| Assignment for summative Assessment – II | | 2022 -23 | |
|---|---|---|---|
| Name | Grade - III | | Subject – Computer |
| Syllabus – Ch- 5,7,8 | | | |
| | | | |

**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 wherever it was.**

**CLEARTEXT - this primitive clears the recall list box .**

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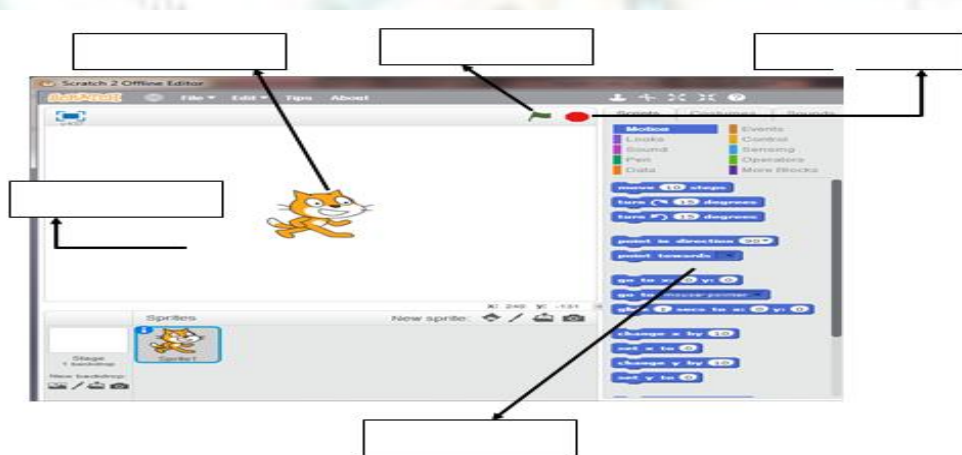
Ans.**1 Click the choose a sprite from library .**

**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.**

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