

Computer: A Wonder Machine

BOOK 1

Chapter 1

Computer—A Wonder Machine

1. Color the box green if the object is natural and red if the object is man-made.

- (a) Natural (b) Man-made (c) Natural (d) Man-made
(e) Natural

2. Pick out the features of a computer and write them on the monitor. Write the remaining features on the notebook.

Monitor	Notebook
Makes work easy	Slow
Fast	Gets tired and bored
Has memory	Makes mistakes
Does not get tired	
Keeps data secure	

3. Tick (✓) the correct option:

- (a) (i) machine (b) (ii) fast (c) (ii) memory (d) (ii) easy
(e) (i) Secure

4. Put a smiley (☺) for the correct sentences and a frown (☹) for the incorrect sentences.

- (a) Smiley (b) Frown (c) Smiley (d) Smiley
(e) Smiley

Chapter 2

Uses of a Computer

1. Tick (✓) the correct option:

- (a) (i) do drawing and coloring. (b) (i) listening to music.
(c) (i) keep count of money. (d) (i) sending emails.
(e) (ii) booking tickets.

2. Search and color five places in the grid where computers are used. One has been done for you.

F	G	H	E	T	Y	U	H	O	M	E
E	G	H	R	Y	Q	E	T	Y	U	O
T	U	S	T	A	T	I	O	N	N	V
S	D	P	O	W	E	E	T	R	U	O
A	C	O	F	F	I	C	E	E	R	T
Q	E	W	R	T	Y	U	I	O	P	A
S	D	F	G	S	C	H	O	O	L	Q
E	R	T	Y	B	N	A	S	D	R	F
Q	B	A	N	K	Z	X	C	V	B	N
A	S	D	F	G	H	J	K	L	Z	X
S	H	O	P	W	E	D	F	G	H	J

Chapter 3

Parts of a Computer

1. Tick (✓) the correct option:

(a) (i) Keyboard (b) (ii) printer. (c) (ii) Compact Disc. (d) (i) speakers.
(e) (i) keyboard. (f) (ii) CPU

2. Match the parts of a computer with the work they can do:

(a) UPS (b) Pen Drive (c) Printer (d) Monitor
(e) Keyboard

3. Fill in the blanks. Choose the correct word from the brackets:

(a) printing (b) Pen Drive (c) Digital Versatile Disc (d) UPS
(e) Speakers

4. Put a smiley (☺) for the correct sentences and a frown (☹) for the incorrect sentences:

(a) Frown (b) Smiley (c) Frown (d) Frown
(e) Smiley (f) Frown

5. Unscramble!

(a) MOUSE (b) KEYBOARD (c) MONITOR (d) CPU

Chapter 4

Using Computer—Do's and Don'ts

- 1. Mark (✓) under (☺) for right behaviour and (✗) under (☹) for wrong behaviour in a computer room.**

	☺	☹
a	✓	
b		✗
c	✓	
d		✗
e	✓	
f		✗
g		✗

- 2. Tick (✓) the correct option:**

- (a) (iii) Power On → UPS On → CPU On → Monitor On → Screen with Windows button.
- (b) (i) remove our shoes.
- (c) (ii) clean hands only.
- (d) (ii) share the computer by turn.
- (e) (iv) All of these.

- 3. Match the following:**

- (a) (iii) Top of the monitor should be at eye level
- (b) (iv) At comfortable reading distance
- (c) (v) At elbow height
- (d) (vi) Flat on the floor
- (e) (i) Fully adjustable
- (f) (ii) Keep your head straight

- 4. State T for true and F for false:**

- (a) False
- (b) True
- (c) True
- (d) True
- (e) True

5. Color the boxes with the right behaviour to help Berry reach her computer room.

Maintain silence in the room.	Sit on the keyboard.	Pull the wires.	Keep the mouse on your lap.	Play with the CD.
Use a mouse pad.	Remove your shoes.	Eat chocolate while working on a computer.	Having cold drink in computer room.	Sleep in front of a computer.
Print unwanted papers.	Touch the computer with clean hands.	Press the keys very hard.	Try to break the keys.	Eat chips in the computer room.
Eat your lunch in the computer room.	Press the keys softly.	Sit Straight.	Keep proper distance between eyes and the screen.	Keep wearing your shoes.
Do not listen to your teacher.	Do not share with computer classmates.	Touch the wires.	Do not touch the wires.	Do not eat in the computer room.
				Computer Room

Chapter 5 Computer Mouse

1. Fill in the blanks by choosing the correct word:

- (a) point (b) clicking (c) mouse pad (d) draw
(e) right click

2. Put a smiley (☺) for correct sentences and a frown (☹) for the incorrect sentences:

- (a) Frown (b) Frown (c) Smiley (d) Smiley
(e) Frown

Chapter 6

Computer Keyboard

1. Fill in the blanks. Choose the correct word from the brackets.

- (a) keys (b) alphabet keys (c) cursor control keys

2. Tick (✓) the correct option:

- (a) (i) Keys on a keyboard
(b) (ii) Alphabet keys
(c) (i) Number keys
(d) (ii) Up arrow
(e) (i) Right arrow

Chapter 7

Fun with Paint

1. Given below are the steps to open Paint program. Number the steps in the correct sequence.

- (a) Go to Start button.
(b) Left click on Start button.
(c) Move the pointer to All apps option.
(d) Left click on the arrow next to All apps option.
(e) Move the pointer to Paint option.
(f) Left click on Paint option.
(g) The paint screen will open.

2. Solve the crossword with the help of the shapes provided.

1. Rectangle 2. Circle 3. Curve 4. Square
5. Polygon 6. Line 7. Ellipse

3. Tick (✓) the correct option:

- (a) (i) Paint program
(b) (ii) Start → All apps → Paint
(c) (i) Drawing area.
(d) (ii) Color box.
(e) (i) Fill Color

Chapter 8

Let's Type on Tux!

2. State T for true and F for false statements.

- (a) True (b) False (c) True (d) False
(e) True

3. Match the following:

- (a) (iii) Open Tux Typing
(b) (v) Typing game
(c) (iv) Beginner level
(d) (ii) Pause game
(e) (i) Return to game

4. Choose the correct option:

- (a) (ii) Press the 'A' key on the keyboard
(b) (ii) Spacebar

5. Find the following words in the box below:

Words to find: FISH CASCADE, TUX, EASY GAMES, ESCAPE, KEYBOARD, SPACEBAR, LETTER, SPACEBAR

T	U	X	F	I	S	H	C	A	S	C	A	D	E
Y	P	I	N	G	E	A	S	Y	G	A	M	E	S
K	E	Y	B	O	A	R	D	L	E	T	T	E	R
E	S	C	A	P	E	S	P	A	C	E	B	A	R

Chapter 9

Smart Devices

1. Match the names with their correct pictures:

- (a) Smartwatch



(b) Smartphone



(c) Tablet



2. Fill in the blanks:

- (a) electronic
- (b) smart
- (c) wired, non-wired
- (d) information
- (e) Smart watch

3. Find the following words in the box below:

S	M	A	R	T	P	H	O	N	E
D	E	V	I	C	E	Q	W	E	R
T	A	B	L	E	T	Y	U	O	I
W	A	T	C	H	P	A	S	D	F
W	I	F	I	G	H	J	K	L	Z

5. Five Smart Devices (for notebook):

Here are five smart devices you can research and paste pictures of:

1. Smartphone
2. Smart TV
3. Smart Speaker
4. Fitness Tracker
5. Smart Doorbell