પુ॰ના International School

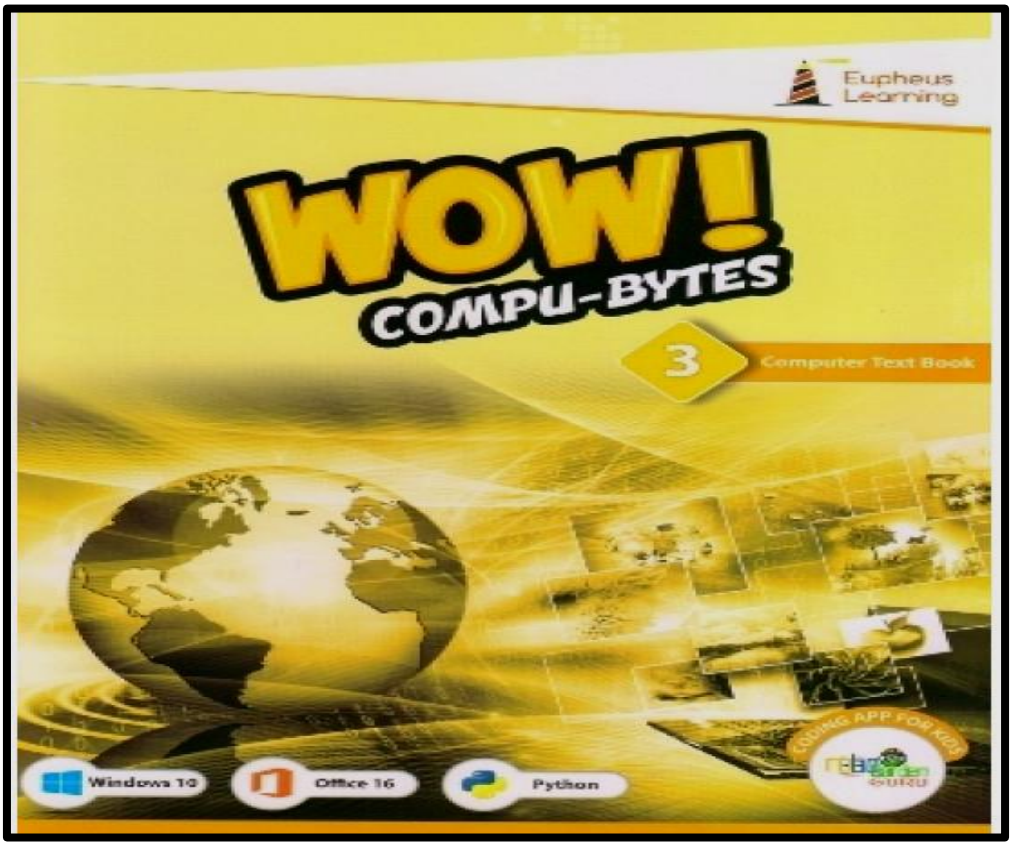
Shree Swaminarayan Gurukul, Zundal

CLASS – III

COMPUTER

SAMPLE NOTEBOOK

YEAR (21-22)



INDEX

SR. NO	MONTH	TOPIC	PAGE
1.	APRIL	Ch-1 Introduction to computer (Half)	Pg. no 7 to 16
2.	MAY	Summer Break	
3.	JUNE	Ch-2 Use of Computer in different Fields Solve Worksheet - 1 Ch-3 Computer Hardware and Software	Pg.no 17 to 24 Pg.no 25 Pg.no 26 to36
4.	JULY	Ch-4 The Operating System – Windows 10 Solve Worksheet - 2	Pg.no 37 to 47 Pg.no 48
5.	AUGUST	Revision (Model Test Paper-1)	Pg. no 93
6.	SEPTEMBER	Revision	
7.	OCTOBER	Ch-5 Drawing Tools in Paint	Pg. no 49 to 60
8.	NOVEMBER	Ch-6 Introduction to computer Solve Worksheet - 3 Ch-7 Play with Turtle- LOGO	Pg.no 61 to 65 Pg.no 66 Pg.no 67 to 77
9.	DECEMBER	Ch-8 Fun with Sprite-Scratch Solve Worksheet - 4	Pg.no 78 to 91 Pg. no 93
10.	JANUARY	Revision (Model Test Paper-2)	Pg.no 94
11.	FEBURARY	Revision	

CHAPTER-1

INTRODUCTION TO COMPUTER

Keywords:-

1. **GIGO**- Garbage in garbage out.
2. **IPO**- Input-process-output
3. **CPU**- Central Processing Unit
4. **PC**- Personal Computer
5. **PDA**- Personal digital assistant

Exercise corner:-

QA) Choose the correct answers:-

1. Which of the following correctly represents the work cycle of a computer?
   a. Process-input-output
   b. Input-process-output
   c. output-input-process
2. Which of the following does not get tired?
   a. Computer b. a man c. an animal
3. The process of entering information into a computer is called _____.
   a. Process b. input c. task
4. Who is known as the 'Father of Computer'?
   a. Bill Gates b. Charles Babbage c. Larry Page

QB) Fill in the blanks:

Feelings	input devices	electronic	personal computers	hard disk

1. A computer is an electronic machine.
2. A computer can store large amount of data on its hard disk.
3. A computer does not have any feelings.
4. Input is given to the computer through input devices.
5. Microcomputers are also called personal computers.

