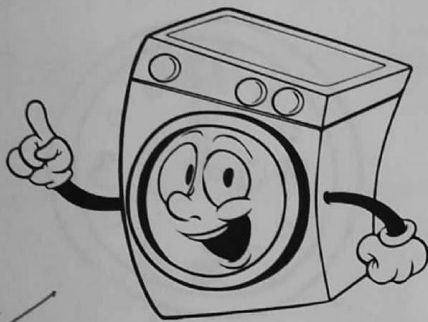


1. Computer - A Machine

1.1 What is a Machine?

Anything that makes our work easier is a machine.

Look at the pictures carefully, identify which is a machine and which is not.



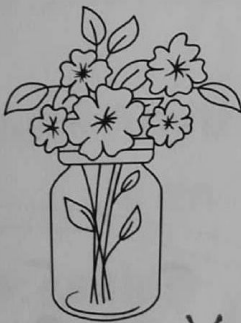
✓
Machine

Not a Machine

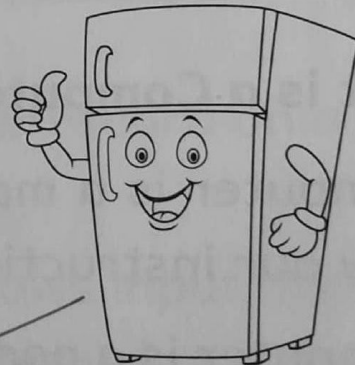


Machine

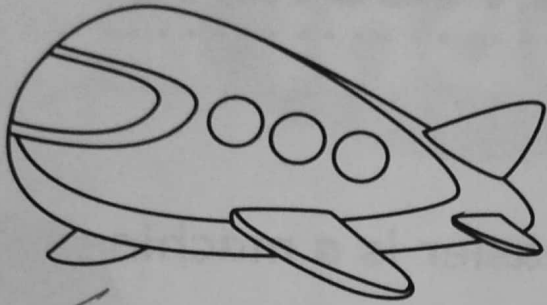
✗
Not a Machine



✗



✓



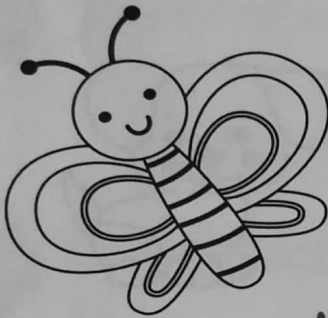
Machine

Not a Machine



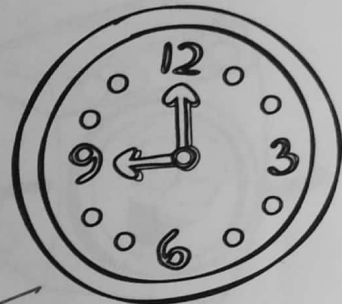
Machine

Not a Machine



Machine

~~Not a Machine~~



Machine

Not a Machine

ACTIVITY 1

Here are some places where computers are used.
Find them all!

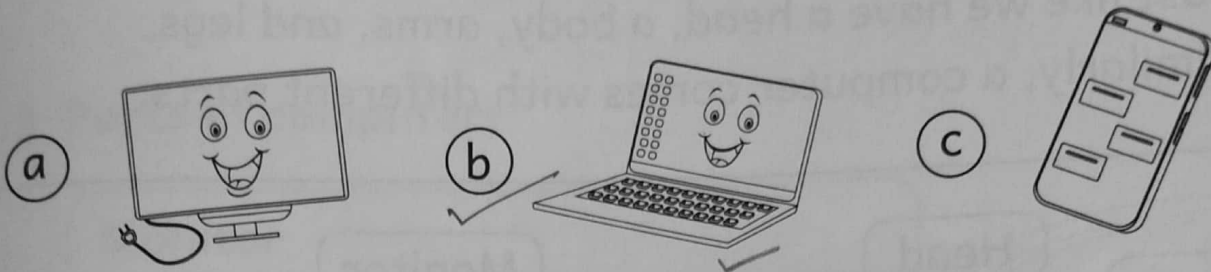


P	Y	T	R	D	X	K	H	B
S	T	A	T	I	O	N	O	A
H	N	W	S	M	I	H	S	N
S	C	H	O	O	L	N	P	K
O	U	S	G	J	Z	X	I	C
O	F	F	I	C	E	B	T	T
A	X	S	H	O	P	V	A	A
A	I	R	P	O	R	T	L	L

