

Class – 1

Answersheet

Chapter – 1

Brain Teaser

Part – A Formative Assessment (CCE Pattern)

1-b, 2-b, 3-b

1. Washing machine

2. Computer is a machine which helps us to many things with ease. It is an electronic device.

Part- B Summative Assessment (CCE Pattern)

(A)1. Calculator helps us in calculation.

2. Air conditioner , calculator , car , washing , machine jucier , fridge.

3. Washing machine , fridge.

(B) 1. Fast            2. Easy            3. Time

Hots

Do yourself Part –C – Formative Assessment (CCE Pattern)

Lab Activity

(A) 1. ( ✓ ) 2. ( ✗ ) 3. ( ✓ ) 4. ( ✓ ) 5. ( ✓ ) 6. ( ✗ )

(B) 1. Fridge    2. Calculator    3. Machines

Fun Time – Do yourself

Chapter – 2

Main Parts of a Computer

Brain Teaser

Part- A Formative Assessment (CCE Pattern)

(A) 1-c, 2-b, 3-b

(B) 1. Monitor , CPU

(C) Monitor

Part – B Summative Assessment (CCE Pattern)

(A) 1. Monitor, Keyboard , Mouse , CPU.

2. CPU i.e. Central Processing Unit is the brain of a computer.

3. Scanner – Scanner is used to scan the pictures and texts . It stores them inside a computer.

4. Speaker – Speaker are used to listen songs, sound and music from a computer.

5. Headphones – Headphones are sued to enjoy the music alone without disturbing others.

(B) 1. Printer    2. VDU            3. CPU            4. Scanner

(C) 1. Monitor    d. looks like a television.

2. Printer        e. is used to take printouts.

3. Scanner        a. is used to scan pictures.

4. Speaker        c. is used to listen audio.

5. Joystick        b. is used to play video games.

HOTS

Do yourself

Part-C Formative Assessment      (CCE Pattern)

Lab Activity

1. CPU 2. Scanner 3. Joystick

Fun Time

Do Yourself

Formative Assessment – 1

(Based on Chapter 1 & 2 )

(A) 1-d, 2-b, 3-c, 4-c

(B) Do yourself

Chapter – 3

Computer : A very useful machine

Brain Teaser

Part- A Formative Assessment      ( CCE Pattern)

(A) 1 –a , b, d

(B) 1. Yes, I can play games with a computer.

(C) Do yourself

#### Part-B Summative Assessment (CCE Pattern)

(A) 1. A computer is an electronic machine . It is a special machine and faster than humans. Where other machines can do only one or two works , a computer can help us in doing many things.

2. Features of a computer

i. It stores lots of information.

ii. It makes our work easy.

iii. It works very fast.

iv. It remembers many things.

3. Computers can be used in schools, colleges , at homes, in banks and at airports.

4. Computer can calculate , can play games with us, can teach us, can show us movies.

(B) 1. Play 2. Remember 3. Computer 4. Command

HOTS

Do yourself

#### Part C- Formative Assessment (CCE Pattern)

Lab Activity

A. Do yourself

B. 1. Video Game 2. Calculator 3. Mobile

Fun Time

2. (v), 3 (v)

Chapter – 4

Keyboard

Brain Teaser

#### Part – A Formative Assessment (CCE Pattern)

A. 1-c, 2.c

B. 1 There are total 104 keys on a keyboard.

2. Backspace key erases the characters one by one to the left . It works like an eraser on the screen.

#### Part – B Summative Assessment (CCE Pattern)

A. 1. Alphabet keys , Number Keys , Special Keys.

B. Special Keys – There are some special keys on the keyboard which are commonly used.

i. Spacebar Key – It is the longest key on the keyboard. It is used to add blank spaces between words, letters or numbers.

ii. Enter Key – It is used to move the cursor to the next line. It is also called the return key.

iii. Backspace Key – It erases the character one by one to the left. It works like an eraser on the screen.

iv. Caps Lock Key – It writes alphabets in uppercase. Once Caps Lock key is pressed, the Caps lock light, turns on.

v. Function Key – These are the keys used for special types of jobs. These are from F1 to F12.

