Aster Public School Class I, (2024 - 25)

Computer Worksheet

Chapter - 5, (Using a Keyboard)

NAMECLASS	SECTION	ROLL NO	
Q 1. Match the	pictures with the co	rrect options.	
Q W E R T Y	UIOP	Spacebar Key	→ Backspace
A S D F G H		Move cursor to next line	
المستدر	الستم الستم الستم الستم	Number Keys	caps lock
Enter.		Alphabet Keys	
		Erase letters from left side	
		Capital letters	
Q 2. Fill in the	blanks by using the b	pelow helpbox.	
26	Caps Lock	Alphabet	Longest
1. 'Z' is an ex	ample of the		key.
2. A keyboard	d has	alphabet keys.	
3. The		key is used to type t	ext in uppercase.
4. The spacel	oar key is the	key or	n the keyboard.
5 5	f or True or (F) for Fal bar key moves the curs		

2. You can start typing the text at the cursor's position.

3. The backspace key works like an eraser.

4. Number keys are marked from 0 to 9.

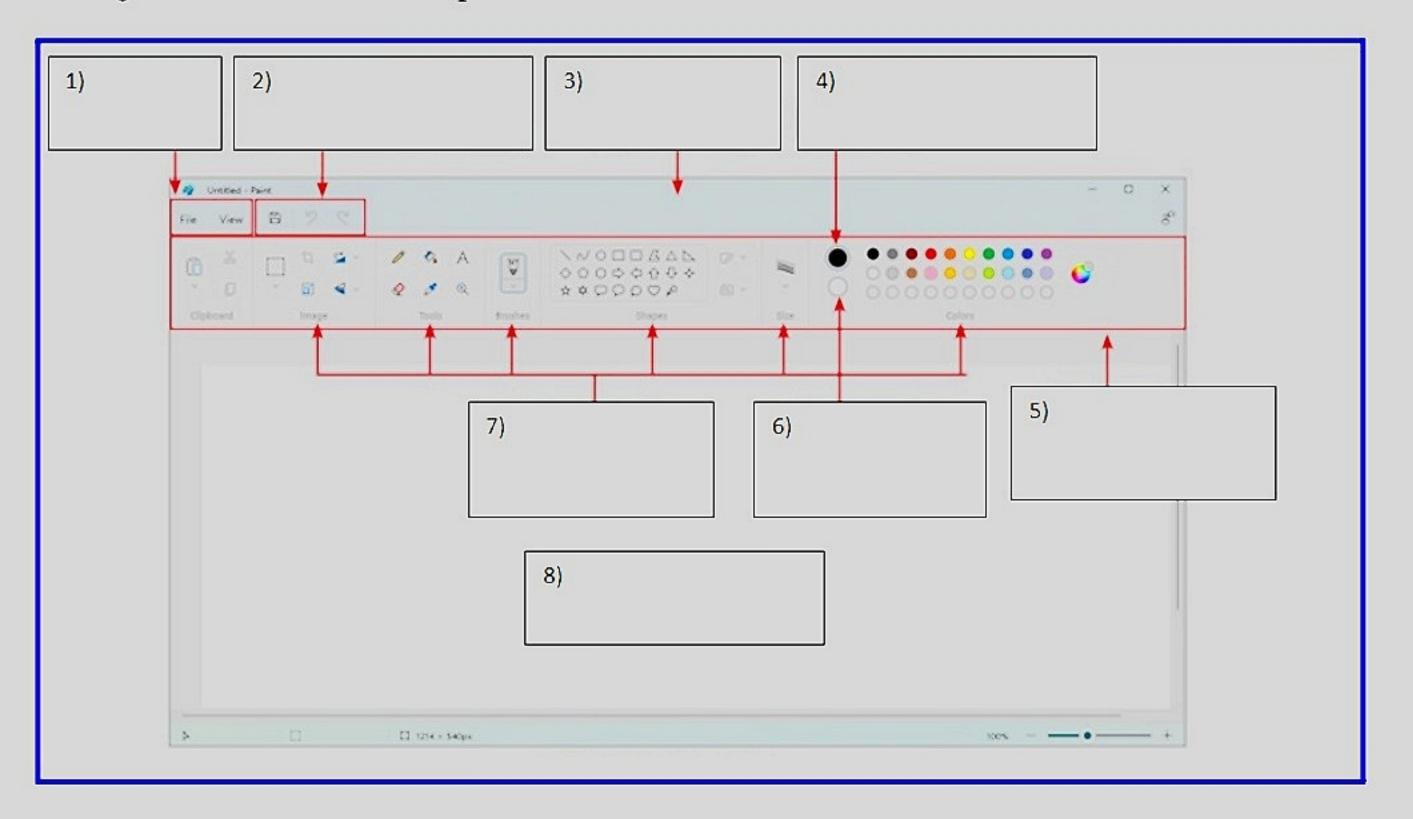
ColoAster Public School Class I, (2024 - 25)

Computer Worksheet

Chapter - 6, (Fun with Paint)

NAME		
CLASS	SECTION	ROLL NO

Q 1. Label the different parts of the Paint Window.



