

पुर्ना International School Shree Swaminarayan Gurukul, Zundal

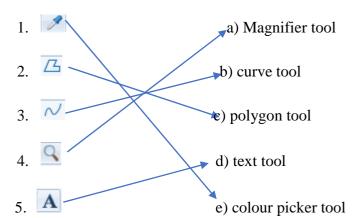
Class III

Annual Examination 20 – 21

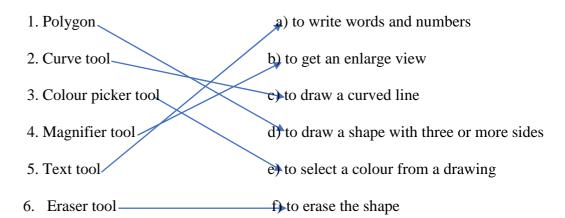
Computer Assignment

	Tick the correct Which tool is use to		
	a) polygon tool	b) curve tool	c) text tool
2)	Which tool is used t	o select a colour from a drawing?	
a)) text tool	b) colour picker tool	c) Magnifier tool
3)	Which tool is used t	o type a text?	
	a) curve tool	b) Brush tool	c) Text tool
4)	This tool is used to	make freehand drawings.	
a)	paint tool	b) stamp tool	c) Magic tool
5)	This tool is used to j	place sticker	
	a) save tool	b) stamp tool	c) Shapes tool
5)	Which tool is used t	o draw a circle?	
a) (curve tool	b) circle tool	c) text tool
7)	The shape of the tur	tle is a	
	a) square	b) rectangle	c) triangle
8)	The turtle has		
	a) a head	b) a tail	c) both head and tail
9)	We use the print con	mmand to	
a)	write text	b) move the turtle	c) hide the turtle
10)	We use this comman	nd to add numbers.	
a)	PRODUCT	b) QUOTIENT	c) SUM
11)	BK 80-20 moves the	e turtle back by	
a)	40 steps b) 20 steps <u>c) 60 s</u>	<u>teps</u>
12)	we use the save cor	nmand to	
	a) write text	b) move the turtle	c) save text
13)	we use print comma	and to	
	a) <u>print</u>	b) save	c) delete
14)	which tool is used to	o draw curved line?	
	a) Magnifier tool	b) Polygon too	c) Curve tool
15)	Which action of the mouse is used to go back to the normal size of the zoomed in picture?		
	a) Double-click	b) Click	c) Right-click
16)	This tool is used to	give special effect to a drawing.	
	a) Shapes tool	b) Open tool	c) magic tool

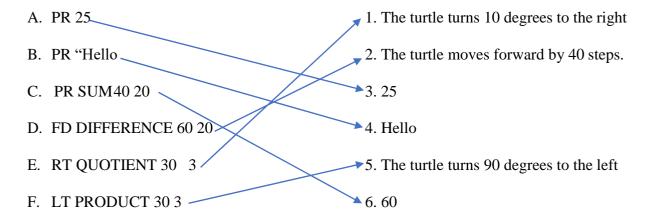
2. Match the following.



3. Match the tools with their uses.



4. Match the following.



5. Fill in the blanks.

- 1) Tux paint is a **drawing** program.
- 2) The **paint** tool is used to make freehand drawing.
- 3) The shapes tool is used to draw differentshapes.
- 4) The **stamps** tool used to place readymade pictures on the drawing canvas.
- 5) The readymade picture iscalled stickers.

- 6) **Save**tool is used to save a drawing.
- 7) click and **move** to make your drawing.
- 8) The number of steps is written with every FORWARD and BACK command.
- 9) The <u>Tool box</u> of the Tux paint program has different tools.
- 10) The **open**tool is used to open a saved drawing.
- 11) To close Tux paint, click on the **quit** tool.
- 12) The language a computer understand is a **computer** language.
- 13) The turtle is small **triangle** with a head and a tail.
- 14) **Mainscreen** is the area where turtle moves.
- **15**) The short form of the RIGHT command is **RT**.
- 16) The <u>clear text</u> command is used to erase the drawing on the main screen.
- 17) We use the **paint** command to write text.
- 18) we us the **OOUTIENT** command to divide numbers.
- 19) Use the **polygon** tool to draw a polygon.
- 20) The **curve** tool is used to draw a curved line.
- 21) The **colourpicker** tool is used to select a colour from a drawing.

6. Write T for true and F for false.

- 1) PRINT Hello will show the output as Hello. <u>True</u>
- 2) PRINT FIRST (How are you) will show the output as How. True
- 3) FD 40 + 60 will move the turtle back by 100 steps. False
- 4) LT QUOTIENT30 3 will turn the turtle to the left by 60 degrees. False
- 5) Mouse is a pointing device. True
- 7. Match the commands with the movements shown. Colour the stars that match with the same colour