B. 1 26        2. 0; 9              3. Number

Hots

Do yourself

#### Part – C Formative Assessment (CCE Pattern)

Lab Activity

A. Do yourself

B. 1. Enter Key or Return Key

2. Caps Lock Key

3. Backspace Key

C. 1. Backspace Key

2. Enter Key

3. Spacebar Key

Fun Time

A. Alphabet , Cursor , Spacebar , Number , Enter.

B. Do yourself

## Formative Assessment – 2

(Based on Chapters 3 & 4)

A. 1-c, 2-d, 3-c , 4- b

B. Number Keys, Back Space Key, Alphabet Keys, Spacebar Key, Arrow Keys.

## Summative Assessment – 1

(Based on Chapter 1 to 4)

1. Calculator helps us in calculations.
  2. Scanner – Scanner is used to scan the pictures and texts. It stores them inside a computer.
  3. Computer is a machine which helps us to do many things with ease. It is an electronic device.
  4. Features of a computer :-
    - (i) It stores lots of information.
    - (ii) It makes our work easy.
    - (iii) It works very fast.
    - (iv) It remembers many things.

5. The return key is the other name of enter key.

- |  |  |
|--|--|
| 1. Monitor   | c. looks like a television.                  |
| 2. CPU   | d. is the brain of computer.                 |
| 3. Mouse   | b. looks like a real mouse.                  |
| 4. Joystick  | e. is used to play games.                    |
| 5. Printer   | a. takes printout on a paper.                |
| C. 1 Easy    2. Electronic    3. Visual Display Unit (VDU) | 4. CPU    5. Number                          |
| D. 1. Joystick    2. Printer                               | 3. Mobile    4. Enter key    5. Spacebar key |
| E. 1. Machinery    2. Computer                             | 3. Keyboard    4. Joystick    5. Headphone   |

F. 2 - (V), 3

Chapte  
1

## Mouse Part I

## Brain Teaser

Part - A Formative Assessment (CGE Pattern)

#### Part – A | Formative Assessment (CCF Part A)

B. 1. A mouse is attached to the CPU with a long wire that looks like a tail of rodent mouse. Nowadays we also have wireless mouse.

? A mouse is used by pressing its button. It is called clicking.

### **Part- B Summative Assessment (CCE Pattern)**

A. 1. Mouse – A Mouse is attached to the CPU with a long wire that looks like a tail of a rodent mouse. Nowadays, we also have wireless mouse.

2. Uses of a mouse – A mouse is used by pressing its buttons . It is called clicking . We can click mouse in two ways.

(i) Single Click (Press Once) – When the left mouse button is pressed and released once , it makes a click sound. It is called single clicking . A single click selects an object on the screen.

(ii) Double Click (Press Twice) – When the left mouse button is pressed and released twice quickly . It makes a double click sound. It is called double clicking . A double click opens an item/ file on the computer screen by using a mouse.

3. A mouse usually has three buttons on it.

(i) Left mouse button (ii) Center / middle mouse button and (iii) Right mouse button.

4. We use our index finger for double clicking because left mouse button is used for this purpose.

5. We can drag and drop on item/ text on the computer screen by using a mouse . There are following steps to drag the mouse.

Hold the mouse correctly.

Place the mouse pointer on the item to be moved

Press the left mouse button.

Keep the button pressed and move the mouse in disired direction.

Now release the mouse button.

B. (1) input (2) tail (3) wireless (4) pointer (5) two

C. (1) – F (2) – T (3) – F (4) – F (5) – T

D. (1) Mouse (2) Mouse Pad (3) Single Click (4) Double Click (5) Dropping

E. Mouse – input device

Mouse pad – soft

Single click – selecting object

Double click – open a file

Hots

Do yourself

Part-C Formative Assessment (CCE Pattern)

Lab Activity

1. Do yourself                          2. Do yourself

Fun Time

Do yourself

Chapter – 6

Paint

Brain Teaser

Part- A Formative Assessment (CCE Pattern)

A. 1. –a                                  2-c

B. 1. Yes, we can draw a picture with the help of a computer.

C. Paint program i.e. Ms Paint.

Part-B Summative Assessment (CCE Pattern)

A. (1) Shapes group is used to draw a rectangle.

(2) Paint program i.e. MS Paint is used to make and colour pictures on a computer.

(3) Select the erase from Tools group to erase or correct any part of a picture or any mistake.

(4) Colors group is used to fill specific colour to the specific figure of your choice.

B. (1) Erase                                  (2) Clipboard                                  (3) Image

C. 1- T    2- F    3- T

D. (1) Shapes ,                                  2 – Colours                                  3. Clipboard

Hots

Do yourself

Part – C Formative Assessment (CCE Pattern)

Lab Activity

(1) Do yourself                                  (2) Do Yourself                                  (3) Do Yourself

Fun Time

(1) Do Yourself                                  (2) Do Yourself

Formative Assessment – 3

(Based on chapter 5 & 6)

A. (1) – d, (2) – b, (3) – b, (4) – a

B. (i) Do yourself (ii) Do yourself (iii) Do yourself

Chapter 7

Data and Its storage

Brain Teaser

Part – A Formative Assessment (CCE Pattern)

(A) (1) – b , (2) – b

(B) (1) Data is a collection of facts.