QC) State 'True' or 'False'.

1. Cray - I is a supercomputer. True
2. PARAM was designed and assembled by C-DAC in Pune, India. True
3. A desktop is a mainframe computer. False
4. A laptop is a portable device. True
5. Supercomputers are the most powerful and fastest computers. True

QD) Answer the following questions:-

1. What is a Computer?

Ans: - A computer is an electronic machine which takes input from the user, process that input and then gives output.

2. How does a computer work?

Ans:- A computer has a three- step work cycle- Input –Process-output .

3. Write any two features of a computer?

Ans:- i) A computer works very fast.

ii) A computer never gets tired.

4. What are the limitations of a computer? Give any two.

Ans: - i) It cannot take its own decisions.

ii) It cannot work independently.

Brain Teaser

QA) Identify the following pictures and match them with their correct names:-

1.

Scanner

2.

desktop computer

3.

printer

4.

Laptop

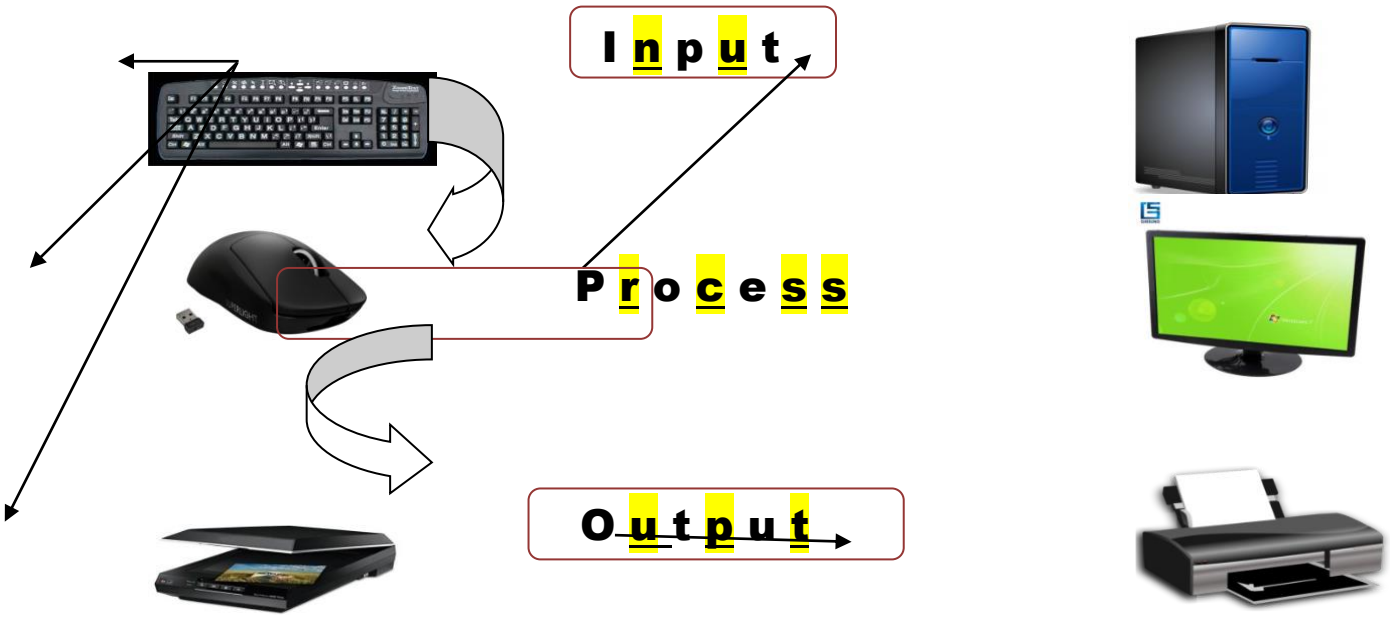
5.

tablet

6.

mainframe computer

QB) Fill the letters to complete the IPO cycle. Then match the devices to the correct type.



CHAPTER-2

USE OF COMPUTERS IN DIFFERENT FIELDS

Keywords:-

1. **ATM:** - A computerized machine that gives out cash.

2. **E mail:** - An electronic message transferred from one computer to another through a network.

Exercise corner:-

QA) Tick the correct options. Compare your answers with your classmates' answers:-

1. **Which of the following is a use of computer at home?**
   a. diagnosing diseases
   b. **Playing games**
   c. depositing/ withdrawing cash

2. **Which of the following is a use of computers in hospitals?**
   a. **diagnosing diseases**
   b. controlling and launching rockets
   c. designing books
3. **Where do you find the use of computers for booking and cancellation of train tickets?**
   a. **railways stations** b. cinemas c. banks
4. **Where are computers used to deposit and withdraw money?**
   a. Banks b. hospitals c. schools
5. **Computers are used in space research stations for _____ .**
   a. entertainment **b. weather forcasting** c. designing graphics

QB) Fill in the blanks. Cross-check your answers with your classmate:

Weather forecasting	hospitals	schools	defence	engineers

1. In **schools**, computers are used for teaching and learning.
2. Computers are used by **engineers** to design and print blueprints of cars, and airplanes.
3. In **hospitals**, computers are used to prepare medical reports and bills.
4. In **defence** , computers are used to develop modern tanks and missiles.
5. In space research stations, computers are used for **weather forecasting**.

