

SESSION : 4
CLASS : I
SUBJECT : COMPUTER
CHAPTER NUMBER: 2
CHAPTER NAME :COMPUTER----- A MACHINE
SUBTOPIC : BRAIN DEVELOPER



CHANGING YOUR TOMORROW

LEARNING OBJECTIVE :

To encourage the students to answer the exercise questions.

- Computer is a smart machine.
- It works when I get orders from us.
- It stores many in the form of pictures, words, numbers etc.
- It can work very fast.
- It never makes mistakes .
- It never gets tired.



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A. Fill in the blanks.

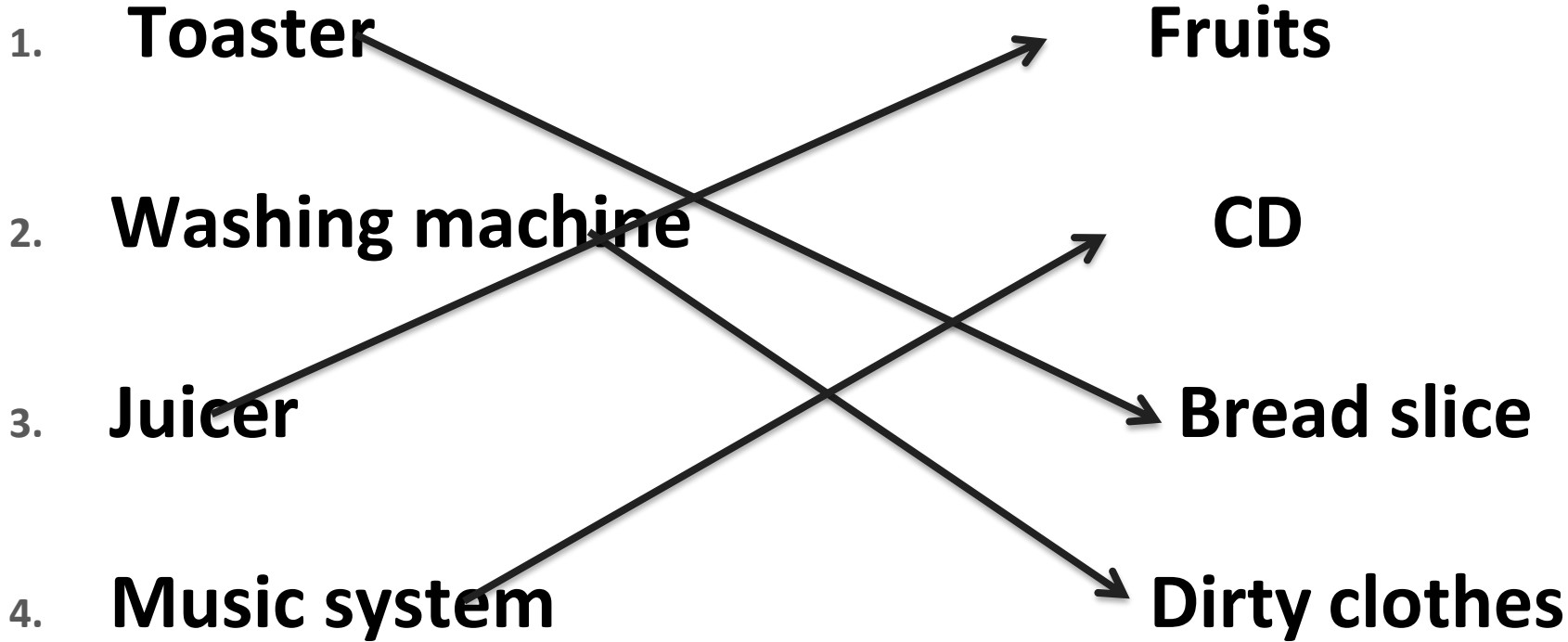
1. A computer is a **MACHINE**

2. A computer saves our **TIME**

3. A computer works very **FAsT**

4. A computer never gets **TIRED**

B. Match the following



C. Write T for True or F for False

1. A juicer is a machine. **T**
2. A computer makes mistakes. **F**
3. Machines do not save our time. **F**
4. A washing machine runs on electricity **T**



c a r



c y c l e



F a n



A c

LEARNING OUTCOME:

Learners will be able to answer exercise questions.

THANKING YOU

ODM EDUCATIONAL GROUP

