Chapter-1

WORKING OF COMPUTER

TESTING TIME

A. 1. C

    2. C

    3. A

    4. B

    5. C

B. 1. word

    2. store

    3. long

    4. data

    5. decision making

C. 1. false

    2. true

    3. true

    4. false

    5. true

D. 1. Input process output

    2. Speed, High storage capacity, Accuracy and reliability & Multitasking

    3. hardware: which includes all the physical parts of a computer system such as monitor, cpu, keyboard, mouse etc.

    Software which includes all the instructions given to the computer such as MS window, Ms Office etc.

    4. diligence

    versatility

5. health problems

cybercrime

ACTIVITY TIME

TALKING TO THE PERSON

JUICE

ENTER THE EQUAL BUTTON

Chapter-2

HARDWARE AND SOFTWARE

TESTING TIME

A. 1. C

    2. B

    3. A

    4. C

    5. C

B. 1. CPU

    2. flash drive

    3. headset

    4. programs

    5. system

    6. application

C. 1. false

    2. false

    3. true

    4. false

    5. false

    6. true

D. 1. monitor

    2. light pen

    3. printer

    4. keyboard

    5. speaker or headphones

6. hard disk

ACTIVITY TIME

A. 1. Softcopy

2. Touch screen

3. CPU

4. Mouse

5. Central unit

6. Printer

B. collect the picture of different parts of the computer and paste them on a chart paper in such a way what that it makes the complete computer system.

C. INPUT: keyboard, mouse, scanner, microphones

OUTPUT: joystick, printer, speaker, monitor

Chapter-3
More on windows 10

A. 1. b

    2. b

    3. a

    4. b

    5. a

    6. b

B. 1. Booting

    2. Taskbar

    3. Live

    4. Show desktop

    5. Setting

    6. Screen Saver

C. 1. false

    2. True

    3. false

    4. false

    5. false

    6. False

D. 1. Start button

    2. Taskbar

    3. Recycle bin

    4. Windows 1.0

5. Show desktop

6. Notification area

ACTIVITY TIME

A. Start button

 Task view button

 Date & Time

 Show desktop

B. T   I   I   T   I   T

Chapter-4

More on MS Paint

A. 1. a

    2. c

    3. b

    4. a

    5. c

B. 1. Home

    2. Rectangular

    3. Invert

    4. Undo

    5. Zoom In

C. 1. True

    2. false

    3. false

    4. True

    5. True

D. 1. Paste

    2. Free-form selection

    3. Delete

    4. Select all

    5. Text Tool

6. Rotate

ACTIVITY TIME

A. step-1 Select
   step-2 Resize
   step-3 Skew, horizontal and Verticle
   step-4 Ok
B. step-1 Select
   step-3 Cut
   step-4 Paste, Upper left

Chapter-5

More on MS Word 2016

TESTING TIME

A. 1. c

   2. c

   3. c

   4. b

   5. a

B. 1. Title bar

   2. Delete

   3. Cursor

   4. Italics

   5. Home

C. 1. false

   2. True

   3. false

   4. false

   5. false

D. 1. A Word processor is a program that can be used to create, edit, save and print document on a computer

   2. The Title bar contains the quick access toolbar and the control buttons.

   3. There are two types of rulers, Horizontal ruler & Vertical ruler.

   4. Title bar : it is present at the top of the word window

      Ribbon : It is located just below the title bar.

5. Select the text which you want to change the font style, Click on the arrow next to the font box. A drop down list appears. Select the desired font from the list

6. The quick access toolbar is present on the left side of the title bar. Save, Undo and Redo appear on it.

ACTIVITY TIME

1. Ctrl+B
2. Ctrl+S
3. Ctrl+U
4. Ctrl+I
5. Ctrl+N
6. Ctrl+A

Chapter-6

More on Tux Paint

A. 1. c

2. a

3. b

4. c

5. a

B. 1. 16

2. Edges

3. Distortion

4. Wavelets

5. Lighten

C. 1. True

2. false

3. True

4. false

5. True

D. 1. Tux paint is a wonderful drawing program designed for children. Is is a simple, easy to use program with a cartoon mascot who guides you as you use the program.

2. The stamp tool is like a set of rubber stamps or stickers, there are more than 200 stamps available in tux paint.

3. Magic tool is a set of special tools which is used to apply magic effect on a drawing.

4. S-1, Select the magic tool from the toolbar

S-2, Select the lighten effect from the selector

S-3, Click and drag over the part of image you want to lighten

5. Waves Effect – this effect is used to wiggle any picture side to side (Horizontal)

The Wavelets Effect wiggle the picture up and down vertically rather than side to side.

