



Class : 1 KEY ANSWERS

Chapter 1. THE WORLD OF MACHINES

Page No. 15-16

I. Fill in the missing letters:

- Machine
- Computer
- Games
- Books
- Fast

II. Choose the correct word from the box:

- Electricity
- Fast
- Machine
- Information
- Mistake

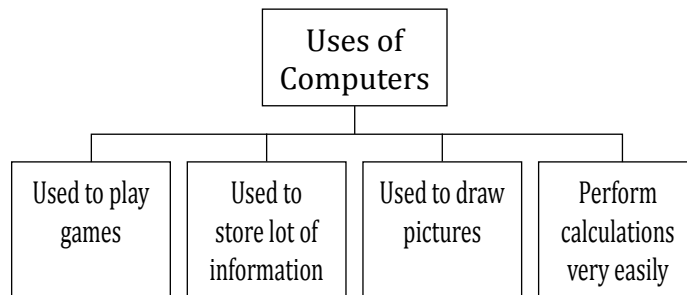
III. Match the following:

- Railway station - reserve tickets
- Hospitals - Maintain patient records
- Banks - maintain savings
- Super Market - generate bills
- School - learn subjects

IV. Answer the following:

- Machine makes our work easy. We use machines to finish our work faster and easier.
- Fridge, Washing machine, Fan, TV, AC.
- Calculator, Camera, Mobile phone, Pencil, Sharpener, Scissors.
- A computer is an electronic machine.
- School, Bank, Supermarkets, Hospitals, Railway station.

V. Draw a mind map on the uses of computers in your note book.



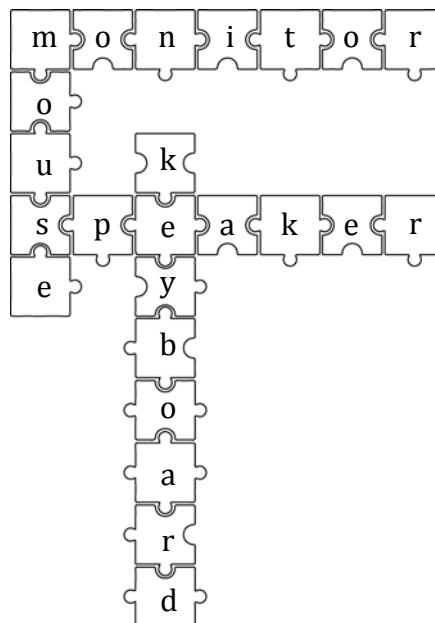
Chapter 2. PARTS OF THE COMPUTER

Page No. 25-26

I. Fill in the blanks using the clue box:

- Charles Babbage.
- CPU
- Monitor
- Speaker
- Keys

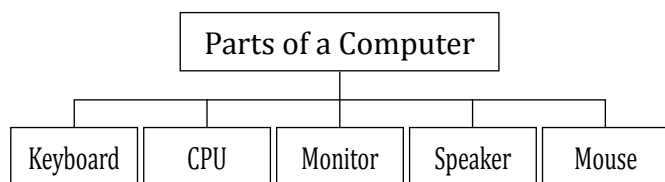
II. Solve the puzzle with the help of the pictures:



III. Answer the following questions:

1. Charles Babbage invented the computer.
2. The main parts of the computer are:
 1. Keyboard
 2. CPU
 3. Monitor
 4. Speaker
 5. Mouse
3. Monitor looks like a television.
4. CPU is the brain of the computer.
5. CPU - Centre Processing Unit.

IV. Draw a mind map on the parts of a computer in a note book.



Activity Zone:

I. Identify the parts of a computer

1. Monitor
2. CPU
3. Speaker
4. Mouse
5. Keyboard

II. Who am I?

1. Monitor
2. Mouse
3. Speaker
4. Keyboard
5. CPU

Chapter 3. MOUSE – MY FRIEND

Page No. 35-37

I. Fill in the missing letters:

1. Mouse
2. Click
3. Pointer
4. Select
5. Drag

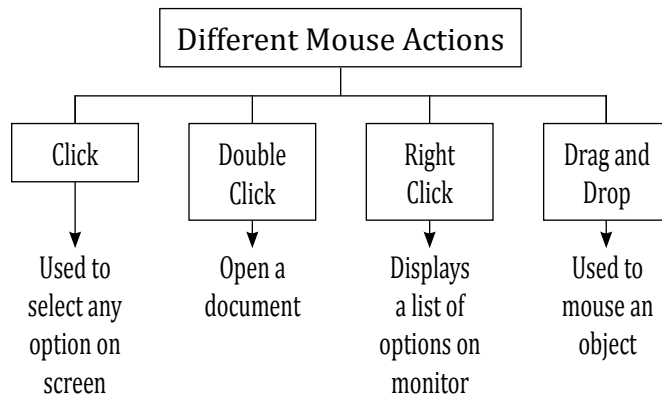
II. Choose the right word from the help box:

1. Input
2. Flat
3. Two or Three
4. Doug Engelbart
5. Double Click

III. Answer the following:

1. The mouse is an input devices used for a variety of purposes.
2. It used to draw pictures, move and select things on the monitor, play games.
3. It is a pointing and drawing device shaped like a pen.
4. Click Action is used to select any option on the screen.
5. There are two types of mouse.
 1. Mechanical mouse
 2. Optical mouse

