

Page No 76 Let's Enter (to be done in textbook)

Draw and colour your favourite cartoon that you would later like to draw in Tux paint.



Exercises

Page No 86

A. Put a tick (✓) on the correct option.

1. We can use the ____ tool to draw and give amazing effects to a picture.
 - (a) Open
 - (b) Brush
 - (c) Paint
 - (d) Magic (✓)
2. Which colour grass can be drawn using Grass Effect tool?
 - (a) Blue
 - (b) Green (✓)
 - (c) Yellow
 - (d) Any colour
3. _____ effect is used to mix two colours and will give the effect as if the colour is mixed using wet paint.
 - (a) Wet paint
 - (b) Paint
 - (c) Smudge (✓)
 - (d) Foam

B. Write T for true and F for false statements.

1. Tux Paint gives an option to draw beautiful patterns using Paint tool. **T**
2. The grass effect is present in the Magic tool. **T**
3. Rainbow effects creates rainbow as we see in the sky after a rainfall. **T**
4. Black noise is a combination of black and grey dots. **T**
5. Eraser tool is available in round shape as well as in square shape. **T**

C. Fill in the blanks.

1. Tux Paint cannot be launched more than once in every **30** seconds.
2. The **wavelets** effect is used to wiggle your picture up and down vertically, whereas the **Wave** effect is used to wiggle your picture side by side horizontally.
3. **Shapes** tool is used to draw various filled and unfilled polygonal shapes.
4. We can use the **Magic** tool to draw and give amazing effects to a picture.
5. **Smudge** effect is used in drawing water bodies like river.

D. Answer the following question.

1. **What is the use of Shapes tool?**
Shapes tool is used to make all the possible shapes in accordance to our needs and requirements.
2. **Why is Eraser tool used?**

Eraser tool is used to erase the part of the picture that we do not want just like we use eraser to rub the incorrect words on paper.

Page no-87

3. **What is Smudge Effect?**

Ans. Smudge effect is used to mix two different colours smoothly.

4. **What is Waves Effect?**

Ans. Waves effect mainly wiggles your drawing side to side horizontally.

5. **What is the difference between Rainbow and Real Rainbow Effect?**

Ans. Rainbow effect: Rainbow Effect is used to draw a trail of all colours in the rainbow.

Real Rainbow Effect: Real Rainbow is used to draw a colourful arc based on a real photo of a rainbow.

E. Match the following.

1.	Shapes Tool	a.	adds foam effect.
2.	Waves Effect	b.	adds dripping effect
3.	Edges Effect	c.	rotates shapes
4.	Drip Magic	d.	differentiates edges of an image
5.	Foam Effect	e.	wiggles picture side to side

Ans. 1-c, 2-e, 3-d, 4-b, 5-a

Page No 87

On the Magic Machine (to be done in Lab Practically) Lab Work

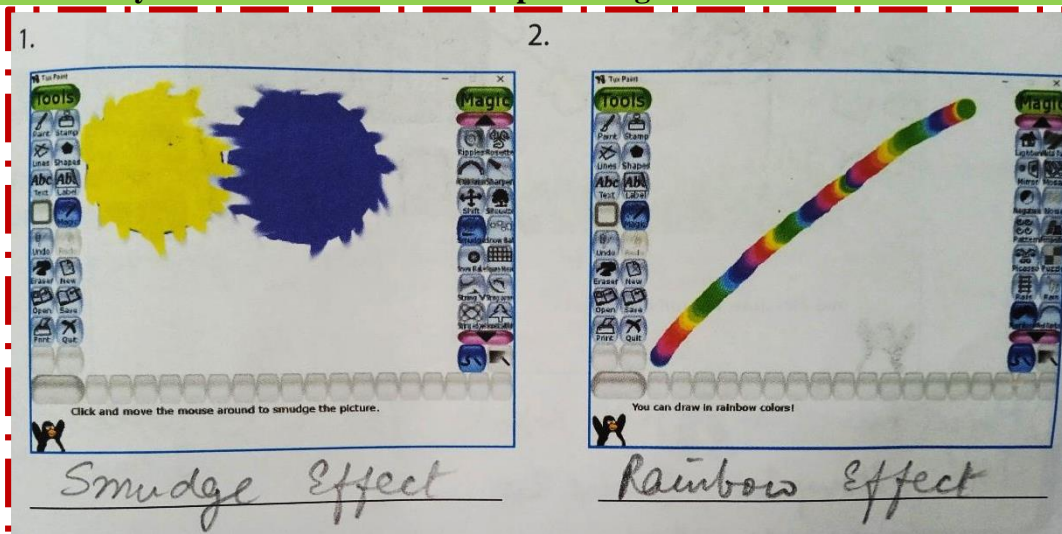
Using the different tools which you have used in Tux Paint, create a Poster on any one of the following.

