

Teacher's Manual

Carvaan

Computer

Foundational Stage
Class
1

MASTERMIND



Carvaan Computer -1

1

What is a Computer?

- A. 1. (a); 2. (b); 3. (b); 4. (b)
- B. 1. machine; 2. tired; 3. fuel; 4. fast; 5. mistakes
- C. 1. F; 2. F; 3. T; 4. T; 5. F
- D. 1. Computer; 2. Aeroplane; 3. Computer; 4. Fan

2

Parts of a Computer

- A. 1. (b); 2. (c); 3. (a); 4. (b);
- B. 1. brain; 2. keys; 3. four; 4. keyboard; 5. mouse
- C. 1. F; 2. T; 3. T; 4. F; 5. T
- D. 1. Keyboard helps us to type.
2. Monitor looks like a television.
3. The keyboard is made of several small buttons called keys.
4. CPU stands for Central Processing Unit.

3

Uses of Computers

- A. 1. (a); 2. (c); 3. (b); 4. (c)
- B. 1. sum 2. listen; 3. games; 4. movies; 5. letters
- C. 1. T; 2. F; 3. F; 4. T; 5. F
- D. 1. We can watch movies on a computer.
2. In office.
3. Computer is used to book tickets.

4

Understand the Keyboard

- A. 1. (b); 2. (a); 3. (c); 4. (a)

- B.** 1. keyboard; 2. number; 3. Space bar; 4. Enter; 5. delete
- C.** 1. F; 2. T; 3. F; 4. T; 5. T
- D.** 1. We use keyboard to write on a computer.
2. It is called cursor.
3. Enter key helps us to move the cursor to the next line.
4. Space bar
5. Delete key erases anything typed to the right of the cursor.


5

Understand the Mouse

- A.** 1. (c); 2. (a); 3. (c); 4. (c); 5. (c)
- B.** 1. mouse pad; 2. Left click; 3. Double click; 4. pointer; 5. drop
- C.** 1. T; 2. T; 3. F; 4. T; 5. T
- D.** 1. The wire of the mouse is attached to the CPU.
2. Left button, Right button.
3. A mouse is used to point and select items on the monitor.
4. A double-click is generally used to open a window on the computer.

6

Handle Computers in Good Manner

- A.** 1. (b); 2. (b); 3. (a); 4. (b)
- B.** 1. UPS; 2. Booting; 3. Start; 4. wet; 5. CPU
- C.** 1. T; 2. T; 3. F; 4. T; 5. T
- D.** 1. When we switch ON a computer, it takes some time before we can work on it. We say that the computer is 'booting up'.
2. Uninterruptible Power Supply.
3. The Start  button is located at the bottom of screen.
4. 1. Do not eat food in computer lab.
2. Do not use wet cloth to clean the parts of a computer.

- A. 1. (b); 2. (c); 3. (c); 4. (c)
- B. 1. Paint; 2. Shift; 3. clicking; 4. drawing area; 5. Title bar
- C. 1. F; 2. F; 3. T; 4. T; 5. F
- D. 1. Drawing Area.
2. We use the color tool to fill in the colours.
3. To start Paint, follow the steps given below:
- ❖ Click on Start button.
 - ❖ Scroll down the menu.
 - ❖ Point to Windows Accessories.
 - ❖ Select and click on Paint.
 - ❖ The Paint window appears on the screen.
4. 1. Title Bar, 2. Quick Access Toolbar, 3. Ribbon, 4. Drawing Area.

Periodic Test Paper-I

- A. 1. (c); 2. (a); 3. (c); 4. (b); 5. (b); 6. (b)
- B. 1. machine; 2. fast; 3. brain; 4. games; 5. Spacebar.
- C. 1. T; 2. F; 3. T; 4. F; 5. T; 6. T
- D. 1. Aeroplane
2. Monitor
3. CPU stands for Central Processing Unit.
4. We can watch movies on a computer.
5. Computer is used to book tickets.
6. We use keyboard to write on a computer.
- E. 1. Mouse; 2. Keyboard; 3. CPU; 4. Printer

Periodic Test Paper-II

- A. 1. (c); 2. (c); 3. (b); 4. (b); 5. (c); 6. (c)
- B. 1. mouse pad; 2. cursor; 3. Booting; 4. CPU; 5. Shift; 6. Title bar
- C. 1. T; 2. T; 3. F; 4. T; 5. F; 6. F

- D.**
1. Left button, Right button.
 2. A double-click is generally used to open a window on the computer.
 3. When we switch ON a computer, it takes some time before we can work on it. We say that the computer is 'booting up'.
 4. The Start button is located at the bottom of screen.
 5. We use the Fill with color tool to fill in the colours.
 6. 1. Title Bar, 2. Quick Access Toolbar, 3. Ribbon, 4. Drawing Area.