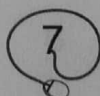
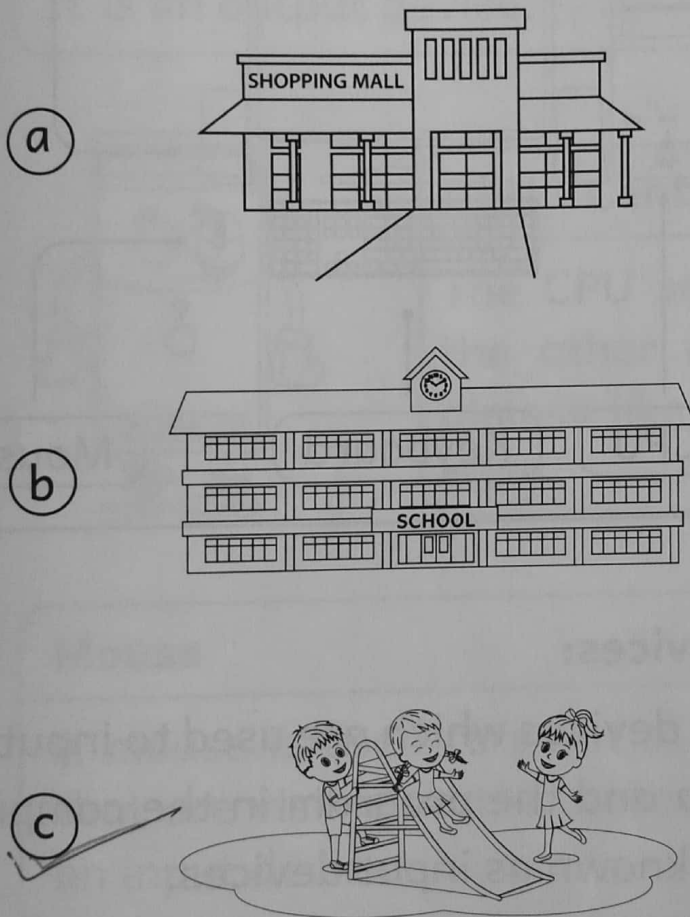
- SCHOOL
- HOSPITAL
- STATION
- SHOP
- BANK
- OFFICE
- AIRPORT

ASSESSMENT

1. Which of the below is a laptop?



2. Where do we not use Computer Systems?



ACTIVITY 1



Identify which are the parts of the computer and circle them.

CPU

Key

Rat

PUC

Board

Keyboard

Mouse

Blackboard

Phone

Speaker

Cat

Printer

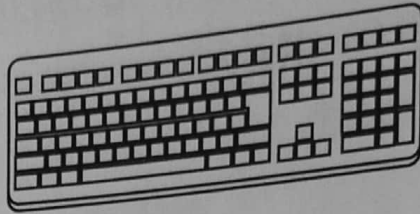
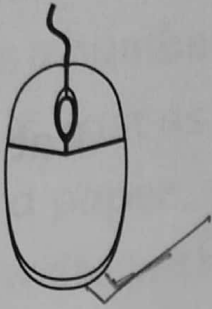
* Cupboard

Cooker

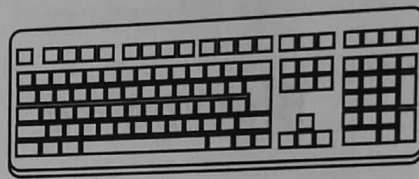
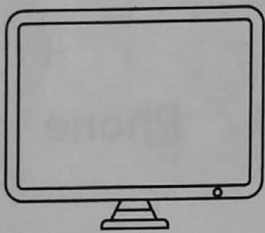
Pen

ASSESSMENT

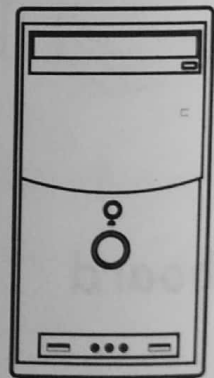
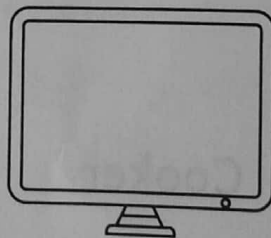
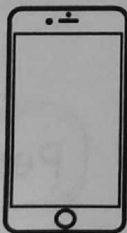
1. Which device is used for pointing purposes on the screen?



