

**ST. THOMAS SCHOOL**  
**ANNUAL EXAM PRACTICE WORKSHEET**  
**COMPUTER, CLASS III**  
**( CH: 7 ( WORKING WITH MS PAINT)**

NAME: \_\_\_\_\_

SEC: \_\_\_\_\_

**Q1.Fill in the blanks:**

- a) The \_\_\_\_\_ tool is used to select any square or rectangular part of the picture.
- b) The paste command will always insert the drawing at the \_\_\_\_\_ corner of the drawing area.
- c) The shortcut key to open saved drawing is \_\_\_\_\_.
- d) \_\_\_\_\_ is the shortcut keys is used to add rulers in a drawing area.
- e) \_\_\_\_\_ tool is used to erase a part of the drawing.

**Q2.State TRUE or FALSE:**

- a) Once the drawing is made, you cannot make any changes in it. \_\_\_\_\_
- b) Flip means to rotate the selected pictures horizontally or vertically. \_\_\_\_\_
- c) Redo command is used to reverse the effect of undo command. \_\_\_\_\_

**Q3.Write the shortcut keys of the following:**

- |                   |                    |
|-------------------|--------------------|
| a. New file _____ | d. Close _____     |
| b. Open _____     | e. Add Ruler _____ |
| c. Save _____     | f. Redo _____      |

**Q4.Answer the following:**

- a) Name the two ways to flip a pictures.  
\_\_\_\_\_
- b) Name two selection tools in MS paint.  
\_\_\_\_\_
- c) Where is Zoom slider bar present in the MS Paint window?  
\_\_\_\_\_  
\_\_\_\_\_
- d) What is RESIZE \ SKEW the picture and write the steps to RESIZE \ SKEW the picture.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**ST. THOMAS SCHOOL**  
**ANNUAL EXAM PRACTICE WORKSHEET**  
**COMPUTER, CLASS III**  
**(CH: 9 (SIMPLE MOVEMENT OF SPRITE))**

NAME: \_\_\_\_\_

SEC: \_\_\_\_\_

**Q1. Fill in the blanks:**

- a) When you start a new Scratch project, it begins with a \_\_\_\_\_ Sprite.
- b) The Stop button is placed on the \_\_\_\_\_ right corner of the Stage.
- c) The Script tab and the costumes tab share the \_\_\_\_\_ space.
- d) \_\_\_\_\_ block control the looks of the sprite.
- e) \_\_\_\_\_ block allows the sprite to wait for the specified number of seconds.

**Q2. State TRUE or FALSE:**

- a) A sprite cannot speak in a Scratch project. \_\_\_\_\_
- b) The Stop button is in green colour. \_\_\_\_\_
- c) You can repeat the action of Sprite as many times needed. \_\_\_\_\_

**Q3. Write the Names of the Block of given block menus:**

- a. Repeat 15 \_\_\_\_\_
- b. Stamp \_\_\_\_\_
- c. Change colour effect by 25 \_\_\_\_\_
- d. Play drum 48 for 0.2 beats. \_\_\_\_\_

**Q4. Answer the following:**

- a) Name the two blocks from looks block menu in Scratch.  
\_\_\_\_\_
- b) What is green flag button?  
\_\_\_\_\_  
\_\_\_\_\_
- c) Which block allows the sprite to say some message for the specified number of seconds?  
\_\_\_\_\_
- d) Name the block that makes the sprite wait for some seconds.  
\_\_\_\_\_
- e) What is the purpose of using the WHEN GREENFLAG CLICKED Block?  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_