QC) State 'True' or 'False'.

1. The uses of computer are limited. **False**
2. In banks, computers are used only for money transactions. **False**
3. You can with draw money from ATMs. **True**
4. Medical reports are created with the help of computers. **True**
5. Engineers use computers for creating complex designs. **True**

QD) Answer the following questions:-

1. **Write names of any four places where you can see computers being used?**
   a. Banking b. hospital c. school d.railway
2. **Mention any two uses of computer in hospitals?**
   Ans: - i) keeping patient's record.
   ii) Computers are used for military operations.
3. **Mention any two uses of computers in banks?**
   Ans:-i) money transactions

   ii) Keeping the records of goods and payments

4. What are the uses of computer in defence? Mention any two.

Ans:-i) for developing graphics, books, newspaper

ii) for e-books, educational apps

5. What are the uses of computer in defence? Mention any two.

Ans:-i) Computers are used to develop modern tanks and missiles.

ii) Computers are used for military operations.

6. What are the uses of computer in shopping malls? Give any two.

Ans:- i) for generating invoices

ii) Computers are used for military operations.

Brain Teaser

❖ Find out the following names in the word grid given below:-

H	G	G	H	S	B	A	N	K	A
Q	O	G	E	H	M	K	H	Q	I
X	M	M	W	O	Y	V	W	D	R
E	S	G	E	P	G	J	V	E	P
S	O	Z	T	C	Q	A	I	F	O
H	O	S	P	I	T	A	L	E	R
V	I	Z	S	P	F	M	V	N	T
S	O	B	Y	G	H	O	T	C	L
M	R	I	J	U	Z	N	X	E	Y
E	E	A	S	C	H	O	O	L	B

AIRPORT

BANK

HOME

HOSPITAL

DEFENCE

SHOP

SCHOOL

WORKSHEET – 1

A. Label the parts of computer. Also, write any two characteristics of computer.

1. Computers work very fast.
2. Computers never get tired.

B. Write names of any four places where computers are used.

1. Banking
2. Hospitals
3. Railway Station
4. Schools

C. Match the columns:-

Column A	Column B	
1. In defence	a. Designing and printing graphics ,books and news papers	5
2. In engineering	b. To send and receive emails, make audio and video calls	3
3. In communication	c. For money transactions	4
4. In banking	d. To design and print blueprints of cars and other complex graphics	2
5. In publishing and designing	e. For performing military operations	1

CHAPTER-3

COMPUTER HARDWARE AND SOFTWARE

Keywords:-

CPU: - The processing device of a computer.

ALU: - The part of the CPU that performs arithmetic and logic operations.

CU: - The part of the CPU that controls all the operations of a computer.

RAM: - The part of the primary memory

ROM: - The permanent part of the primary memory

VDU: - The output device that displays output from the computer

OS: - A software that controls the overall functioning of the computer

CD/ DVD: - Portable storage disks used to store application software, movies or music

QA) Choose the correct answers:-

1. Which of the following is not an input device?

a. CPU b. joystick c. light pen

2. The games you play on a computer are examples of _____.

a. Hardware b. system software c. application software

3. Which of the following is an operating system?

a. Notepad b. Tux Paint c. Windows

4. Which of the following controls the overall activities of a computer?

a. Notepad b. operating system c. Paint

5. Which of the following part of CPU performs calculations?

a. ALU b. CU c. both a and b

QB) Fill in the blanks:

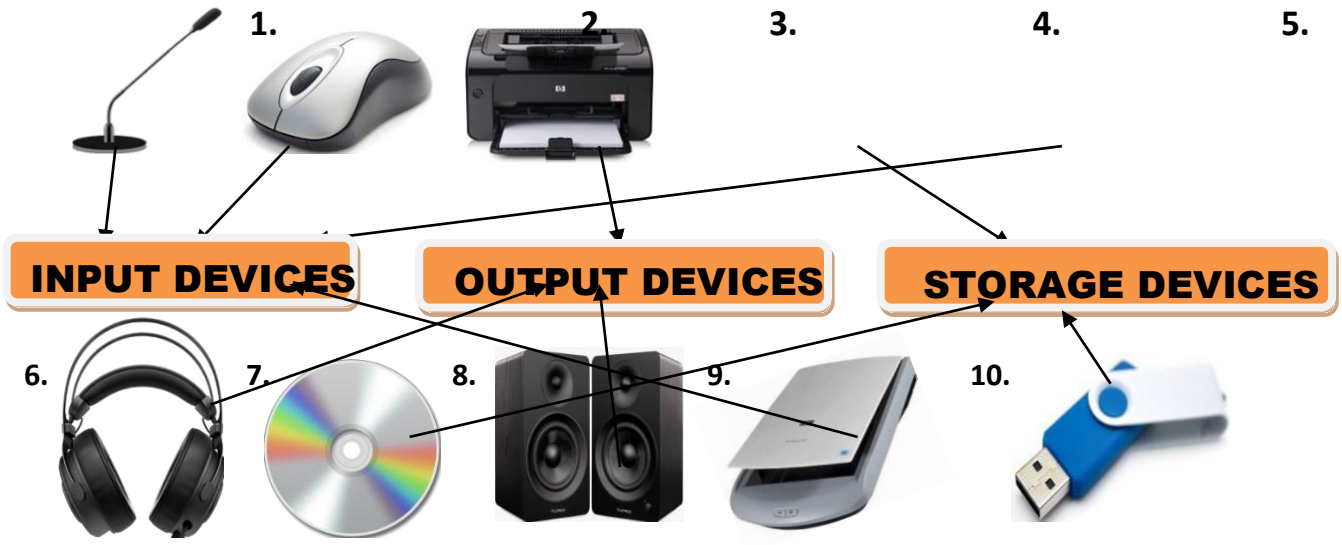
ALU	pen drive	Windows	Calculator	hardware