1. Save Trees
2. Save Wildlife
3. Save Water

Page No 87

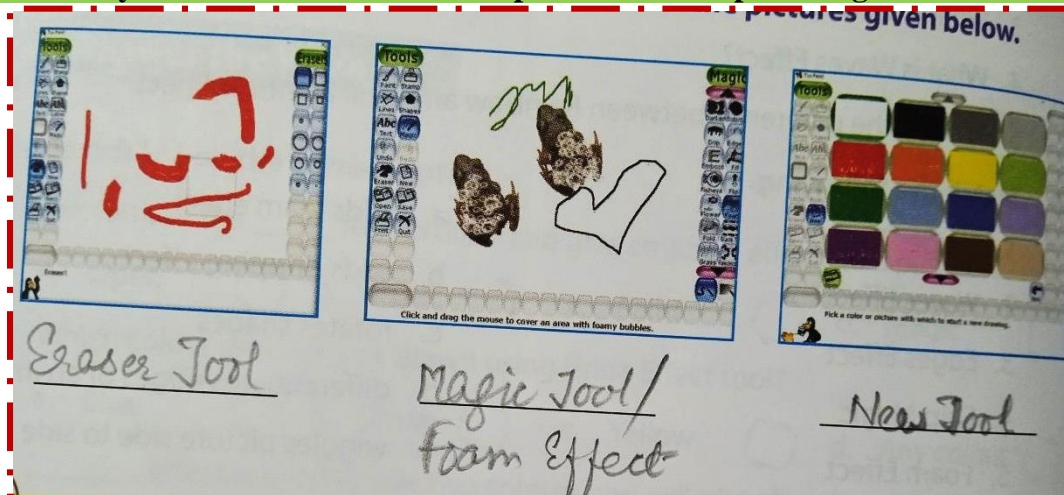
Fun in Fairyland.

A. Identify the different effects in the pictures given below.



Page No 88

B. Identify and name the different Shapes Tools in the pictures given below.



Guess any 5 tools which are used for making the drawing given below.

① Magic (Rainbow Effect, Grass, Flower) ② Shapes (Square, Circle)
③ Stamp tool, ④ Line tool,
⑤ Eraser tool.

PRACTICAL

Same as Pg.No 87 On the Magic Machine. Any topic can be asked in practical exam.

