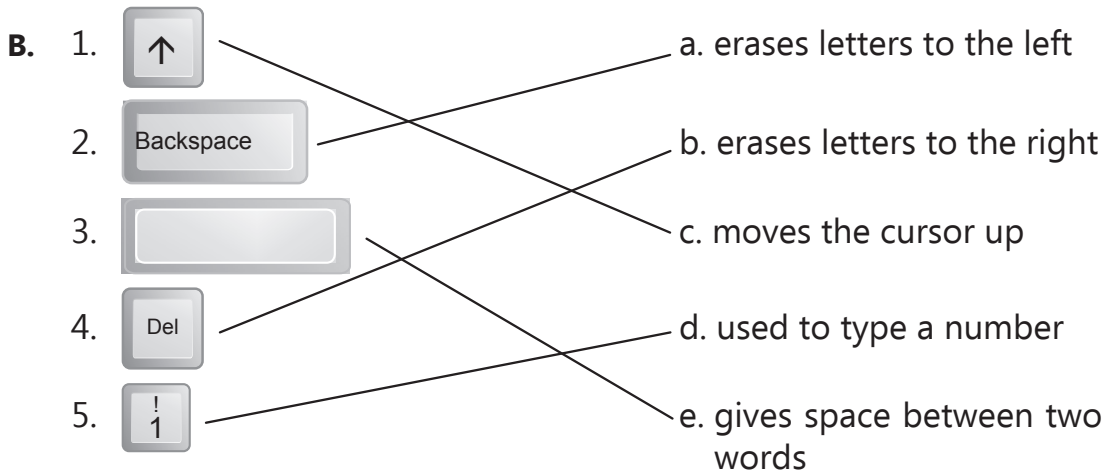
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WORKSHEET 2

(Based on chapters 5 to 7)

- A.** 1. Double click 2. Left click 3. Scroll



- C.** 1. PEN DRIVE 2. MOUSE 3. KEYBOARD 4. MEMORY CARD
5. COMPACT DISC



Test Sheet 2

(Based on chapters 5 to 7)

Section A

- A.** 1. b. 2. b. 3. a.
- B.** 1. pointer 2. 104 3. draw 4. number

Section B

- A.** 1. There are 26 alphabet keys on a keyboard.
2. There are mouse that do not have the wire known as wireless mouse.
3. The number keys are used to type numbers.
4. Moving the Scroll wheel up and down is known as scrolling.
- B.** 1. One difference between a CD and a DVD is that the storage capacity of a DVD is more than a CD.
2. A memory card is used in a mobile phone, digital camera, or other similar devices to increase the storage capacity.