1. All the physical parts of a computer that you can see, touch and feel are called hardware.
2. The ALU does all the arithmetic calculations and takes logical decisions in a computer.
3. A Pen drive is connected to a computer or a laptop via a USB port.
4. Windows is an operating system.
5. The calculator is an application program.

QC) State 'True' or 'False'.

1. A webcam is an input device. True
2. Android is application software. False
3. The CU is a part of the CPU. True
4. A CD or DVD comes in a circular shape. True
5. A hard disk stores data permanently. True

QD) Identify the input, output and storage devices, and match them with their correct group.



QE) Answer the following questions:-

1. What is computer hardware?

Ans: - All the physical parts of a computer that you can touch, see and feel are called hardware.

2. What are the two types of software?

Ans:- System Software and Application Software.

3. What is the ALU?

Ans:- ALU does all the arithmetic calculation and takes logical decisions.

4. What is an operating system? Give any two examples?

Ans:- Operating system is a system software that controls all the activities and functioning of computer.

Eg. Windows, LINUX

5. What is application software? Mention any two examples?

Ans:- Application software used to do specific types of tasks such as drawing and painting, calculation, etc.

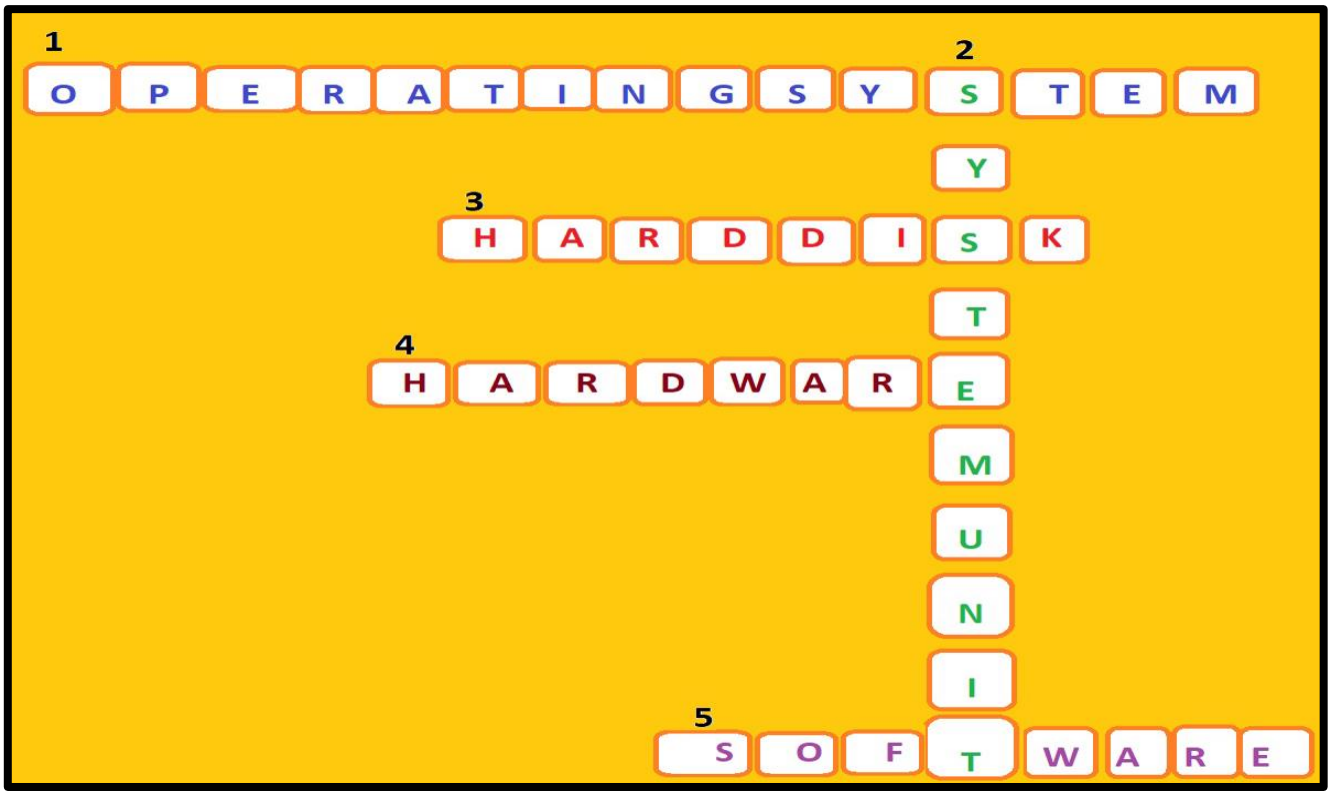
Eg. Tux Paint, WordPad

Brain Teaser

A. Write down wheather the following are hardware or software:-

Components	Hardware/Software
1. Operating System	a. Software
2. Paint	b. Software
3. Video game	c. Software
4. Notepad	d. Software
5. Microphone	e. Hardware
6. Motherboard	f. Hardware
7. Hard disk	g .Hardware
8. Windows	h. Software