CBE BASED WORKSHEET

TUX PAINT-WORKSHEET

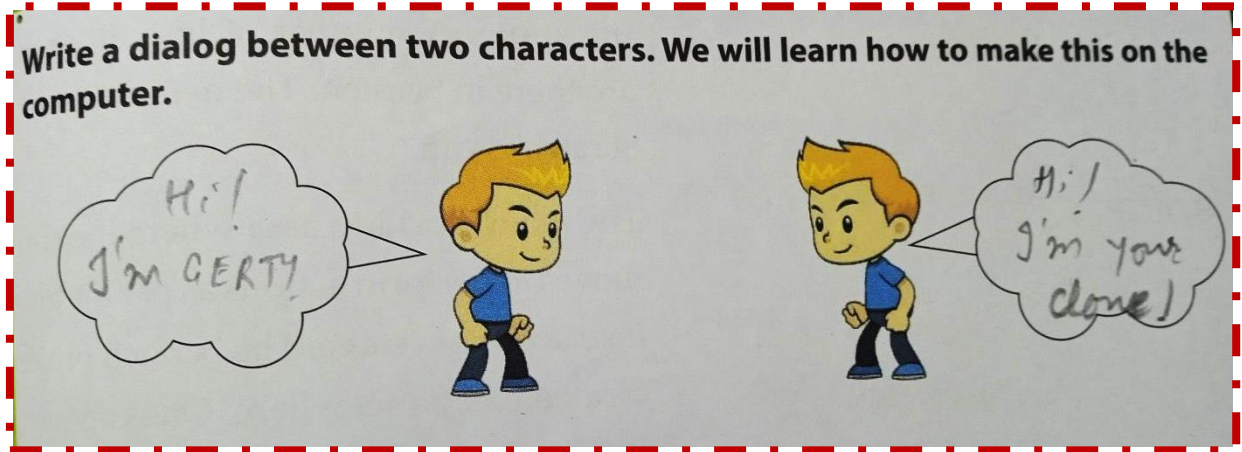
1. Drag and drop the tools used to draw this picture on tux paint

LINE TOOL STAMP TOOL SHAPE TOOL
LABEL TOOL PAINT TOOL TEXT TOOL MAGIC TOOL

2. Match the correct images

Quit Tool Paint tool Line Tool New drawing Magic tool

Page No 89 (Let's Enter)



Exercises

Page No 95

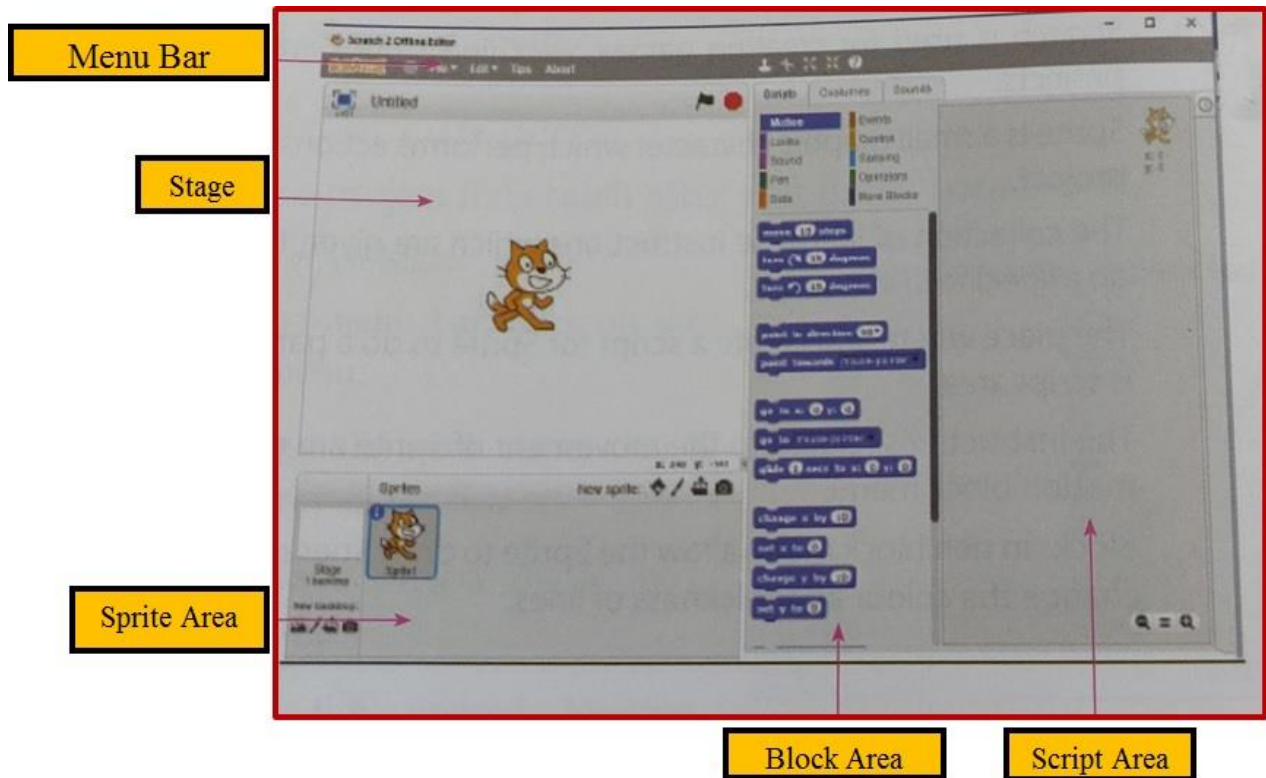
A. Fill in the blanks.

