



SESSION : 5

CLASS : I

SUBJECT : COMPUTER

CHAPTER NUMBER:3

CHAPTER NAME : USES OF A COMPUTER

SUBTOPIC : BRAIN DEVELOPER

CHANGING YOUR TOMORROW

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MY PRACTICE ZONE

SECTION – A

Fill in the blanks

Hints- • Store • Draw • Music • Machine

1. A computer is a wonderful machine.
2. You can store Information in a computer
3. You can draw pictures on a computer.
4. You can listen to music on a computer.

B. Write (True) or F (False)

1. A computer cannot solve sums. (False)
2. You cannot play games on a computer. (False)
3. You can watch movies on a computer. (True)
4. You can type letters on a computer. (True)

SECTION -B

A. Tick the right answer.

1. A computer is used to send and receive.....

a. Games

b. Messages (v)

c. Sums

2. A computer is used to make..... in shops and malls.

a. Music

b. Letters

c. Bills (v)

LEARNING OBJECTIVE:

To make the learners know more about uses of a computer through an activity.

LEARNING OUTCOME:

Learners will be able to answer exercise questions.

<https://wordwall.net/resource/17915672>

THANKING YOU

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