IV. Draw a mind map on the different mouse actions in a note book.



Chapter 4. KEYBOARD AND ITS KEYS

Page No. 43-45

I. Choose the correct answer from the box:

1. Keyboard
2. Numbers
3. Four
4. Spacebar
5. Two

II. Choose T for True and F for False:

1. False
2. True
3. True
4. False
5. True

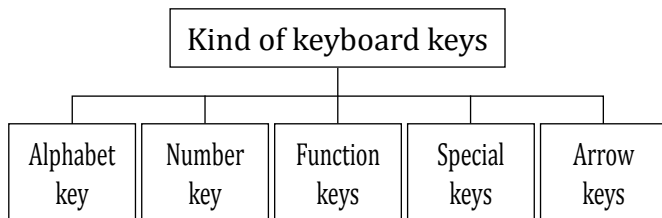
III. Answer the following questions:

1. The keyboard is used for typing character number and other symbols on the monitor.
2.

F1	F2	F3	F4	F5	F6
F7	F8	F9	F10	F11	F12
3.

home ←	end →	↑ pg up	↓ pg down
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4. Arrow keys are used to move the cursor in the right, left, up, down directions.
5. Backspace key is used to erase a character, number or words.

IV. Draw a mind map on the different kinds of keyboard keys in a notebook.



Activity Zone:

I. Colour the keys according to the colour code

1. Enter key
2. Arrow keys
3. Number keys
4. Spacebar key
5. Shift keys

Chapter 5. NOTEPAD

Page No. 51-52

I. Fill in the missing letters:

1. Notepad
2. Keyboard
3. Cursor
4. Desktop
5. Window

II. Fill in the blanks using the help box:

1. Notepad
2. Keyboard

3. Cursor
4. Windows Accessories
5. Typing

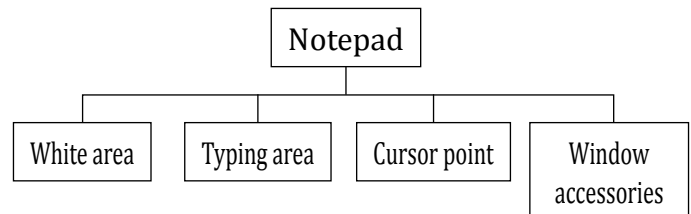
III. Match the following:

- | | | |
|---------------|---|----------------|
| 1. Notepad | - | Typing program |
| 2. Cursor | - | Blinking line |
| 3. Keyboard | - | Input device |
| 4. Monitor | - | Output device |
| 5. White area | - | Typing area |

IV. Answer the following:

1. Writing something on the computer is called typing.
2. 1. Click the start button on the desktop.
2. Click on windows accessories option.
3. Click on Notepad.
3. Blinking line moves as you type every letter. This Blinking line is the cursor point.
4. In the start button option.
5. Keyboard.

V. Draw a mind map of the things that you have learnt about Notepad in a notebook.



Chapter 6. LET'S START PAINTING

Page No. 62-64

I. Fill in the missing letters:

1. Pencil
2. Circle
3. Rectangle
4. Eraser
5. Line

II. Fill in the blanks using the help box:

- | | |
|-------------------|---------------------|
| 1. Rectangle | 4. Erase |
| 2. Line | 5. Fille with color |
| 3. Circle or Oval | |

III. Match the following:

- | | | |
|---------------------|---|---|
| 1. Pencil | - |  |
| 2. Fill with colour | - |  |
| 3. Line tool | - |  |
| 4. Rectangle tool | - |  |
| 5. Circle tool | - |  |

IV. Answer the following:

- To open paint.
Start → Windows → Accessories → Paint
- Paint is a program that is used to draw and paint pictures on the computer.
- Line tool, Eraser tool, Pencil tools, Rectangle tool, circle tool.
- Pencil tool.
- Drawing area, Tool box, Colour box.

Chapter 7. INPUT, PROCESS AND OUTPUT UNITS

Page No. 70-71

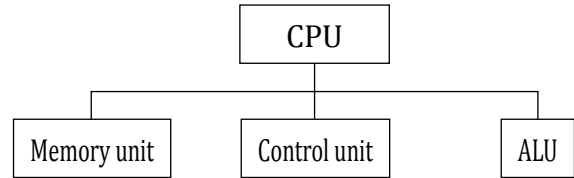
I. Choose the correct answer from the box:

- Keyboard
- Monitor
- 3
- CPU
- Output

II. Answer the following questions:

- Output unit is used to show the result. Input unit is used to give commands to the computer.
- Memory unit, Control unit, ALU
- Mouse, Keyboard
- Monitor, Speaker
- The Instruction flows from the input device to the processing device and then to the output device. This is called LPO cycle.

III. Draw a mind map on CPU units in a notebook.



Chapter 8. INTRODUCTION TO CATEGORIES

Page No. 75-77

I. Fill in the missing letters:

- Categories
- Grouping
- Data
- Program

II. Choose the correct words from the box.

- Data
- Two
- Apperances
- Vehicles
- Catagories

III. Match the following:

- | | | |
|-------------|---|------------------|
| 1. Vehicles | - | Non-living thing |
| 2. Humans | - | Living thing |
| 3. Bus | - | Vehicles |
| 4. Man | - | Human |

IV. Answer the following:

- Grouping is done based on physical appearances.
- Categories formed on their appearance and characteristics.
- Grouping is done based on physical appearances.
- There are programs in computer used to group data based on our need.