Skillment
Computer

A Multi-skill Activity Book on Computer Science

Based on NCF for Foundational Stage 2022 and NIPUN BHARAT 2021

FS-4
Class-1

- Artificial Intelligence
- Coding
- Computational Thinking
- Experiential Learning
- Multidisciplinary Approach
- Subject Integration
- Art Integration
- Skill Formation
- Linked with SDGs

Windows 10
WITH OFFICE 2016

WORKSHEETS

Q1: Tick the correct answers.

1. The things made by nature are
   a) Natural ☐   b) electronic ☐   c) Man Made ☐

2. Laptop is an .... machine
   a) battery ☐   b) electronic ☐   c) manual ☐

3. The machine that entertains you
   a) Car ☐   b) Television ☐   c) Microwave ☐

4. It looks like a television machine.
   a) CPU ☐   b) Mouse ☐   c) Monitor ☐

5. The buttons on the keyboard are called
   a) button ☐   b) Keys ☐   c) Mouse ☐

6. Storing work in a computer for future use called
   a) copying ☐   b) calling ☐   c) saving ☐

Q2: Fill in the blanks.

1. Computer is a smart ....

2. The things made by man are called .... things.

3. Manual machines are run by ....

4. A computer has .... main parts.

5. .... displays everything we do on computer.

Q3: Who am I?

1. I run on electricity.   ....

2. I look like television screen   ....

3. I am the brain of a computer   ....

4. I have two buttons and scroll wheels   ....

Q4: Write N for natural, M for manual and E for electronic machine.

1. TV   ....

2. Tree   ....

3. Car   ....

4. Lion   ....

5. Clouds   ....

6. Juicer   ....

Q5: State 'T' for true and 'F' for false statements.

1. Pencils are created by nature.
2. Laptop is an electronic device.
3. You cannot make drawings with a computer.
4. Mouse is the brain of a computer.
5. You can type your name with the keyboard.
6. Computers can save your work for future use.

Q6: Application-based question.

Amit's father bought a new computer for him but he was unable to identify the parts of the computer. Tell him the name of different parts of the computer.

……

……

Q1: Tick the correct answers.

1. There are …………………………. keys on the keyboard.

   a) 100 - 102 ☐   b) 201 - 205 ☐   c) 101 - 105 ☐

2. …………………………. is used to move the cursor to the new line.

   a) Enter ☐   b) F1 ☐   c) A ☐

3. …………………………. is the longest key on the keyboard.

   a) Shift ☐   b) Enter ☐   c) Spacebar ☐

4. It is used to make a curved lines in Paint.

   a) Curve ☐   b) Pencil ☐   c) Eraser ☐

5. …………………………. tool is used to make a shape with any number of sides.

   a) Polygon ☐   b) square ☐   c) Line ☐

Q2: Fill in the blanks.

1. ……………………………………………. is a pointing device.

2. There are ……………………………………………. arrow keys on the keyboard.

3. ……………………………………………. keys help you to type words and sentences.

4. ……………………………………………. tool is used to draw straight, wavy and curvy lines.

5. The ……………………………………………. tool is used to draw circles in Paint.

6. Ctrl + S is the shortcut key to ……………………………………………. your file.

Q3: State 'T' for true and 'F' for false statements.

1. You cannot draw a square in Paint. ☐
2. Line tool is used to draw curves in Paint. ☐
3. Enter key is also called return key. ☐
4. There are ten function keys on the keyboard. ☐
5. Delete key is used to erase the text. ☐
6. You can drag the mouse to type the text. ☐
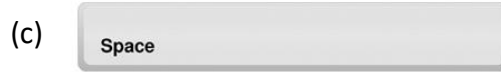
Q4: Match the following.

1. Longest Key   (a)

2. Function Key   (b)

3. Line Tool   (c) Space
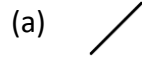
4. Fill with Color   (d) F1

5. Number Key   (e)

6. Eraser Tool   (f) 5

Q5: Name the following.