1. **BLOCKPALETTE** is used to run a block a particular number of times.
2. Click on **arrow** buttons to switch between small and large stage views.
3. **Stage** is where the sprites perform, move and interact with each other.
4. **Motion block** is very important to notice the movements in the sprite.
5. Scratch can be downloaded from the website **www.scratch.mit.edu**.

B. Write T for true and F for false statements.

1. Scratch was developed at MIT Labs. **T**
2. A sprite is rigid, and no action can be performed on it. **F**
3. Various instruction like move, rotate and play music to a sprite are given by us. **T**
4. The forever block runs the block over and over again. **T**
5. The first test version of Scratch was released only this year. **F**

C. Label the parts of the Scratch Window.



D. Answer the following question. (to be done in Notebook)

- 1. Give the steps to use the keyboard in a Scratch project.**
Ans. The keys available to be used in this block include the entire English alphabet (a b c etc.), the number keys (0 1 2 etc.), the arrow keys (← ↑ → ↓), and the space key. In the Experimental Viewer, the ↵ Enter key could also be chosen.
- 2. How can we add sound to a sprite?**
Ans. **Cancelled**
- 3. Write a short note on Scratch.**
Ans. Scratch is one of the easiest computer languages. Scratch is used for creating games, animated stories and projects in an easy manner.

(Extra Questions)

- 4. What is the use of stage in Scratch Programming?**
Ans. The main working area where the sprite moves to perform actions as per given instructions is stage.
- 5. What is the use of script in Scratch Programming?**
Ans. It is the collection of step wise instructions given to a sprite for performing specific actions. Script is also known as program.
- 6. What is script area in Scratch Programming?**
Ans. It is the place where script is created for a sprite to perform specific task.

Fun In Fairyland

Draw a Sprite for Fairyland and colour it.
(To be done practically in the Lab)

Wise Owl's Challenge

Using the blocks to make sprite speak, can you create the dialogue that you
Mentioned in the starting activity of the chapter?
(To be done practically in the Lab)