B. Complete the following crossword:-



CHAPTER-4

THE OPERATING SYSTEM – WINDOWS 10

Keywords:-

1. **GUI-** An interface that allows users to interact with a device through icons and menus instead of typing text and commands.
2. **Windows**- A popular operating system from Microsoft.
3. **Booting**- The process of loading of the OS into computer's main memory.
4. **Desktop**- The screen that appears after the booting and login processes are complete.
5. **Start button**- The button at the bottom left corner of the desktop that opens the start menu when clicked.
6. **Wallpaper**- A picture used as the background of the desktop.
7. **Icon**- A small picture on the desktop that represents a file, folder or program.

EXERCISE CORNER:

QA) Choose the correct option:-

1. Which of the following option do you click to set size of desktop icons as mediums?
   a. **View Medium icons**
   b. Size Medium icons
   c. Sort by Medium icons
2. Which of the following is an operating system developed by Microsoft?
   a. Linux b. **Windows** c. macOS
3. Which of the following is the latest Windows operating system?
   a. Windows 7 b. Windows 8 c. **Windows 10**
4. Which of the following holds clock and other options on the desktop?
   a. Icon b. **Taskbar** c. Wallpaper
5. Which option do you click to change the desktop background?
   a. **Personalize** b. Desktop c. Wallpaper

QB) Fill in the blanks:

Operating system	graphical user	taskbar	booting	interface

1. An operating system provides an/a **interface** between the user and the hardware.
2. A computer cannot work without a/an **operating system**.

3. The windows operating system provides a **graphical user** interface.
4. The term **booting** refers to the process of loading of the operating system Into computer's memory.
5. The horizontal bar located at the bottom of the desktop is called **taskbar**.

QC) State 'True' or 'False':-

1. The desktop is the main screen of a computer. **T**
2. An icon represents a file, folder or program. **T**
3. The GUI lets you use the mouse to click icons, buttons and menus. **T**
4. The start button allows the user to access the start menu. **T**
5. Linux is an operating system. **T**

QD) Following are the steps to change the background picture (wallpaper) of the desktop. Arrange these steps in the correct order by putting numbers from 1 to 4 in the blanks:-

3 Select the 'Picture' option Under 'Background'.	4 Choose a picture under 'Chose your picture'.
1 Right – click in the blank area on the desktop.	2 Click the 'Personalize' option .

QE) Choose the correct option:-

1. What is an operating system?

Ans:- **Operating system controls all the functioning of a computer and provides an interface between the user and the hardware.**

2. Give names of any two operating systems?

Ans:- **i. Windows** **ii. LINUX**

3. Describe the term GUI?

Ans:- **GUI is a short form of Graphical User Interface. It allows us to use electronic devices such as mouse to click icons, buttons, menu etc. It makes everything clearly visible on the screen using a combination of graphics and text.**

4. What is wallpaper?

Ans:- **A background image of desktop is called wallpaper.**

5 . What action of the mouse do you perform to open a shortcut menu on the desktop?

Ans:- **Right-click function of the mouse opens a shortcut menu on the desktop.**

Brain Teaser

➢ **Label the following picture:-**

CHAPTER-5

DRAWING TOOLS IN PAINT

Keywords:-

Window:- **A sepreate rectangular area that appears when an application is opened.**

Ribbon :- **A rectangular strip that holds a set of commands arranged in groups.**

Canvas:- **A large white strip that holds a set of commands arranged in groups.**

EXERCISE CORNER:

QA) Choose the correct answers:-

1. Which of the following is the Color picker tool?

a. b. c.

2. Which of the following is used to fill colors in closed shapes?

a. **Fill with color** b. Color picker c. Pencil

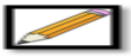
3. What is the use of maximize button?

a. **enlarge the Paint window**

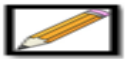
b. hide the Paint window

c. close the Paint window

4. Which tool do you click to type text?

a.  b. c.

5. Which tool enlarges an area of a picture?

a. b.  c.

QB) Fill in the blanks. Cross-check your answers with your classmate:-

Close	Text tools	application	closed	ribbon

1. Paint is an inbuilt **application** of Windows operating system.
2. A **ribbon** holds a set of commands that are arranged in groups.
3. The Fill with color tool fills colors in **closed** button images.
4. The **close** button is clicked to exit the Paint application.
5. When you use the Text tool, the **text tool** ribbon opens up automatically.