1. ....

2. Space ....

3. ....

4. Backspace ....
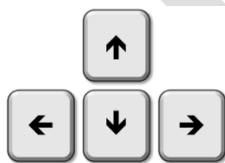
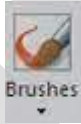5. ....

Q6: Application-based question.

Antara is using the computer's keyboard to enter a sentence. She is learning the entire alphabet in small letters. She wants to type them in capital letters. Which key should she press?

....

Q1: Tick the correct answers.

1. A computer is an .... machine.
   a) Manual ☐   b) Electronic ☐   c) None ☐

2. A machine that is used for your entertainment.
   a) Microwave ☐   b) Music System ☐   c) Washing Machine ☐

3. .... is the part of the computer that looks like TV.
   a) Mouse ☐   b) Keyboard ☐   c) Monitor ☐

4. It controls all the parts of the computer.
   a) Keyboard ☐   b) CPU ☐   c) Mouse ☐

5. On a keyboard, buttons are referred to as ....
   a) scroll ☐   b) keys ☐   c) none ☐

6. .... is a small blinking line on a monitor.
   a) Cursor ☐   b) Pointer ☐   c) Arrow ☐

7. The tool used like a Paintbrush.
   a) ☐   b) Brushes ☐   c) ☐

8. The program used to draw and paint in the computer
   a) Notepad ☐   b) Calendar ☐   c) Paint ☐

Q2: Name the following pictures.

1.   ....

2.   ....

3.   ....

4. Space   ....

5.   ....

6.   ....

Q3: Choose the correct answers.

1. Laptop is a / an (manual / electronic) machine.

2. (CPU / Keyboard) is the brain of the computer.

3. A computer mouse has (five / two) buttons.

4. A computer can help you in (jumping / chatting).

5. Writing on the computer is called (typing / painting).

6. There are (twelve / four) arrow keys on the keyboard.

7. Spacebar is the (biggest / longest) key on the keyboard.

8. Backspace key erases the letters to the (left / right) of the cursor.

Q4: State 'T' for true and 'F' for false statements.

1. The small arrow on the monitor is known as the cursor.

2. Clicking the Mouse button once is called dragging.

3. The Color group is on the left side of the ribbon.

4. Curve tool is used to draw circles in Paint.

5. You cannot listen to music on the computer.

6. A typewriter is an electronic machine.

7. Monitor displays the work you do on the computer.

8. You cannot save your work on the computer.

Q5: Application-based question.

1. Raj wants to type five fruit names on the computer. When he started typing, everything was appearing in small letters. Tell him which key he can use to make the letters in the capital.

   ....