2. Which device is used for typing letters?



3. Identify the brain of the Computer?



ASSESSMENT

1. Communicating with a Computer System is known as

Coding.

- (a) Gaming
- (b) Repairing
- (c) Coding
- (d) Writing

2. Arranging things in order is known as Sequence.

- (a) Instruction
- (b) Sequence
- (c) Coding
- (d) Blocks

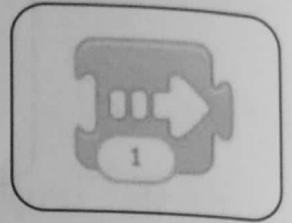
3. Moving blocks from one place to another is known as

Drag and Drop blocks.

- (a) Shifting blocks
- (b) Drag and Drop blocks
- (c) Deleting blocks
- (d) Copying blocks

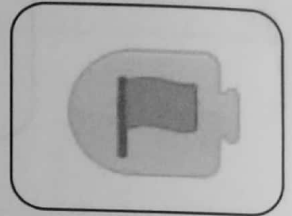
1. What will the following block do?

- ☐ (a) Move Left
- ☒ (b) Move Right
- ☐ (c) Move Up
- ☐ (d) Move Down



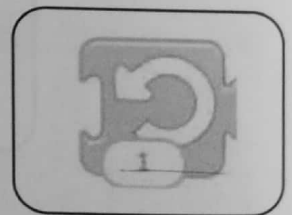
2. What will the following block do?

- ☒ (a) It starts the script
- ☐ (b) It ends the script
- ☐ (c) Hide the sprite
- ☐ (d) Show the sprite



3. What will the following block do?

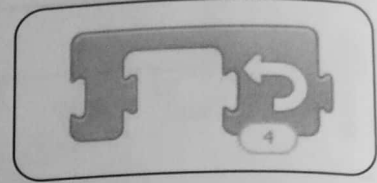
- ☐ (a) Turns right
- ☒ (b) Turns left
- ☐ (c) Move down
- ☐ (d) Move up



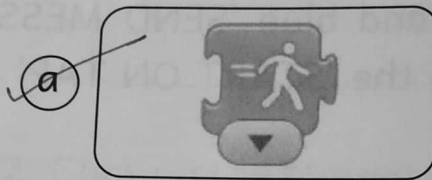
ASSESSMENT

1. What is the purpose of the below block?

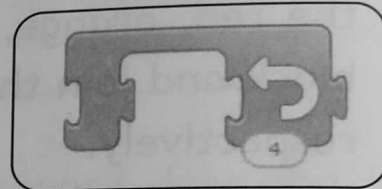
- ☒ (a) Select sprite 4 times
- ☐ (b) Repeat a block 4 times
- ☐ (c) Start the script 4 times
- ☐ (d) Delete sprite 4 times



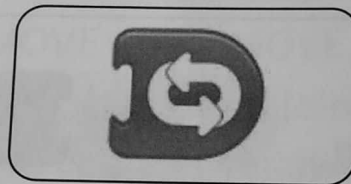
2. Which block is used to set the speed of sprite?



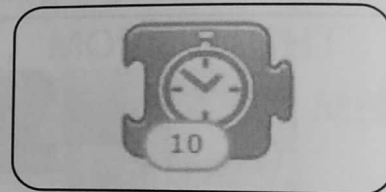
(c)



(b)

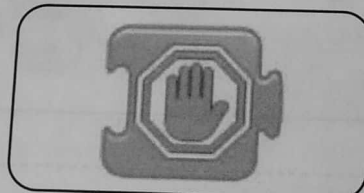


(d)

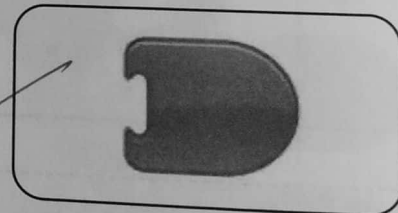


3. Which block is used to end the script?

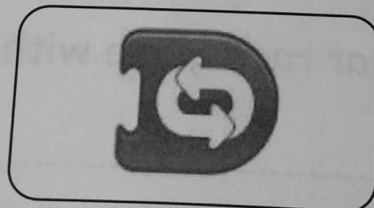
(a)



(c)



(b)



(d)

