



पुनमा International School
Shree Swaminarayan Gurukul, Zundal

CLASS - III

SUPER COMPUTER

SAMPLE NOTEBOOK

Year (21-22)



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Ch-5

More on MS paint

➤ Focus of the Chapter

1. Polygon tool
2. Curve Tool
3. Colour Picker Tool
4. Magnifier Tool
5. Brushes Tool
6. Text Tool

➤ KEYWORDS

- **Polygon** - A shape with three or more sides.
- **Magnifying glass** – A tool that gives an enlarged view of an object.
- **Text** – A group of letters or words that we type using the alphabet keys.
- **Text box** – A dotted box inside which we can type text in Paint.

CHECKPOINT-1

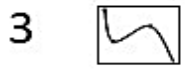
➤ Fill in the blanks. Choose words from the box:-

Curve Colour picker Color 1 Polygon

1. Use the **polygon** tool to draw a polygon.
2. The **curve** tool is used to draw a curve line.
3. The **colour picker** tool is used to select a color from a drawing.
4. The color selected with the Color picker tool is set as **color 1** .

CHECKPOINT-2

➤ Match the columns: -



a. Magnifier tool

b. Curve tool

c. Polygon tool

d. Text tool

e. Color Picker tool

4

3

2

5

1

Exercise Corner

A. Tick the correct answers: -

1. Which tool is used to draw a polygon?

a. Polygon tool

b. Curve tool

c. Text tool

2. Which tool is used to select a color from a drawing?

a. Text tool

b. Color Picker tool

c. Magnifier tool

3. Which tool is used to draw a curved line?

a. Magnifier tool

b. Polygon tool

c. Curve tool

4. Which action of the mouse is used to go back to the normal size of the zoomed in picture?

a. Double- Click

b. Click

c. Right –click

5. Which tool is used to type text?

a. Curve tool

b. Brush tool

c. Text tool

B. Match the tools with their uses:-

- | | | |
|----------------------|---|---|
| 1. Polygon tool | a. to write words and numbers | 5 |
| 2. Curve tool | b. to get an enlarged view | 4 |
| 3. Color picker tool | c. to draw a curved line | 2 |
| 4. Magnifier tool | d. to draw a shape with three or more sides | 1 |
| 5. Text tool | e. to select a color from a drawing | 3 |

C. Fill in the blanks to complete the steps to use Brush tool.

1. Click on the down arrow of the **brushes** tool.
2. Select a **brush** style.
3. Click on **colour 1** to select a color.
4. Click in the drawing area and **drag the mouse** to make your drawing.

D. Answer these questions: -

Q1) What is a polygon? Name the tool used to draw a polygon in paint?

Ans: - A polygon is a closed shape with three or more sides. We use the polygon tool to draw a polygon.

Q2) What is the Curve tool used to draw?

Ans: - We use Curve tool to draw a curved line.

Q3) Write the steps to use the Colour picker tool?

Ans: - a. Click on the Color picker tool.

b. Click on the color in the picture that you want to use.

c. Click on the part of the picture that you want to color.

Q4) What is a text box?

Ans: - A text box is to write in the drawing area

Ch-6

Tux Paint

➤ Focus of the Chapter

1. Different tools in Tux Paint
2. Saving a drawing
3. Opening a saved drawing
4. Closing Tux Paint

➤ KEYWORDS

- Stickers – ready-made pictures available under the Stamp tool
- tools – options that help us to draw in Tux Paint

CHECKPOINT

➤ Fill in the blanks:-

1. Tux Paint is a drawing program.
2. The paint tool is used to make free hand drawings.
3. The shapes tool is used to draw different shapes.
4. The stamp tool is used to place ready-made pictures on the drawing canvas.
5. Ready-made pictures available under the Stamp tool are called stickers.

Exercise Corner

A. Tick the correct answers: -

1. This tool is used to make freehand drawings.

- a. Paint tool b. Stamp tool ____ c. Magic tool ____

2. This tool is used to place stickers.

- a. Save tool ____ b. Stamp tool c. Shapes tool ____






3. This tool is used to give special effects to a drawing.

- a. Shape's tool ____ b. Open tool ____ c. Magic tool

B. Fill in the blanks: -

1. The Tux Paint window has a white blank area called the **drawing canvas**.
2. The **tool box** of the Tux Paint program has different tools.
3. The **save** tool is used to save a drawing.
4. The **open** tool is used to open a saved drawing.
5. To close Tux Paint, click on the **Quit** tool.

C. Match the columns: -

1. 	a. used to place stickers on the drawing canvas (3.)
2. 	b. used to draw different shapes. (4.)
3. 	c. used to open a saved drawing. (5.)
4. 	d. used to make freehand drawing. (2.)
5. 	e. used to close Tux paint. (1.)