2. Anuj was not present in the class when his teacher talked about the MS-Paint window. So, he was not able to identify the different parts of the window. Tell him about the different parts of a window by labelling them in the given picture:
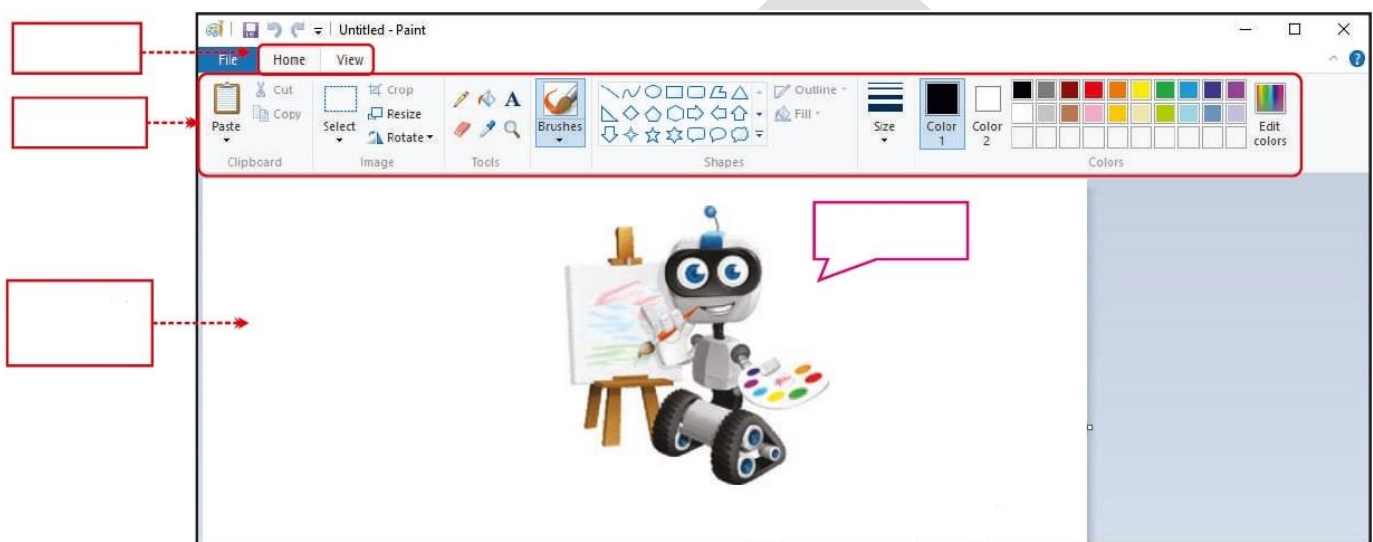
Q1: Tick the correct answers.

1. ……………………….. is used to store the data in the computer
   a) memory ☐   b) Data ☐   c) pictures ☐

2. ……………………….. is an organized form of data.
   a) instructions ☐   b) Data ☐   c) information ☐

3. ……………………….. contains all drawing and editing tools.
   a) monitor ☐   b) mouse ☐   c) memory ☐

4. Tux Paint is used for ……………………….. .
   a) writing ☐   b) watching videos ☐   c) drawing ☐

Q2: Fill in the blanks.

1. ……………………………. is used to start a new drawing. (New / Pencil)

2. ……………………………. tool is used to make freehand drawings. (Pen / Paint)

3. You can draw squares with the help of the……………………………. tool. (Selector / Shapes)

4. ……………………………. tool is used to paste a pre-drawn picture. (Line / Stamp)

Q3: State 'T' for true or 'F' for false statements.

1. Computers do not require any instructions to work.   ☐
2. Computer has a big memory to save your work.   ☐
3. Line tool is used to make different shapes in Tux Paint.   ☐
4. Stamp tool is used to give special effects to the drawing.   ☐
5. You cannot fill colours in your drawing in Tux Paint.   ☐

Q4: Answer the following.

1. Where can you save your work on the computer?

   ………

   ………

2. Name the tool that is used to give special effects to your drawing.

....

3. Which tool is used to exit the Tux Paint program?

....

....

Q5: Match the following.

1. Magic Tool   a)

2. Stamp Tool   b)

3. Eraser Tool   c)

4. Paint Tool   d)
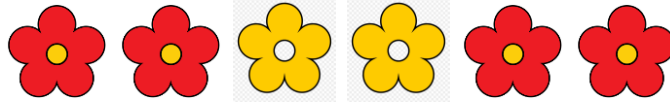
5. Text Tool   e)

Q6: Application-based question.

Rahul is making a drawing in Tux Paint and wants to give some special effects on it. Which tool can he use to do this?

....

Q1: Tick the correct answers.

1. What color comes next?

    a) Red ☐   b) Yellow ☐   c) White ☐

2. Complete the number Pattern:

    1   2   3   2

    a) 3 ☐   b) 1 ☐   c) 2 ☐

3. ………………………… is a copy of Natural things.
    a) Nature ☐   b) Artificial ☐   c) Robot ☐

4. AI, helps you to do things ………………………………
    a) slower ☐   b) wrong ☐   c) faster ☐

Q2: Fill in the blanks.

1. ……………………………. things are copies of natural things.

