



SESSION : 6

CLASS : I

SUBJECT : COMPUTER

CHAPTER NUMBER:3

CHAPTER NAME : USES OF A COMPUTER

SUBTOPIC : BRAIN DEVELOPER

CHANGING YOUR TOMORROW

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LEARNING OBJECTIVE:

To enable Learners to answer exercise question answers.

RECAPITULATION

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)

B. Answer in one word.

1. Name a place where computers are used **Bank, Airport**

2. What can you do on a computer?

Store information, Play games, draw and colour pictures

3. Name a cartoon movie that you have seen on a computer.

Ice age, Frozen

4. Name a game that you have played on a computer.

Tumble bug

Rewrite the jumbled word

Hint: Name of the places where computer is used.

NBAK: **BANK**

RAIOPRT: **AIRPORT**

FFIECO: **OFFICE**

MEHO: **HOME** _____

SOOCHL: **SCHOOL** _____

POSH: **SHOP** _____

TELOH: **HOTEL** _____

LEARNING OUTCOME:

Learners will be able to answer exercise questions.

<https://wordwall.net/resource/19336561>

THANKING YOU

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