Practical

Same as Fun in Fairy Land and Wise Owl's Challenge

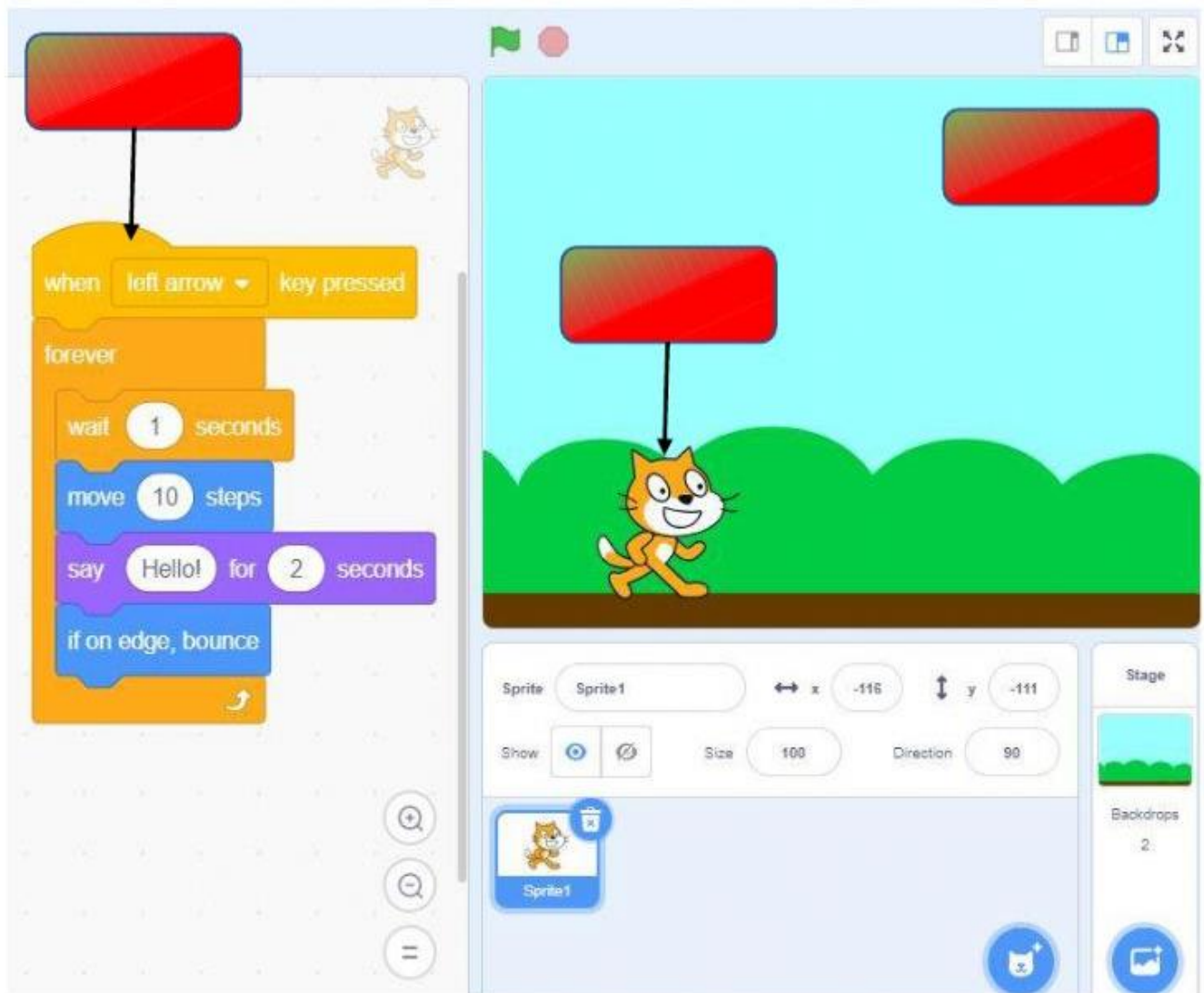
CBE BASED QUESTIONS

I. CATEGORISE THE FOLLOWING INSTRUCTIONS AND WRITE IN THE APPROPRIATE BLOCK CATEGORY COLUMNS.



SOUND	CONTROL	PEN	LOOKS

Look carefully at the image below and then answer questions 1 - 4.



1. Drag and drop the terms to their correct boxes.

STAGE

SCRIPT

SPRITE

2. Which key should you press to run the script? _____

3. What does the  block do? _____

4. If you increased the number of steps, would the cat move faster or further?

The cat would move FASTER.

The cat would move FURTHER.

Exercises

Page No 26

Let's Enter (To be done in Textbook)

Mr. Chang is a Chinese Man and Mr.Iyer speaks only Tamil. How do you think they will talk to each other? Suggest any one way.

They can talk to each other through a translator who knows both the languages.

Page No 32

A. Fill in the blanks.

1. The Operating System software helps computer to understand our commands.
2. Microsoft Windows is a graphic user interface.
3. The screen which appears after booting process is known as the login screen.
4. Desktop is the first screen which appears on the monitor.
5. Wallpaper is the background picture on the desktop.

