

# पुर्ना International School Shree Swaminarayan Gurukul, Zundal

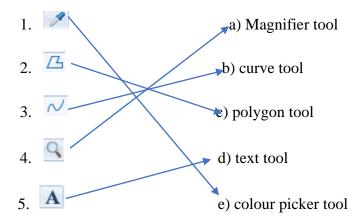
### **Class III**

## **SA- II Assignment**

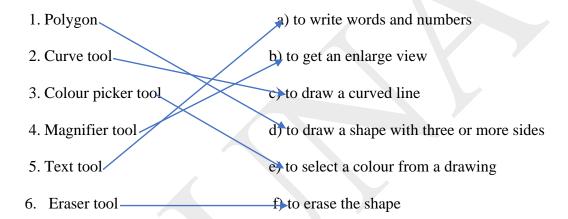
**Computer -Assignment** 

	Tick the correct answer. Which tool is use to draw a polygon?			
	a) polygon tool	b) curve	tool	c) text tool
2)	Which tool is used to select a colour from a drawing?			
a)	text tool	b) colour picke	er tool c	) Magnifier tool
3)	Which tool is use	d to type a text?		
	a) curve tool	ł	) Brush tool	c) Text tool
4)	This tool is used to make freehand drawings.			
<u>a)</u>	paint tool	b) stamp	tool c	) Magic tool
5)	This tool is used t	to place sticker		
	a) save tool	<u>]</u>	o) stamp tool	c) Shapes tool
6) Which tool is used to draw a circle?				
a) (	curve tool	b) circle	e tool	c) text tool
7)	7) The shape of the turtle is a			
	a) square	b) rectangle	<u>c</u>	<u>) triangle</u>
8)	The turtle has			
	a) a head	b) a tail	c	) both head and tail
9)	We use the print command to			
<u>a)</u>	write text	b) move the tur	tle c	) hide the turtle
10) We use this command to add numbers.				
a)	PRODUCT	b) QUOTIEN	Γ <u>c</u>	) SUM
11) BK 80-20 moves the turtle back by				
a)	40 steps	b) 20 steps	c) 60 ste	<u>ps</u>
12)	) we use the save of	command to		
	a) write text	b) move	the turtle	c) save text
13)	) we use print com	mand to		
	a) print	b) save		c) delete
14)	) which tool is used	d to draw curved line?		
	a) Magnifier tool	1	o) Polygon tool	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	1	o) Click	c) Right-click
16) This tool is used to give special effect to a drawing.				
	a) Shapes tool	l	o) Open tool	c) magic tool

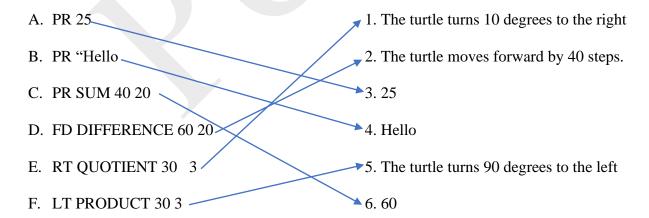
#### 2. Match the following.



#### 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 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 <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 thequit 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 **QOUTIENT** 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

