

# Chapter-1

## COMPUTER

### TESTING TIME

A. Remote, bike, torch, bench are human-made colour the circle blue and left beach and sun colour the circle green.

B. 1. C            2. A (Camera) 3. A            4. C    5. A

C. 1. Sun        2. Fuel            3. Remote        4. Play        5. Human

D. 1.TRUE      2. TRUE 3. TRUE      4. TRUE 5. TRUE

### ACTIVITY TIME

A. Join the dot and fill colour.

B. C O E P U B T R.      COEPUBTR

C. 1. Count number of computers in your lab

2. Yes

3. Draw and colour computer on a paper and show it to our computer teacher.

# Chapter-2

## PARTS OF A COMPUTER

### TESTING TIME

**A.** Matching the image with their name.

- 1.----- Monitor
- 2.----- Mouse
- 3.----- Printer
- 4.----- CPU

**B.** 1. B

2. C
3. B
4. B

**C.** 1. Monitor

2. keyboard
3. mouse
4. brain
5. speakers

**D.** 1. False

2. true
3. false
4. true
5. false

### ACTIVITY TIME

**A.** Label parts of a Computer:

Computer, CPU, speaker, printer, mouse, keyboard.

**B.** See the part of computer in your lab. Make a list of it. Try to draw it on a sheet of a paper.

**C.** 1. Mouse

2. Keyboard
3. Monitor
4. CPU

# Chapter-3

## USES OF A COMPUTER

### TESTING TIME

- A.** 1. B  
2. C  
3. B  
4. C  
5. C

**B.** Match the word with suitable picture.

1-Bank

2-School

3-Bank

4-Hospital

- C.** 1. Picture  
2. Story  
3. Play  
4. Sums  
5. Offices

- D.** 1. False  
2. true  
3. true  
4. false  
5. false

## **ACTIVITY TIME**

- A.** Circle the image that show the computers are being used in a hospital.
- B.** Go to lab. Learn how to draw picture and listen music on computer.

## Chapter-4

### LEARN TO USE THE COMPUTER

#### TESTING TIME

A. 2 → 3 → 1 → 4

3 → 1 → 4 → 2

B. 1. B

2. B

3. B

4. B

5. C

C. 1. Main

2. UPS

3. System unit

4. Monitor

#### ACTIVITY TIME

A. Icons , Starts , Taskbar

# Chapter-5

## COMPUTER KEYBOARD

### TESTING TIME

#### A. MATCH THE PICTURE WITH THEIR NAME

1. S P A C E B A R
2. E N T E R
3. N U M B E R
4. B A C K S P A C E
5. A R R O W

#### B. 1. C

2. A
3. A
4. A
5. A

#### C. Alphabets keys- 26

Number keys-10

Enter keys-2

Arrow keys-4

Space bar keys-1

#### D. 1. Alphabet

2. Right
3. Number
4. Space bar
5. Number

## **ACTIVITY TIME**

**A.** Missing words on key boards

Q , T , P

D , G , K

X , B , M

**B.** 1. Your name

2. your age

Colour the key of your first and last name letters and also the age in keyboard picture.

## Chapter-6

# COMPUTER MOUSE

### TESTING TIME

A. 1. C

2. B

3. B

4. A

5. A

B. 1. Pointing

2. wireless

3. middle

4. click

5. dragging

C. cable

Left mouse button

Right mouse button

Scroll wheel

Palm rest

D. 1. False

2. true

3. true

4. true

5. true

### ACTIVITY TIME

**A.** Computer mouse

**B.** Find word given in the box and encircle them.

# Chapter-7

## FUN WITH PAINT

### TESTING TIME

- A.** 1-a  
2-e  
3-b  
4-a  
5-c

**B. 1. A**

2. a  
3. c  
4. c  
5. b

**C. 1. Microsoft paint**

2. drawing  
3. size  
4. fill with colour  
5. eraser

**D. 1. True**

2. True  
3. False  
4. True  
5. False

### ACTIVITY TIME

**A.** colour the picture using blue , yellow, red and green.

**B.** identify the tools which are used to draw picture and write down in box.

# WORKSHEET 1

## (Chapter-1,2, and 3)

1. a. i  
b. iii  
c. i  
d. ii  
e. iii
2. a. True  
b. False  
c. False  
d. True  
e. False
3. a. fuel  
b. human  
c. brain  
d. play  
e. offices
4. a. remote  
b. keyboard  
c. keys  
d. lab
5. television  
CPU  
Mouse

6. 1. Speakers

2. CPU

3. printer

4. keys

5. mouse

6. monitor

## **WORKSHEET 2**

### **(Chapter-4,5,6 and 7)**

1. a.iii

b. iii

c. iii

d. iii

e. ii

2. a. True

b. False

c. True

d. True

e. True

3. a. desktop

b. cursor

c. wireless

d. color

e. eraser

4. a. task bar

b. left side

c. three

d. drawing area

5. find and encircle the names of keyboard keys given in help box.

# PROJECT WORK

## COMPUTER

1. Join the dots and complete the draw with colors and write its name.
- 2.maze : To help the boy to chase the computer.

## MS PAINT

1. Make the drawing in computer which are drawn on your book.
2. Make the scenery using pencil ,brush, and fill the color using tools.