B. Write T for true and F for false statements.

1. The small pictures that appear on the desktop are known as screen savers. **F**
2. Without Operating System a computer cannot work. **T**
3. On deleting a file or folder it goes to the recycle bin. **T**

Page No 33

4. By clicking on the Peek button, all open windows are closed and the desktop is displayed. **F**
5. Ribbon is present below the title bar which consists of many commands which helps us in working. **T**

C. Write the steps to – (To be shown Practically) Not to be written in the Notebook

1. Delete a file from a folder.

- Ans.** Step 1- Open the folder where file is saved.
Step 2- Right click on file which you want to delete.
Step 3- Select a delete option from the popup menu.
Step 4- Click on yes.

2. Change the background of the desktop.

- Ans.** Step 1- Right click on the blank area of desktop. A shortcut menu will open up.
Step 2- Select the personalize option.
Step 3- In left panel of the window click on the background option.
Step 4- Select the picture from drop-down list.
Step 5- Selected picture will be set as the wallpaper.

D. Answer the following questions.

1. Why is Operating System Software important?

- Ans.** The computer runs on Operating System Software. It is an important software which helps us communicate with the computer. Without Operating System a computer cannot work.

2. What are icons? What is their function?

- Ans.** The small pictures which appear on the desktop are known as icons. A window gets opened or the program is executed by double clicking on the icon.

3. Name and describe different types of commonly used icons.

- Ans.**
- 1. Folder Icons:** A folder refers to the collection of files. It helps us in keeping the files organised.
 - 2. File Icon:** The icons of files are different. We save our work in a file in the computer.
 - 3. Program Icons / App Icons :** On clicking the program icon, a program starts.

4. Name the components of the Windows.

- Ans.** Some of the important components of windows are: Desktop, Icons, Taskbar, Start Button Search Box, Notification Area, Peek Button, etc.

5. What is the role of the search box?

- Ans.** Search box helps us in quickly looking for a program or an application on the computer.

Fun in Fairyland [To be in the scrap book / computer book.]

Wise owl's challenge [To be done practically.]

CBE BASED QUESTIONS

1. Riya has turned on the GUI computer with the latest operating system, She wants to know the latest version of it, Can you name the latest version of the operating system?

- Ans. Windows 11**

2. Now Riya's Friend wants to know the full form of GUI operating system and its example.

Ans. Graphical User Interface is the full form and its examples are MAC OS, Microsoft Windows

3. On Saturday 24th September, 2022, Riya's father created a file on his computer, but he forgot the name of the file after 3 days of his creation, Can he find his file from the computer, If yes then by which option?

Ans. Yes, Riya's father can find by using Search Option.

Delhi Public School, Gandhinagar
Class- III
Computer Sample Notebook
L-6 More About MSW LOGO

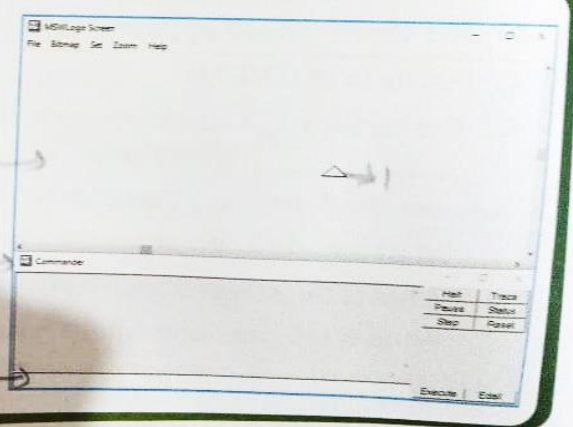
Exercises

Page No 54 Let's Enter (to be done in textbook)

Let us Enter

Identify these parts of the Logo Window.

