






2. Match the following.

1.  a) Magnifier tool
2.  b) curve tool
3.  c) polygon tool
4.  d) text tool
5.  e) colour picker tool

3. Match the tools with their uses.

1. Polygon a) to write words and numbers
2. Curve tool b) to get an enlarge view
3. Colour picker tool c) to draw a curved line
4. Magnifier tool d) to draw a shape with three or more sides
5. Text tool e) to select a colour from a drawing
6. Eraser tool f) to erase the shape

4. Match the following.

- A. PR 25 1. The turtle turns 10 degrees to the right
- B. PR "Hello" 2. The turtle moves forward by 40 steps.
- C. PR SUM40 20 3. 25
- D. FD DIFFERENCE 60 20 4. Hello
- E. RT QUOTIENT 30 3 5. The turtle turns 90 degrees to the left
- F. LT PRODUCT 30 3 6. 60

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 different **shapes**.
- 4) The **stamps** tool used to place readymade pictures on the drawing canvas.
- 5) The readymade picture is called **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 **Tool box** 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 **clear text** command is used to erase the drawing on the main screen.
- 17) We use the **paint** command to write text.
- 18) we us the **QUOTIENT** 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. **True**
- 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