QC) Unscramble the following letters to form meaningful words:-

1. PINAT - PAINT
2. WNIODSW - WINDOWS
3. PPLAIOCAITN - APPLICATION
4. DNRAIWG - DRAWING
5. CVSAAN - CANVAS

QD) Following are the steps to change fill colour in an object. Arrange these steps in the correct order by putting numbers from 1 to 4 in the blanks:-

2 Click the fill with color tool.

4 Go to the canvas and click where colour is to be filled

3 Choose a color from the color Palette in the colour group and set it as Colour 1.

1 Draw any closed shape or any closed picture on the Canvas.

EQ) Answer the following questions:-

1. What is Paint?

Ans:- **Paint is a popular drawing program. It comes with different tools that enables you to draw and edit your drawings .**

2. **Write names of any two tools in the tools group of the Home ribbon?**

Ans:- **i. Pencil tool** **ii. Eraser tool**

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

Ans:- **a. Image** **b. Tools**

4. Give names of tools that allow you to draw freehand drawing.

Ans:- **a. Pencil tool** **b. Brushes**

5. What is the Magnifier tool?

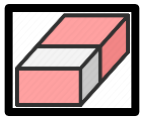
Ans:- **The Magnifier tool is used to get a closer view of an image .**

Brain Teaser

A. Name the given tools:-

1. **2.** **3.** **4.**

PENCIL TOOL TEXT TOOL COLOUR PICKER TOOL Brush tool

5. **6.** **7.** 

FILL WITH COLOUR TOOL ERASER TOOL MAGNIFIER TOOL

CHAPTER-6

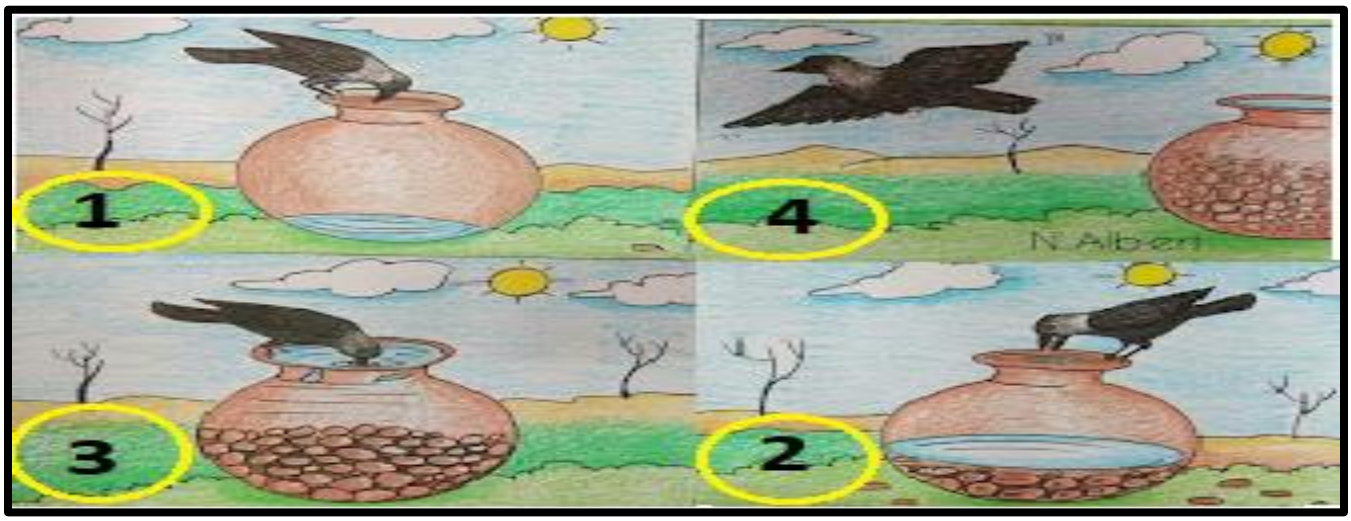
STEPWISE THINKING

Brain Teaser

A. Here are some day to day activities you do every morning before going to the school. Number them in the correct order. (Note : There can be more than one correct order).

6	Wear your shoes, say bye to everyone and go to your school!
3	Eat breakfast and talk to your family members.
2	Take bath and wear your uniform.
1	Get up with a smile, see everything in the house and brush the teeth
4	Drink a glass of milk.
5	Make sure all your book are in your bag.

B. You all know the story of the thirsty crow. The pictures given here are jumbled, number them properly.Check with your friends if they have the same order.



CHAPTER-7

PLAY WITH TURTLE --- LOGO

Keywords:-

Program: - A set of instructions written in a programming language.

MSWLOGO:- Stands for Microsoft Windows Language of Graphic Oriented.

Primitives:- Instructions or commands to move the turtle .

EXERCISE CORNER:

QA) Choose the correct answers:-

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

a. edall b. **execute** c. steps

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

a. HOME b. **SETH** c. RT

3. 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

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

a.**FD 50** b. –BK 50 C. Both a and b

5. Where you type logo primitives?

a. On the main screen

b. In the command recall list box.

c. **In the command input box**

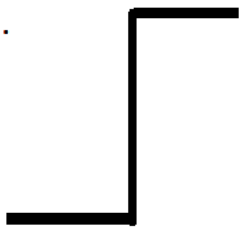
QB) Fill in the blanks. Cross-check your answers with your classmate:-

Enter	invisible	primitives	center	turtle

1. A small triangle that draws a line when it moves is called **turtle**.
2. A turtle moves according to your **primitives** .
3. The **enter** key is used to execute a primitive.
4. The HT primitive makes the turtle **invisible** from the screen.
5. The HOME command brings the turtle to the **center** of the screen.