1. Turtle
2. Input Box
3. Commander Window
4. Drawing Area



The image shows a screenshot of the MSW Logo window. The window title is 'MSW Logo Screen'. The menu bar includes 'File', 'Screen', 'Set', 'Zoom', and 'Help'. The main area is a drawing area with a turtle cursor. Below the drawing area is a 'Commander' window with a text input field and buttons for 'Help', 'Tips', 'Pause', 'Status', 'Step', 'Reset', 'Execute', and 'Erase'. Handwritten numbers 1, 2, 3, and 4 with arrows point to the Turtle, Input Box, Commander Window, and Drawing Area respectively.

Page No 57 Activity Land (to be done in the Computer Lab)

Give the following commands to the turtle and draw the results in the notebook

1. FORWARD 88
2. RIGHT 90
3. BACK 88
4. LEFT 90

Page No 59

A. Put a tick (✓) on the correct option.

1. The area where we can see the figures being drawn by the turtle is called:
 - (a) Main screen (✓)
 - (b) Menu bar
 - (c) Painting area
2. The screen in which we see and give all the commands is called:
 - (a) Graphic Screen
 - (b) Commander screen (✓)
 - (c) Menu bar

3. _____ command is used to make the turtle rotate to its left.
- (a) BACK
 - (b) FORWARD
 - (c) **LEFT** (✓)

B. Fill in the blanks.

[FD, RIGHT, CLEARTEXT, Input Box, Commander Window]

1. **FD** is the command given to the turtle to make it move ahead.
2. **Commander window** has all the commands in it.
3. We enter the command in the **Input box.**
4. **CLEARTEXT** clear the text in the recall list box.
5. **RIGHT** makes the turtle rotate to its right.

C. Match the following.

1.	Moving ahead	a.	CT
2.	Clearing the text	b.	CS
3.	Clearing the graphic screen	c.	FD
4.	Exiting LOGO	d.	HT
5.	To make the turtle disappear	e.	BYE

Ans. 1-c, 2-a, 3-b, 4-e, 5-d

D. Write the function of the following commands.

1. **HOME** - Turtle come back to its default position while drawing the line.
2. **ST** - Turtle appear again by giving the SHOWTURTLE or ST.
3. **CLEAN** - CLEAN command clears the whole graphic window without changing the position.

Page no. - 60

4. **BACK** - To move the turtle in backward in logo.
5. **RIGHT** - To rotate the head of the turtle to its right.

On the Magic Machine, Fun in Fairyland, Wise Owl's Challenge: To be done Practically in the computer Lab

❖ Extra Questions (To be done in the Notebook).

Answer the following questions.

2. What is the use of forward command in Logo?

Ans. It moves the turtle ahead from its home position.

3. What is the use of back command in Logo?

Ans. It moves the turtle in backward direction. Shortcut is BK.

4. What is the use of HOME primitive in Logo?

Ans. It brings the turtle to its default position after drawing a line from its end position to the home position.

5. What is the use of CLEARSCREEN primitive?

Ans. CLEARSCREEN primitive clears the graphics screen and the turtle moves back to its home position.

6. What is the use of CLEARTEXT primitive?

Ans. To erase all the text from the Recall List box, CLEARTEXT or CT primitive is used.

7. Write the full form.

1. FD - FORWARD
2. BK - BACK
3. LT - LEFT
4. RT - RIGHT
5. PR - PRINT
6. CS - CLEARSCREEN
7. CT - CLEARTEXT
8. HT - HIDETURTLE
9. ST - SHOWTURTLE

CBE BASED QUESTIONS

Q-1) DO AS DIRECTED.

1. What will be the output of the following commands?

Ans. Command	Output
PR100	100
PR 20+ 30	50
PR (SUM 4 5)	9
PR 10 – 5	5
PR (Difference 5 3)	2
PR 2 * 3	6
PR PRODUCT(4 5)	20
PR 20 / 5	4
PR (QUOTIENT 50 10)	5
PR (REMAINDER 10 3)	1
PR [DPSG]	DPSG
PR 'Hi!	Hi!
PR [Good Morning]	Good Morning

2. Find the BUG and DEBUG the following in MSW Logo.

- a) forward20 : forward 20
- b) backward 50 : back 50
- c) LT50 : LT 50
- d) Clear text: cleartext

3. Riya has completed her drawing and now she wants to hide the turtle from the logo screen.

Ans. HideTurtle or HT

4. Raju's brother has by mistakenly written many alphabets in the Commander Window. Name the command to clear the text from the Recall List of the Commander Window.