6. Fold effect is used to give the effect of the folded corner of the page.

Chapter-7

Introduction to Scratch Programming

TESTING TIME

A. 1. a

2. c

3. c

4. c

5. b

B. 1. Languages

2. Connect

3. Motion

4. Title bar

5. Stage

6. .sb3

C. 1. True

2. false

3. false

4. True

5. True

D. 1. Scratch is a simple programming language specifically used for educational purpose. It allows you to create interactive stories, animations, and games.

2. a. Sprite is a small graphic character that performs actions on the stage.

b. Blocks palette displays the sets of blocks present under the current block category.

c. Stage is the main working area where you can see whatever you create stories, animations, or games.

3. The difference between sprites area and script area is –

Sprites area: It displays the thumbnails (name and picture) of the sprites used in a project

Script area: It is the place where you drop the blocks dragged from the blocks palette

4. In scratch, a sprite has a pen to draw figures on the stage. In scratch 3.0, the pen blocks have been moved to an extension.

5. To open the saved project, follow these steps:

S-1 Click the file button on the menu bar and the click the load from your computer option from the submenu that appears. The open project dialog box appears.

S- 2 Choose the desired file and click the open button.

ACTIVITY TIME

1. This block erases all the pen marks from the stage.
2. This block rotates the sprite in the left direction by the specified degree.
3. This block turns the sprite in the opposite direction as it reaches the edge of the stage.
4. This block changes the thickness of the sprites pen by a specified value.

Chapter-8

Working with the sprite

A. 1. c

2. b

3. c

4. a

5. a

B. 1. Sprites

2. Arctic

3. backdrop

4. Stop

5. Orange

C. 1. True

2. True

3. True

4. True

5. False

D. 1. A backdrop is one out of many background available for the stage in scratch.

2. Click the choose a backdrop icon on the bottom right corner of the window, click on the desired backdrop the new backdrop added to the stage.

3. The sound block has blocks that are used to add and control the sound of the sprite.

4. Say hello for 2 seconds – this block puts a speech bubble over the sprite and stays for the specified amount of time.

Say Hello – this block puts a speech bubble over the sprite and it does not go away over time.

5. (I) This block executes the blocks inside it for a specified number of times.

   (II) It changes the sprites size by the specified amount.

   (III) This block stops all the sounds that are currently playing

   (IV) This blocks plays the sound selected from the drop-down list of the block without pausing the script

ACTIVITY TIME

A. 1. Dance
   2. Music
   3. Food
   4. Fashion
   5. Sports
B. 1. Sports
   2. Indoors
   3. Patterns
   4. Castle

Worksheet-1

1. a. (III)
   b. (III)
   c. (III)
   d. (I)
   e. (I)
2. a. Microphone
   b. Screen saver
   c. Paste from
   d. Keyboard
   e. Select All
3. a. (III)
   b. (V)
   c. (IV)
   d. (I)
   e. (II)
4. a. Liquid Crystal Display
   b. Visual Display Unit
   c. Central Processing Unit
   d. Light Emitting Diode
   e. Cathode Ray Tube
5. a. Icons
   b. Right-click on a blank portion of the taskbar, and make sure that Lock the mouse pointer to the place on the screen where you want the taskbar.
   c. Freeform selection
   d. Microphone
   e. Pen Drive
6. a. A peripheral device is ancillary device used to put information into and get information out of the computer
   b. CPU is a processing device that handles the intermediate stage of processing the incoming data.
   c. A printer is an Output device while the scanner is Input Device.
   d. Ctrl+ C for cut/copy and Ctrl+V for paste.
   e. Loading of an Operating system on the computer known as booting.

Worksheet-2

1. a. (I)
   b. (III)
   c. (II)
   d. (II)
   e. (III)
2. a. Text
   b. Toolbar
   c. Ctrl+S
   d. Cursor
   e. Blocks
3. a. Magic Tool
   b. Paint Tool
   c. Lines Tool
   d. Grass Tool
    e. Stamp Tool
    f. Eraser Tool
4. a. (V)
   b. (I)
   c. (IV)
   d. (III)
   e. (II)
5. a. Looks Block
   b. Ctrl+N
   c. The Status bar at the bottom of the document should display the number of words.
   d. Wavelets Effects
   e. Fade the colors of parts of the picture.
6. a. Turn 15 degree left (3 times) in scratch turns the sprite 45 degrees left.
   b. The block effects can do such things include erases the pen marks , create duplicate copies , set thickness of the sprite's pen , and set the pen colour.
   c. Step -1 : Import the Banana sprite from the built in library of sprites .

Step-2 : Drag and drop the following blocks into the script area to move the banana in a curved path. Run the script and observe the movement of the sprite on the stage .

The Control block category will find this sprite.

d. The Ruler is located below the Ribbon around the edge of the document. It is used to change the format of the document, there are two types of rulers horizontal & Vertical.

e. Looks blocks is one of the ten categories of Scratch blocks. They are color-coded purple, and are used to control a Sprite's appearance