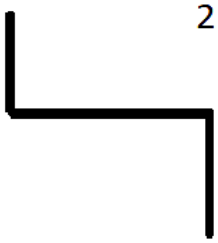
Q C) Write T for true and F for false:-

1.



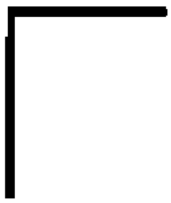
RT_90 FD_50 ENTER
LT _90 FD_50 ENTER
? RT_90_FD_50 ENTER

2.



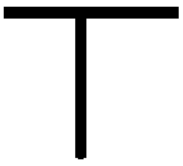
FD 50 LT 90
RT 90 FD 50

3.



FD 90 RT 50 FD 50

4.

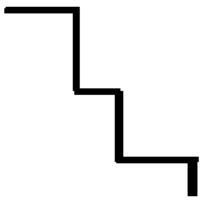


FD 50 LT 50
FD 50 BK 90

5.

REPEAT 3
[FD 300 RT 120]

6.



FD 30 LT 90 FD 30
RT 90 FD 30 LT 90
FD 20 RT 90 FD 90
LT 90 FD 20

QD) Answer the following questions:-

1. What is LOGO ?

Ans:- **The LOGO is a simple and easy to learn computer programming language.**

2. Which command do you use to turn the turtle in left?

Ans:- **a. LT** **b. RT**

3. Give names of any two command buttons.

Ans:- **a. Halt** **b. Trace**

4. Define the following primitives?

Ans:- **a. CLEARSCREEN (CS) : The CS primitive clears the main screen and brings the turtle back to its home (center of the screen).**

b. CLEAN: The CLEAN primitive clears the main screen but does not send the turtle back to its home. It stays wherever it was.

c. CLEARTEXT (CT) : The CT primitive clears the recall list box.

4. Define the following primitives?

Ans:- **The SETH command turns the turtle in clockwise direction by the given number of units**.

5. What is SETH command?

Ans:- **The SETH command turns the turtle in clockwise direction by the given number of units.**

Brain Teaser

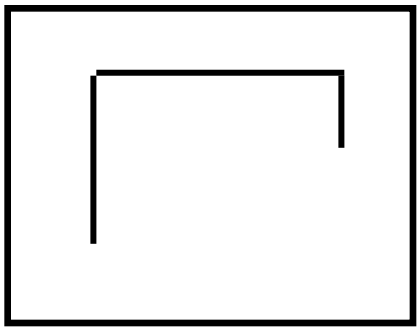
A) Draw the outputs of the following primitives:-

1. FD 40

RT 90

FD 80

RT 30

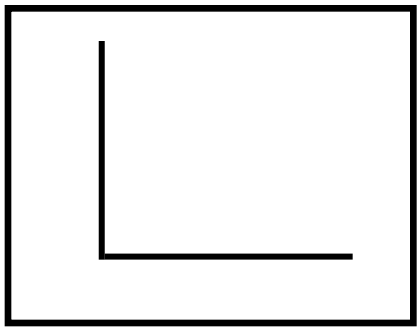


2. RT 90

FD 50

LT 90

FD 40



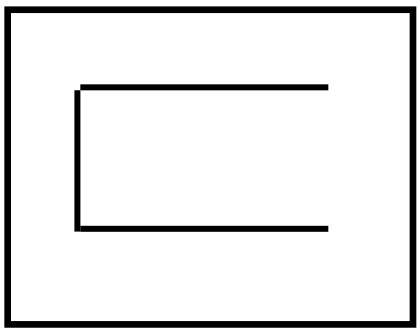
3. Seth 180

FD 100

LT 90

BK 20

FD 100



4. CS

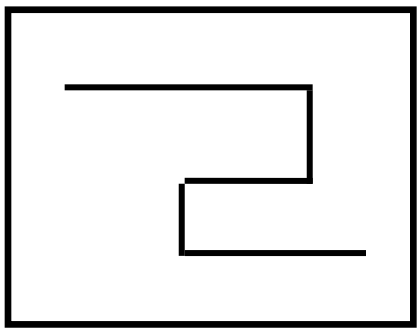
LT 90

FD 60

RT 60

FD 60

LT 90



CHAPTER-8

FUN WITH SPRIT -- SCRATCH

Keywords:-

Sprite : Any object on the stage of scratch.

Costume : A visual image of the sprite.

Blocks: Prewritten codes.

EXERCISE CORNER:

QA) Choose the correct answers:-

1. 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

2. Which of the following is used to turn a sprite anti-clock?

   a. turn 15 degrees b. **turn 15 degrees** c. RT

3. 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

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

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

5. Where you type logo primitives?

   a. **On the main screen**

   b. In the command recall list box.

   c. In the command input box

QB) Fill in the blanks:-

eight	cat	sprite	events	stage

1. The block descriptions area lists the **eight** categories of blocks.
2. A small graphic that may be moved on-screen is called a **sprite**.
3. By default, a **cat** sprite appears on the stage.
4. A large white area on the screen is called **stage**.
5. The block when clicked is present in **events** category of blocks description area.