Ans. CLEARTEXT or CT

Practical

1) Beside On the Magic Machine, Fun in Fairyland, Wise Owl's Challenge,

Draw and Practice Digital Numbers from 0 to 9 on your computer.

Note: Anything from the above can be asked for the practical exam from the above drawings.

2) Write 5 lines on Children's Day in MSW Logo.

Delhi Public School, Gandhinagar
Class- III
Computer Sample Notebook
L-5 Introduction to MSW LOGO

Exercises

Page No 46 Let's Enter (to be done in textbook)
Page No 51

A. Put a tick (✓) on the correct option.

1. The area where we can see the figures being drawn by the turtle is called the _____.
 - (a) **Main screen** (✓)
 - (b) Menu bar
 - (c) Painting area

2. The main screen is also called the _____.
 - (a) **Graphic Screen** (✓)
 - (b) Painting area
 - (c) Menu

3. The triangle at the centre of the screen is called the _____.
 - (a) **Turtle** (✓)
 - (b) Mouse
 - (c) Cat

4. The turtle's default place is at the _____ of the LOGO screen.
 - (a) **Centre** (✓)
 - (b) Right
 - (c) Left

5. The turtle cannot move in the _____ direction.
 - (a) Right
 - (b) Centre
 - (c) **South** (✓)

B. Fill in the blanks.

1. **LOGO** is a computer language.
2. Full form of LOGO is **Language of Graphics Oriented**.
3. The turtle in LOGO can move in the **left, right, forward** and **backward** directions.
4. The turtle is in the shape of a **triangle**.
5. Type **bye** to exit LOGO.

C. Match the following.

1.	Triangular shaped	a.	Language of graphic oriented
2.	Logo	b.	Graphic screen
3.	Main screen	c.	End of the Turtle
4.	Head	d.	Tip of the Turtle
5.	Tail	e.	Turtle

Ans 1-e, 2-a, 3-b, 4-d, 5-c

D. Write the function of the following control buttons.

1. **Trace button** – It helps to find mistake in commands to the LOGO.
2. **Pause button** – It pauses LOGO temporarily.
3. **Continue / Cancel button** – We can check for mistakes, make corrections and click on continue button or cancel button.
4. **Status / No Status button** – Status button displays the status window showing the setting of the turtle. We can close it by No Status button.
5. **Execute button** – It will use to Execute or Running the command.

Extra Questions (To be done in the Notebook):

Answer the following questions.

1. What is LOGO?

Ans. LOGO is a Language Of Graphic Oriented. It is a computer language.

2. Who developed LOGO?

Ans. Seymour Papert and his co-workers developed LOGO.

3. What is LOGO used for?

Ans. LOGO can be used to draw simple shapes, write and do calculations.

4. What are Primitives?

Ans. Commands given in LOGO are called Primitives.

CBE BASED QUESTIONS

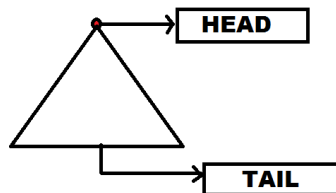
Answer in one word / one sentence.

1. Riya has opened MSW Logo screen, she could see a triangular shape placed at the center of the logo screen. Can you name it?

Ans. Turtle

2. Name the various parts of LOGO TURTLE.

Ans.



3. Priya has done some mistake while programming in LOGO. What is the term used for an error in MSW Logo and can it be resolved? If Yes, then what is it called?

Ans. An error in MSW Logo is called BUG and Yes, the error can be resolved and it's called DEBUGGING.