

Month August

Ln. 4 Network of Networks

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Std III

Introduction to Internet.

D-words:

1. Internet.
2. Router
3. Website
4. Webpage
5. Web browser
6. Search engine
7. Modem
8. Resource
9. Locator
10. Address bar.

F. Short answer questions.

1. What is the function of a wi-fi router in a home network?

ans. A wifi router allows phones, computers and other devices to use the Internet without wires.

2. Why is a modem important for using the Internet at home?

ans. A modem connects our computer to the internet by linking it to the large network of cables across the world.

3. How can we open a website using a URL?

ans. * Open a web browser
* Type the URL in the address bar
* Press enter to visit the website

4. What is Internet?

ans. * The internet stands for Interconnected Network.
* It connects people around the world.

5. Write any 3 advantages of the Internet.

ans. The 3 advantages of the Internet are

- * Quick communication
- * Easy sharing
- * Online Services.

6. Write any 3 disadvantages of the Internet.

ans. The 3 disadvantages of the Internet are,

- * Wrong information
- * Virus threats
- * Spam

Note - Refer textbook for the book back exercises, very short answers / short answers and competency based questions.

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Std III

In. 5 ABC of Scratch

Introduction to Scratch

PAGE NO.
DATE

D-words

1. Sprite
2. Blocks
3. Events
4. Looks
5. Motion
6. Pane
7. Program
8. Character
9. Costume
10. Backdrop

F. Short answer questions.

1. List the advantages of block coding.

ans * Block coding is easy to learn.

* It has less chance of errors.

* Beginners understand programming easily.

2. How can you add a new sprite to your Scratch project?

ans. To add a new sprite,

* Click on the "Choose a Sprite" button at the bottom-right corner.

* Select the sprite from the Sprites library.

3. How can you make a sprite move forward in Scratch?
ans. The "move Steps" motion block makes sprites move forward.

4. What happens when you click the green flag in Scratch?
ans. The green flag runs the code connected to the "When green flag clicked" blocks.

5. Define the stage area and sprite in Scratch.
ans. * Stage area is the area where the sprite moves and performs various actions

* Sprite is the character which we control with our codes.

Note - Refer textbook for the lesson book back exercises
Very short answers/ Short answers and competency based questions.