QC) State 'True' or 'False':-

1. The green flag allows you to start your main programs. **True**
2. The stage is 580 units wide and 460 units tall. **False**
3. Scripts are executed from the top to the bottom. **True**
4. The wait block gives pause for 1 second. **False**
5. In Scratch, all of the action takes place on the stage. **True**

QD) Match the following columns:

Column A	Column B
1. turn 15 degrees	a. to add sound **5**
2. When clicked	b. to turn a sprite clockwise by 15 units **1**
3. move 10 steps	c. to change color **4**
4. change color effect by 25	d. to move the sprite forward by 10 steps **3**
5. play sound meow	e. to start the script execution on clicking the green flag **2**

QE) Answer the following questions:

1. What is Scratch?

 Scratch is a programming language. In Scratch, you can easily create interactive stories, animations, games, music and art.

2. Write the steps to start scratch.

 Steps to start the Scratch,

i. Click the Start

ii. All apps

iii. Scratch 2

3. What is a sprite?

 Sprites are the objects or characters shown on the screen. Scratch comes with a large number of selection of sprites such as cat, elephant, bananas.

4. What is stage?

 A large white area on the screen is called stage. It is the area where all the action takes place.

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

To add sprite or to change a sprite, follows these steps:

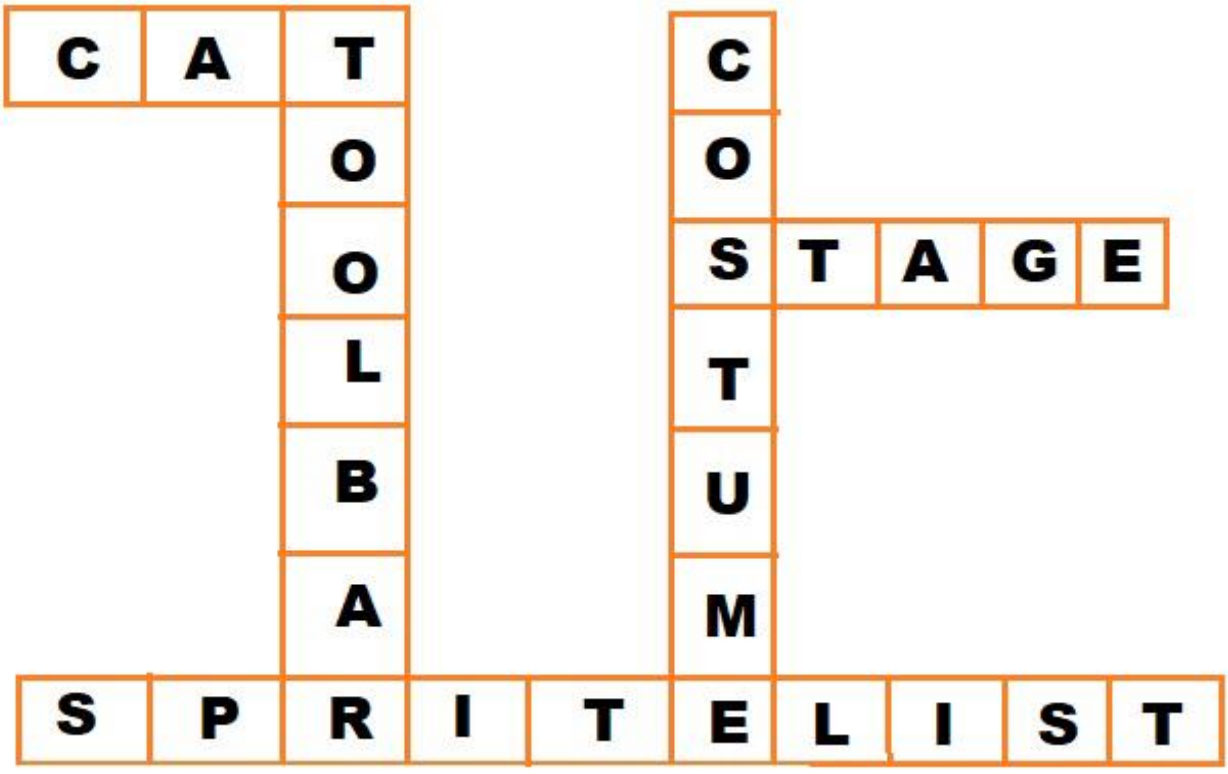
i. Click the Choose a Sprite from library button present next to New Sprite heading.

ii. The sprite library opens up. Choose a category and a sprite of your choice.

For example: Choose Butterfly in Animals category.

iii. Click OK to insert sprite on the stage.

Brain Teaser

A. Complete the following crossword using clues.

1. It is the default sprite of the Scratch.
2. A bar which holds four tools (Duplicate, Delete and Grow sprite)
3. It is a visual image of the sprite.
4. It is divided into an x-y grid.
5. It is an area where you see a thumbnail for the stage and thumbnails of all of the sprites.