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.Eassy for beginners   c.Interesting for kids

4. Which command button do you press to execute a primitive in LOGO?

    a. execute   b. edall   c. steps

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

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

6. What is the use of maximize button?

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

7. Instructions or commands to move the turtle ?

    a. Primitives   b. Program   c. MAW LOGO

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

    a. SETH   b. RT   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. In the command recall list box   c. In the command input 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_____ .

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

3. When you use the Text tool, the text tool _____opens up automatically.

4. The _____ key is used to execute a primitive.

5. The HT primitive makes the turtle _____.

6. A large white area on the screen is called _____.

7. The Home command brings the turtle _____ from the screen.

8. The block descriptions area lists the _____categories of blocks.

9. Paint is an inbuilt _____ of Windows operating system.

10. The _____ button is clicked to exit the paint application.

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 input box only.   [   ]

4. In LOGO, calculation can also be performed.   [   ]

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

6. The turtle never moves backward.   [   ]

7. The CT primitive clears the recall list box.   [   ]

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

9. The stage is 580 units wide and 460 units tall.   [   ]

10. The horizontal scrollbar allows us to scroll the page left and right.   [   ]

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

1. NIRBOB   = _____.

2. PINAT   = _____.

3. GRPOAM   = _____.

4. ANDMMCO   = _____.

5. DEHITLETUR   = _____.

6. WOARRFD   = _____.

7. RITIPVISME   = _____.

8. DNRAIWG   = _____.

Q.5 Define the given terms.

1. Status bar = _____.

2. Primitives = _____**.**

3. Showturtle = _____.

4. Ribbon   = _____.

5.Program = _____.

6. Costume = _____

7. Canvas   = _____

8. Sprite   = _____

Q.6) Answer the following question

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

Ans._____.

Q.2 What is LOGO?

Ans_____.

Q.3 What is the Magnifier tool?

Ans._____.

Q.4 Give names of any two command buttons?

Ans._____.

Q.5 What is Scratch and write the steps to start scratch?

Ans._____.

Q.6 What is SETH command?

Ans._____.

Q.7 Write the steps to start Scratch?

Ans._____.

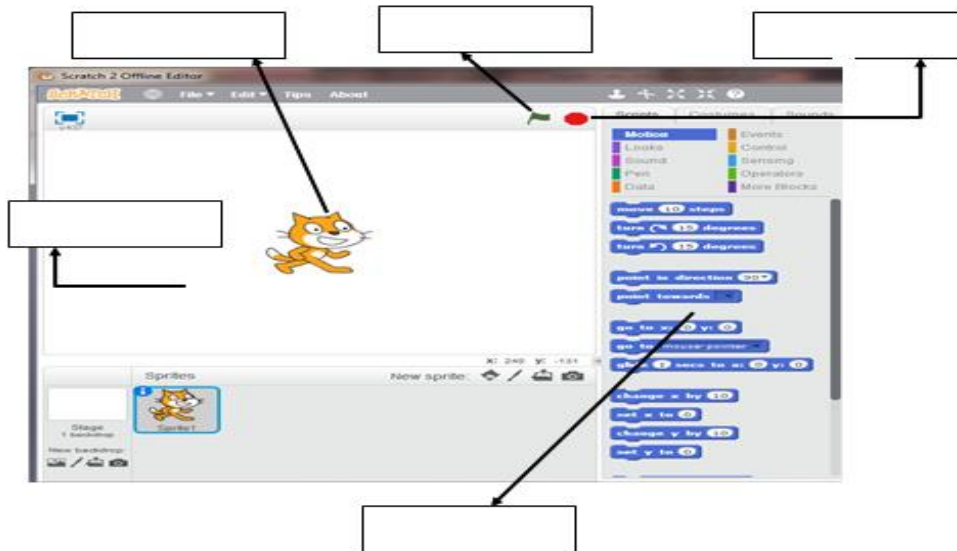Q.8 Define the following primitives? 1)CLEAN and 2) CLEARTEXT

Ans._____.

Q.9 How do you add a new sprite in your project ?

Ans._____.

Q.10 What is a sprite?

Ans._____.

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

(B) Indentify the parts of paint window.