

**ST. THOMAS SCHOOL, SAHIBABAD**  
**ANNUAL EXAMINATION 2025 – 26**  
**PRACTICE WORKSHEET**  
**CLASS-III**  
**COMPUTER**

**MARKS OBTAINED: \_\_\_\_\_**

**TIME ALLOWED: 2 Hrs**

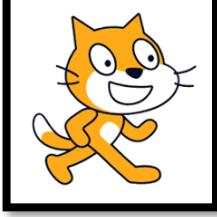
**MAX. MARKS – 60**

Name - \_\_\_\_\_ Section - \_\_\_\_\_ Roll no. \_\_\_\_\_ Date \_\_\_\_\_

<b>Q1</b>	<b>Tick [√] the correct option:-</b>			
i.	_____ is the process of finding _____ to a difficult task. 1			
	(A) Planning [ ]	(B) Designing [ ]	(C) Reasoning [ ]	(D) Problem solving [ ]
ii.	_____ is not a step in planning a picnic to an amusement park. 1			
	(A) Inform students [ ]	(B) Design house [ ]	(C) Book bus [ ]	(D) Book Tickets [ ]
iii.	_____ tab contains block categories and the list of blocks in a category. 1			
	(A) Code [ ]	(B) Sound [ ]	(C) Edit [ ]	(D) Costumes [ ]
iv.	_____ block helps you to run the script on the stage. 1			
	(A) Motion [ ]	(B) Events [ ]	(C) Looks [ ]	(D) Control [ ]
v.	To change the appearance of a sprite you should click on the _____. 1			
	(A) costume tab [ ]	(B) Save As [ ]	(C) File tab [ ]	(D) green flag [ ]
vi.	_____ is the background of the stage in Scratch. 1			
	(A) Sprite [ ]	(B) Script [ ]	(C) Backdrop [ ]	(D) Go button [ ]
vii.	_____ is the name of the first café served by the robot named Ruby. 1			
	(A) Eagle [ ]	(B) Ruby [ ]	(C) The Yellow House [ ]	(D) Indus International School [ ]
viii.	_____ technology makes robots or machines act and think like humans. 1			
	(A) Robotics [ ]	(B) Automation [ ]	(C) Artificial Intelligence [ ]	(D) Mechanical Engineering [ ]
ix.	_____ part of a robot acts like its eyes, nose, ears and skin. 1			
	(A) Mechanical parts [ ]	(B) Sensors [ ]	(C) Controller [ ]	(D) Actuators [ ]
x.	_____ robot is used for defusing bombs. 1			
	(A) Nao [ ]	(B) Eagle [ ]	(C) Daksh [ ]	(D) Goalkeeper [ ]
<b>Q2</b>	<b>Fill in the blanks: -</b>			
i.	To perform an activity, steps should be followed in an _____ manner. 1			
ii.	To change the appearance of a Sprite, you can click on the _____ tab and select a different costume. 1			
iii.	Scratch is a _____ programming language. 1			
iv.	_____ is the default Sprite in Scratch. 1			
v.	Robots have devices or _____ that tell them about their surroundings. 1			

<b>Q3</b>	<b>Write True / False:-</b>	
i.	Controller is known as a robot's brain. [ ]	1
ii.	Extension is a part that is added to a building or structure. [ ]	1
iii.	If you click on the Leave option, the Scratch window will close. [ ]	1
iv.	Computers can think and take decisions on their own. [ ]	1
v.	The sequence of steps is always important and cannot be changed in any activity. [ ]	1
<b>Q4</b>	<b>Write full forms:-</b>	
i.	CPU- _____	1
ii.	ROV- _____	1
iii.	CD- _____	1
iv.	URL- _____	1
v.	ISP- _____	1
<b>Q5</b>	<b>Answer in One Word:-</b>	
i.	What is the color of Looks block in Scratch? _____	1
ii.	What is the extension of a project in Scratch? _____	1
iii.	Where do you click to exit Scratch? _____	1
iv.	Which robot is designed to interact with people? _____	1
<b>Q6</b>	<b>Write the answers of the following application based questions:-</b>	
i.	Sandeep wants to celebrate his birthday with his family and friends. Suggest him the first step of the planning.	2
Ans.	_____ _____ _____	
ii.	You have a robot and you give it a task to move a box to another place. Which part of the robot will it use to move the box?	2
Ans.	_____ _____ _____	
<b>Q7</b>	<b>Define the following terms: -</b>	2
i.	Scratch: _____ _____	

ii.	Programming:    	2
<b>Q8</b>	<b>Answer the following questions in short:-</b>	
i.	What is meant by stepwise thinking?    	2
ii.	Write any two advantages of Scratch.    	2
iii.	What is Artificial Intelligence?    	2
<b>Q9</b>	<b>Answer the following questions:-</b>	
i.	List three characteristics of robots.    	3
ii.	Explain any two parts of a robot.    	3

iii.	Describe any two components of the Scratch window.	3	
iv.	What are the main steps to perform any activity.	3	
<b>Q10</b> Identify the icon/ pictures and write the names:		5	
	 i) _____	 ii) _____	 iii) _____
	 iv) _____	 v) _____	