(C) Hard disk , floppies , CDs and DVDs and Pen drives are the storage devices.

Part – B Summative Assessment (CCE Pattern)

A. 1. Whatever information we write in words and numbers is called data. It is a collection of facts.

2. Hard disks , floppies and pen drives.

3. Computer has memory . It can remember and store lots of data inside it.

B. (1) Hard disk                                  (2) Data    (3) Computer

HOTS

Do yourself

Part-C Formative Assessment (CCE Pattern)

Activity Time – Do Yourself

Fun Time – (1) Floppy (2) Pen Drive (3) Storage

## Chapter – 8

Manners in A computer Lab

Brain Teaser

Part- A Formative Assessment (CCE Pattern)

A. 1- a, 2- a

B. 1. Yes, I have seen a computer lab.

C. Do yourself

Part- B Summative Assessment (CCE Pattern)

A. (1) Computer should always be covered to avoid dirt and dust on it when not in use.

(2) We should open our shoes before entering a computer room to maintain cleanliness.

(3) Always cover your computer to avoid dirt and dust on it when not in use. Always open your shoes before entering a computer room to maintain/ eatables.

(B) (1) Concentrate (2) Monitor (3 ) Dustbin (4) Liquids

(C) Do's

(i) Always ask your teacher before working on a computer.

(ii) Always keep silence inside the computer room to concentrate on your work.

(iii) Always throw wastes in dustbin.

Don't's

(I)never push each other while entering the lab.

(ii) We should not run inside the lab.

(iii) We should not play with the mouse in the computer lab.

HOTS

We should remove shoes before entering the computer room to maintain cleanliness.

Part- C Formative assessment (CCE Pattern)

Lab Activity

Rule Chart

(i) To open shoes before entering a computer room to maintain cleanliness.

(ii) To ask our teacher always bases working on a computer.

(iii) To maintain silence always inside the computer room to concentrate on our work.

(iv) To press the keys on the keyboard always softly.

(v) To switch off the computer always when not in used and to cover the computer with dust cover after working on it.

Fun time

Do yourself

Formative Assessment – 4

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

B. Do Yourself

(Based on Chapter 7 & 8)

(A) (1) – (a) , (2) – (a) , (3) – (b) , (4) – (b)

(B) Do yourself

Summative Assessment – 2

(Based on Chapter 5 to 8 )

(A) (1) Use of a Mouse – A Mouse is used by pressing its button . It is called clicking . We can click a mouse in two ways :-

-Single Click

-Double Click

-Single Click (Press Once) – When the left mouse buttons is pressed and released once it makes a click sound. It is called single clicking . A single click selects an object on the screen.

-Double click (Press twice) – When the left mouse button is pressed and released twice quickly , it makes a double click sound. It is called double clicking . A double click opens an item/ file on the computer screen by clicking a mouse.

(2) Drawing a Rectangle

-Click on the rectangle from Shapes group.

-Select the red colour (or any other colour of your choice) from the Colours group.

-Move the mouse pointer to the drawing area.

-The 't' shaped pointer appears.

-Hold down the left mouse button and drag the mouse to draw a rectangle.

-Release the mouse button when a rectangle is / formed.

(3) Colour group – It consists of different colours which are used to colour the pictures.

(4) Whatever information we write in words and numbers is called data. It is a collection of facts.

(5) We should enter a computer room by opening our shoes to maintain cleanliness.

(B) (1) – F , (2) – F , (3) – F (4) – T , (5) – F

(C) (1) Alphabet (2) Mouse (3) Number (4) Microsoft (5) Cursor

(D) (1) Backspace Key (2) Enter Key (3) Mouse (4) Ellipse tool (5) Line Tool

(E) (1) Backspace (2) Keyboard (3) Storage (4) Memory (5) Computer

(F) (1) Enter Key (c) Return Key

(2) Tools group (d) Eraser , Pencil and Magnifier

(3) Spacebar Key (e) Longest Key

(4) Clipbaord (a) Cut, copy and paste

(5) Image group (b) Crop , Resize and rotate

(G) (1) Yes (2) No (3) Yes (4) Yes

Rapid Fire Quiz–

(1) (iii) TV (2) (i) monitor (3) (iii) electronic (4) (iii) Del (5) (ii) 26 (6) (i) Output

(7) (iii) Data (8) (ii) Softly (9) (i) Enter (10) (i) Spacebar