

COMPUTER CONNECT Teacher Manual



<u>Class-1</u> <u>Chapter-1 Computer- Our Friend</u>

Exercise:

Α.	1.	Aeroplane	2.	Calculator	3.	Sewing Ma	chine				
	4.	Train	5.	Washing M	achin	e					
В.	1.	Television, Refrigerator									
	2.	Car, Bus									
	3.	Mobile Phone, Rechargeable Cells									
С.	1.	No	2.	Yes	3.	Yes	4. No				
D.		mputer is an electronic machine. We can use it to store ormation, draw pictures, write letters and do sums.									
Ac	tivit	y Time:									
Α.	<u>3rd</u>	<u>15th 13^t</u>	h	<u>16th</u> <u>21st</u>	2	0 th 5 th	<u>18th</u>				
	C	0 M	I	P U		T E	R				
B. C		it yourself. it yourself.									
0.											
Chapter-2 Uses of Computer											
Ex	erc	ise:									
Α.	1.	(b)	2.	(a)	3.	(d)	4. (c)				
В.	1.	HOMEWORK	2.	WATCH	3.	PLAY	4. WRITE				
	5.	REPORT									
С.	1.	NO	2.	YES	3.	NO	4. NO				
	5.	YES									
D.	1.	Railway Static	n	2. Office	3.	Shops					
	4.	Schools		5. Hospita	ls						
Ε.	1.	Drawing		3	2.	Running					
	3.	Playing Game	S	3	4.	Listening to I	Music 3				
	5.	Calculation		3	6.	0	ts				
	7.	Cooking			8.	Dancing					
			Con	nputer Connec	:t-1	2					

- F. 1. Computer is a useful machine. It is used for doing many tasks.
 - 2. Yes, we can create a drawing on the computer.
 - 3. Computers are used in banks to deposit and withdraw money.
 - 4. Yes, we use computer at home.

Activity Time:

- **A**. Do it yourself.
- B. office
 park
 airport
 canteen

 home
 garden
 school
 shops

 bank
 playground
 shops
- **C.** Do it yourself.

Chapter-3 Parts of a Computer

Exercise:

		(a)	2.	(c)	3.	(b)				
в.	Do	it yourself.								
С.	1.	Monitor	2.	CPU	3.	Keybo	bard	4. CPU		
D.	1.	Mouse	2.	CPU	3.	Keybo	bard			
Ε.	1.	CPU	2.	Monito	r 3.	Mous	е			
	4.	Keyboard	5.	Brain						
Act	Activity Time:									
Α.	A. Do it yourself.									
Β.	Do	it yourself.								
С.	1.	MOUSE	2.	MONIT	OR 3.	KEYBO	DARI	O 4. CPU		
		- 1								
	Chapter-4 The Keyboard									
Exercise:										
Α.	1.	(a)		2. (c)		3.	(c)		
В.	1.	Alphabet Key	S	2. N	lumber K	Keys	3.	Spacebar Key		

4. Enter Keys



С.	1.	E <u>NTER</u> K <u>EY</u> S		2. B	B <u>ack</u> s <u>p</u> a <u>c</u> e k <u>e</u> y				
	3.	A <u>R</u> R <u>O</u> W K <u>EY</u> S		4. A	A <u>L</u> P <u>HABET</u> K <u>EY</u> S				
	5.	S <u>P</u> A <u>CE</u> B <u>AR</u> K <u>E</u>	Y						
D.	1.	(c)	2.	(a)	3.	(b)	4. (e)		
	5.	(d)							
Ε.	1.	Keys	2.	Number	r 3.	Arrow	4. Enter		
Act	Activity Time:								

Activity lime:

- A. Do it yourself.
- B. Do it yourself.
- C. Do it yourself.

Chapter-5 Fun with Mouse

Exercise:

Α.	1.	(c)	2.	(a)	3.	(c)	4.	(a)	
Β.	1.	mouse	2.	pad	ad 3. thumb		4. index		
С.	1.	two clicks sound				mouse	3.	left	
	4.	mouse pointer							
D.	1.	(b)	2.	(d)	3. (a)		4. ((c)	

- E. 1. A computer mouse looks like a house mouse with a long tail. It has buttons on it.
 - 2. The mouse is used for moving the mouse pointer on the screen.
 - 3. (a) Keep the index finger on the left button and middle finger on the right button, while holding the mouse with your right hand.
 - (b) Keep the middle finger on the left button and the index finger on the right button, while holding the mouse with left hand.

4. Single-Click

- (a) Press the left mouse button once.
- (b) You will hear a click sound.



Double-Click

- (a) Press the right mouse button twice.
- (b) You will hear two click sounds.
- 5. Bring the mouse pointer on the item and single-click on it. Keeping the button pressed, moved the item to a new place and release the button. This is called drag and drop.

Activity Time:

- A. 1. (d) 2. (c) 3. (b) 4. (a)
- **B.** Do it yourself.

Chapter-6 Turning ON/OFF the Computer

Exercise:

- A. Switch ON the power switch.
 Switch ON the UPS.
 Switch ON the CPU.
 Switch On the monitor.
- B. Click on start button.
 Click the shut down option.
 Switch OFF the monitor.
 Switch OFF the UPS.
 Switch OFF the power switch.

Activity Time:

∆ 1 (a)

- A. Do it yourself.
- B. Do it yourself.

Chapter-7 Painting with Paint

3 (c)

<i>,</i>	±.	(4)	2.	(4)	5.	(0)	
Β.	1.	(b)	2.	(a)	3.	(d)	4. (c)

(a)

C. 1. a) Click the start button.

b) Click on Windows Accessories.

2

Computer Connect-1 (5)

c) Click on Paint program.

The Paint program will appear in front of you.

- 2. a) Click the File tab.
 - b) Click the Save As option.
 - c) Select the folder in which you want to save file.
 - d) Search and select the extension from Save As Type.
 - e) Type the file name.
 - f) Click on Save button.

Activity Time:

A. Do it yourself.

B. Do it yourself.

Project-1

Do it yourself.

Project-2

Do it yourself.

NCO

Do it yourself.



