



11-12 YEARS | WEEK 13

Technology-Computers

1. Choose and write

2. Unjumble

3. Choose and write

4. Choose and circle

5. Can you tell- Abbreviations

6. Composition

7. Comprehension

8. Fill in the blanks

9. Answer

10. Types of computers

11. Quiz

12. Computer languages

13. Translators

14. Quiz

15. File management

16. File format

17. File format

18. Changing cell size

19. Cell merger and cell split

20. Cell alignment



Choose and write



Aren't empty blanks mysterious? It's like they are inviting you to solve them. Fill these blanks with the required information.

1. An error in the source code that causes a program to produce unexpected results or crash altogether is called _____.
2. In program mode commands are not executed _____ and are stored in _____.
3. The length of a string variable can be a maximum of up to _____ characters.
4. An operator is a set of _____ which are used in a _____.
5. \$ sign is used at the end of a _____.
6. _____ command clears the contents of the screen.
7. Print statement is used to _____.
8. The extension of BASIC programs is _____.
9. The maximum size of _____ in BASIC is 256 characters.
10. The specific set of rules of the programming language is called _____ rules.

print any message or results, Immediately, BUG, ".bas", filename, 509, symbols,
string variable, CLS, programming language, memory, syntax



Unjumble



Do you like jumbled words? Try to solve all these jumbled words related to computers.

1. Oxoolbt _____
2. ntai eywpars _____
3. laanzye nbtuot _____
4. ivruess _____
5. smpas _____
6. e rneseggit _____
7. ainpt ctkebu _____
8. ifrotsomc fifeoc _____
9. oediv rcda _____
10. jkitysoc _____



Choose and write



Fill in the blanks with your knowledge of computers.

1. Blaise Pascal invented the first _____ computer.
2. _____ was the earliest to qualify as a digital computer.
3. The devices which are used to input the data and programs in the computer are known as _____.
4. _____ looks like a television screen and is also called a Visual Display Unit (VDU).
5. A _____ is used to transfer data from a computer to paper.
6. The unit responsible for all events inside the computer is called _____. It is also known as the brain of a computer.
7. _____ software provides entertainment function.
8. _____ memory is a very high speed semiconductor memory.
9. _____ memory are magnetic and optical memories.
10. The _____ is the part where actual computations take place and consists of circuits that perform arithmetic operations.

monitor

Secondary

input devices

printer

digital

Abacus

Arithmetic and Logic Unit (ALU)

Cache

Application

Central Processing Unit (CPU)

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