पुण्ना International School
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SUMMATIVE ASSIGNMENT - II [2023-24]					
STUDENT NAME					
SUBJECT	Computer	**GRADE**	III	**ROLL NO.**	

Q.A) Choose the correct option and underline the right   answers:-.

1. A rectangular strip that holds a set of commands arranged in groups?

  a. Window   b. canvas   c.**Ribbon**

2. Which tool is used to get a closer view of an image?

  a. Color picker tool   **b. magnifier tool**   c. Fill with color

3. LOGO Language is

   a.   Graphic oriented   b. Easy for beginners   c.Interesting for kids

4. Which of the following is not a command button in logo?

  a. Start   b. edall   c. Halt

5. What can be used to move the turtle Backward with 5o steps?

   a. **BK 50**   b. –BK 50   c. Both a and b

6. What is the use of minimize button?

  a. close the Paint window   b. **hide the Paint windows**   c. enlarge the Paint window

7. Instructions or commands to move the turtle are called ?

   a. **Primitives**   b. Program   c. MAW LOGO

8. Which command turns the turtle in any direction, clockwise to its home positions?

     a. **SETH**   b. Step   c. HOME

9. Which of the following will you use to move a sprite backwards from its present Position?

   a. **Move 10 steps**   b. move -100 steps   c. turn 15 degrees

10. Which of the following positions is called the turtle's home?

  a. Top-right corners of the screen   b. Center of the screen   c. Top-left corner of the screen

11. Where you type logo primitives?

  a. On the main screen   b. **the command input bo**x.   c. In the command recall list box

12. What will you do to execute a script?

  a. Right – click   b. Click   c. **Double- click**

13. LOGO is a _____

  a. Application   b. **Computer language**   c. None of the above

14. Which steps do you follow to come out of Scratch?

  a. **File -> Quit**   b. File ☐ Close.   c. File ☐Exit

15. Bk command moves the turtle?

a. Forward   b. Right   c. **Backward**

Q.2 Fill in the blanks.

1. A small graphic that may be moved on screen is called a **sprite** .

2. A small triangle that draws a line when it moves is called **turtle**

3. The paint program provide different **shapes** and **tools**

4. The enter key is used to **execute** a primitive.

5. The ST primitive makes the turtle **visible.**

6. A large white area on the screen is called **stage** in scratch

7. The Home command brings the turtle in the _____ of the screen.

8. The block descriptions area lists the **eight** categories of blocks.

9. Paint is an **inbuilt** application of Windows operating system.

10. By default **cat** sprite appear on the stage.

Q.3 Write T for true and F for false.

1. Scripts are executed from the top to the bottom.   [✓]

2. In Scratch, all of the action takes place on the stage.   [✓]

3. The commander windows holds the command button only.   [X]

4. In LOGO, calculation can't be performed.   [X]

5. The green flag allows you to start your main programs.   [✓]

6. The turtle can moves Forward and Background   [✓]

7. The CS primitive clears the recall list box.   [X]

8. The wait block gives pause for 1 second.   [X]

9. The stage is 480 units wide and 360 units tall.   [✓]

10. The horizontal scrollbar allows us to scroll the page Up and Down. [X]

Q.4 Unscramble the following letters to form meaning words.

1. NIRBOB   =   **RIBBON**

2. PINAT   =   **PAINT**

3. GRPOAM   =   **PROGRAM**

4. ANDMMCO   =   **COMMAND**

5. DEHI TLETUR =   **HIDE TURTLE**

6. WOARRFD   =   **FORWARD**

7. RITIPVISME =   **PRIMITIVES**

8. PSIRET   =   **SPRITE**

Q.5 Define the given terms.

1. Status bar = it displays the status of document.

2. Primitives =   the commands of logo

3. Turtle =   logo's main screen window holds a triangle

4. Ribbon   =   a rectangular strip that holds a set of command

5. Program   =   the set of primitives

6. Costume   =   a visual image of sprite

7. Canvas   =   a large white area of paint program

8. Sprite   =   any object in stage of scratch

Q.6) Answer the following question

Q.1 Write the names of any two groups that you see on the Home ribbon ?

Ans. **Colour group, Shape group**

Q.2 What is LOGO?

Ans. **The logo is a simple and easy to learn computer programming language .**

Q.3 What is the Magnifier tool?

Ans . **The magnified tool is used to get a closer view of an image** .

Q.4 Give names of any 4 command buttons?

Ans.   **Step, Halt, trace, seth , Edall**

Q.5 What is Scratch ?

Ans**. Scratch is a computer language , it allows you to create interactive stories , animation and games.**

Q.6 What is SETH command?

Ans. **The SETH command turns the Turtle in clockwise direction by given numbers of degrees.**

Q.7 Write the steps to start Scratch?

Ans. **To start scratch , click start ->   all apps -> Scratch 2**

Q.8 Define the following primitives? 1)CLEAN and 2) CLEARTEXT

Ans. **CLEAR -The primitive clear the main screen but does not send the turtle back to its home it stays**

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wherever it was.

CLEARTEXT - this primitive clears the recall list box .

Q.9 How do you add a new sprite in your project ?
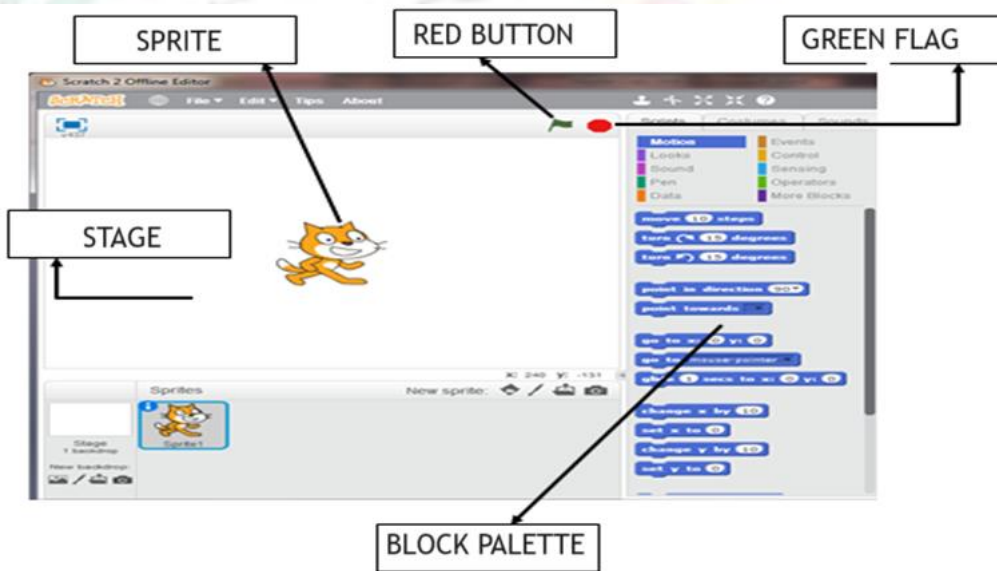
Ans.**1 Click the choose a sprite from library .**

2 . The sprite library open up . Choose a category and sprite of your choice.

3. Click OK to insert on stage.

Q.10 What is a sprite?

Ans . Sprite are objects or character shown on the screen in scratch.

Q.6 (A) Identify parts of Scratch window. Write their name:-

(B) Indentify the parts of paint window.