2. The ability to think, from past experience is known as ……………………………… .

3. Artificial things are made by ……………………………… .

4. Figures arranged in a design, create a ……………………………… .

Q3: State 'T' true or 'F' false statements.

1. Decomposition makes problems easy to solve. ☐

2. Arranging things makes them look untidy. ☐

3. Repetition of patterns makes a design. ☐

4. Auto draw is an AI-based text program. ☐

Q4: Define the following.

1. Design ....
   ....

2. Pattern ....
   ....

3. Artificial Intelligence ....
   ....

Q6: Application-based question.

Alisha is amazed to know that we are using Artificial Intelligence in our daily use. Tell her some of the AI-based apps used in Mobile phone.

....

....
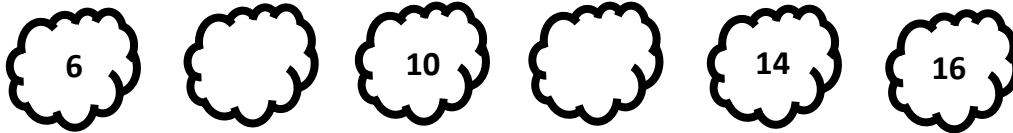
Q1: Tick the correct answers.

1. ……………………………… is the largest part of the Tux Paint screen used for drawing.
   a) Toolbar ☐   b) Canvas ☐   c) Selector ☐

2. Fill the missing numbers to complete the pattern.

   (6)   (   )   (10)   (   )   (14)   (16)

3. Computer saves its work in ……………………………… .
   a) monitor ☐   b) memory ☐   c) keyboard ☐

4. Computer takes instruction in the form of ……………………………… .
   a) Information ☐   b) Data ☐   c) none ☐

5. It contains all the editing and drawing tools.
   a) Selector ☐   b) Toolbar ☐   c) Color Palette ☐

6. Tux paint was created by ……………………………… .
   a) Bill Gates ☐   b) Charles Babbage ☐   c) Bill Kendrick ☐

Q3: Choose the correct answers.

1. (Humans / Computers) have a large memory.

2. (Paint / Line) tool is used to make freehand drawings.

3. The (Selector / Color Palette) shows different options for the selected tool.

4. (Magic / Stamp) tool is used to add special effects to the drawing.

5. (Design / Pattern) is the repetition of patterns of colors, shapes and lines.

6. Artificial things are made by (human beings / naturally).

Q4: State 'T' for true or 'F' for false statements.

1. Auto draw is an AI-based drawing program that makes your meaningful images into rough drawings. ☐

2. Intelligence is the ability to think and act according to the situation. ☐

3. Stamp tool is similar to a rubber stamp. ☐

4. Decomposition of a problem makes it complicated. ☐

5. All editing tools are available in Drawing Canvas. ☐

6. You can store your work in the memory of the computer. ☐

Q5: Define the following.

1. Pattern ………………………………………………………………………………

   ………………………………………………………………………………………

2. Magic tool …………………………………………………………………………

   ………………………………………………………………………………………

3. Artificial Intelligence ……………………………………………………………

   ………………………………………………………………………………………

4. Drawing Canvas …………………………………………………………………

   ………………………………………………………………………………………

5. Data ……………………………………………………………………………………

   ………………………………………………………………………………………

Q6: Unscramble the following words.

1. XTPIAUTN   ………………………………………………………………

2. GCMIA LTOO   ………………………………………………………………

3. FMONTIRONIA   ………………………………………………………………

4. YBKODEAR   ………………………………………………………………

5. WOARR EKSY   ………………………………………………………………

6. CIGNEITELNL   ………………………………………………………………

Q7: Application-based question.

1. Aisha is not so good at drawing and wants to improve her drawing skills. How can she use AI-based technology to do so?

   ....

   ....

2. Neena's teacher gave her an assignment to solve the following puzzles. Help her in solving this puzzle:

   There are three houses. One is red, one is blue and one is white. If the red house is to the left of the house in the middle, and the blue house is to the right of the house in the middle, where's the white house?

   ....