Activity: -

➤ Draw the given Tux paint tools:

- 1) Stamp tool 2) Open tool 3) Print tool 4) Quit tool

Ch-7

Introduction to MSWLogo

➤ Focus of the Chapter

1. Starting MSWLogo
2. MSWLogo screen
3. Commands – FD, BK, RT, LT, Home, CS, CT
4. Exiting MSWLogo

➤ KEYWORDS

- **Computer language** - a language that a computer understands
- **Logo turtle** – a small triangle with a head and a tail

CHECKPOINT

➤ Fill in the blanks:-

1. The language a computer understands is a **computer** language.
2. The turtle is a small **triangle** with a head and tail
3. **Main screen** is the area where the area where the turtle moves.
4. **Command window** is the area where we type commands.
5. Ready-made pictures available under the Stamp tool are called **stickers**.

Exercise Corner

A. Tick ✓ the correct answers: -

1. The shape of the turtle is a.

- a. square b. rectangle c. **triangle**

2. This tool is used to place stickers.

- a. Save tool b. **Stamp tool** c. Shapes tool

3. The initial position of the turtle on the screen is called the

- a. **Home position** b. Centre position c. School position

4. The FD command helps the turtle to move

- a. backward b. right c. forward

B. Fill in the blanks: -

1. The number of **40** is written with every FORWARD and BACK command.
2. The BK command helps to move the turtle **back**.
3. The short form of the RIGHT command is **RT**.
4. The command **CT** erases the contents in the recall list box.
5. The **CS** command is used to erase the drawing on the main screen.

➤ Activity: -

➤ Draw the different types of command in your notebook: -

- | | |
|------------------------------|----------------------------|
| 1) FORWARD command or FD | 2) BAKWARD command or BK |
| 3) RIGHT command or RT | 4) LEFT command or LT |
| 5) CLEARSCREEN command or CS | 6) CLEARTEXT command or CT |

Ch-8

More on MSWLogo

➤ **Focus of the Chapter**

1. Print command
2. Calculating in Logo
3. Using mathematical operations to move the turtle

➤ **KEYWORDS**

- **Computer language** - a language that a computer understands
- **Logo turtle** – a small triangle with a head and a tail

CHECKPOINT

➤ **Fill in the blanks: -**

STATEMENT	COMMAND	OUTPUT
I am happy.	Print [I am happy]	I am happy.
How are you?	Print First [How are you?]	How
I am 8 years old.	Print 8	8

Exercise Corner

A. Tick the correct answers: -

1. We use the PRINT command to

- a. write text b. move the turtle c. hide the turtle

2. We use this command to add numbers.

- a. PRODUCT b. QUOTIENT c. SUM

3. We multiply numbers using the PRODUCT command or this operator.

- a. / b. * c. +

4. **FD 20+ 40** moves the turtle forward by

- a. 40 steps b. 20 steps c. **60 steps**

5. **BK 80 - 20** moves the turtle back by

- a. 40 steps b. 20 steps c. **60 steps**

B Fill in the blanks: -

1. We use the print command to write text.
2. We use the SUM command to add numbers.
3. We use the DIFFERENCE operator to subtract numbers.
4. We use the QUOTIENT command to divide numbers.
5. We use mathematical operators to move the turtle on the screen.

C. Match the columns: -

- | | | |
|-----------------------------------|---|----------|
| 1. PR 25 | a. the turtle turns 10 degrees to the right | 5 |
| 2. PR "Hello" | b. the turtle moves forward by 40 steps | 4 |
| 3. PR SUM 40 20 | c. 25 | 1 |
| 4. FD DIFFERENCE
60 20 | d. Hello | 2 |
| 5. RT QUOTIENT
30 3 | e. the turtle turns 90 degrees to the left | 6 |
| 6. LT PRODUCT
30 3 | f. 60 | 3 |

D. Write T for true or F for false: -

1. The result of calculations in logo is displayed in Commander window. **True**
2. PRINT "Hello will show the output as Hello. **True**
3. PRINT FIRST [How are you?] will show the output as How. **False**
4. FD 40 + 60 will move the turtle back by 100 steps. **False**
5. LT QUOTIENT 30 3 will turn the turtle to **False**

the left by 60 degrees.5v

E Write commands to: -

1. print the number 108.

PRINT 108

2. print the first letter of the word
COMPUTER

PRINT FIRST "COMPUTER"

3. print the first letter of the sentence
I AM FINE.

PRINT FIRST [I AM FINE]

4. add two numbers using both the SUM
Command and the + operator.

PR 30 + 40 =70

PR SUM 30 40= 70

5. to make the turtle turn 90 degree to the
left using the / operator.

LT QUOTIENT 180/ 2

6. to make the turtul turns 45 degrees to
right using the * operator.

RT QUOTIENT 9*5

➤ **Activity: -**

➤ The turtul wants to cross the road. Give commands in Logo for it to cross the road safely.

1. Look to your right

RT 90

2. Look to your left

LT 180

3. Look to your right again

RT 180

4. Look ahead to check that the road is clear

FD 90

5. Cross the road

FD 100

THE END...