Q 2. Fill in the blanks by using the below helpbox.

Oval	ribbon	Fill	shapes
1. Shapes grou	p is present on the		
2. Rectangle to	ool is present in the		group.
3		tool is used to draw ovals or circles.	
4		tool is used to fill colour in close shapes.	

Aster Public School Class I, (2024 - 25)

Computer Worksheet

Chapter - 7, (Data and Storage)

NAME			
CLASS	SECTION	ROLL NO	
2 1. Draw the following storage devices and colour them.			
	Hard Disk	DVD	
	Pen Drive	CD	
Q 2. Write T fo	or True and F for False.		
1. Data can b	e any image, letters, or nun	nbers.	
2. A computer stores data in its memory.		7.	· · · · · · · · · · · · · · · · · · ·
3. A pen driv	e is round in shape.		
4. You can st	ore data in a CD.		10 10 10 10 10 10 10 10 10 10 10 10 10 1

Aster Public School Class I, (2024 - 25)

Computer Worksheet

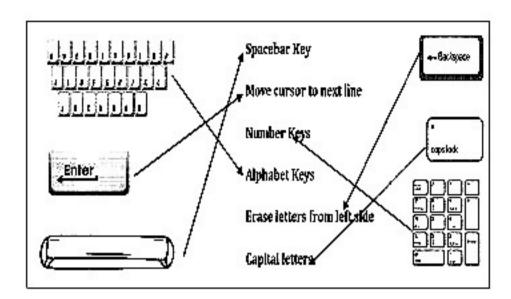
Chapter - 8, (Introduction to ScratchJr)

NAME_				
CLASS_	SECTION	SECTION ROLL NO		
2 1. Mat	ch the following.			
1.		a.	Green Flag	
2.		b.	Stage	
3.	Stage	C.	Change Background	
4.		d.	Home button	
5.		e.	Move Right	
6.		f.	Block Categories	
2. Fill	in the blanks by using the below l	helpbox.		
Coding	characters	Green	plus (+)	
1. The		flag is use	d to run or play a script	
2. The	main character that performs all the	e action is		
3. The		sign is used	l to start a new project.	

4. Step-by-step instructions given to computer is called _____

Ch 5

Ans 1:



Ans 2:

- 1. Alphabet
- 2. 26
- 3. Caps Lock
- 4. Longest

Ans 3:

- 1. F
- 2. T
- 3. T
- 4. T

Ch 6

Ans 1:

- 1. Tab
- 2. Quick Access Toolbar
- 3. Title bar
- 4. Color 1
- 5. Ribbon
- 6. Color 2
- 7. Groups
- 8. Drawing Area

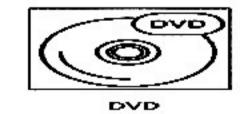
Ans 2:

- 1. ribbon
- 2. shapes
- 3. Oval
- 4. Fill

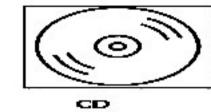
Ch 7

Ans 1:







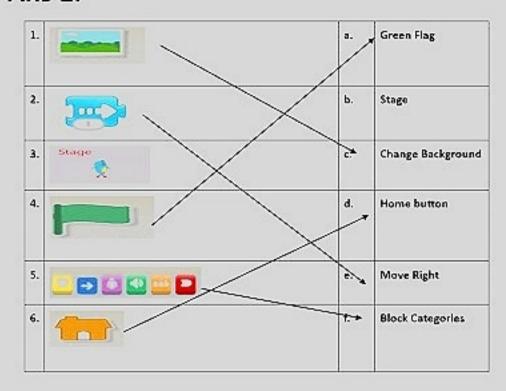


Ans 2:

- 1. T
- 2. T
- 3. F
- 4. T

Ch 8

Ans 1:



Ans 2:

- 1. Green
- 2. characters
- 3. plus (+)
- 4. Coding