



1st Term Test - 2019

Sub : COMPUTER SCIENCE

Class : 2 A, B, C

F.M. : 30

Duration : 1hr 30min

Date : 10-4-19

Group - A

1. Tick (✓) the correct option. (1x3=3)

(a). Computers are used to develop and launch satellites.

i) book ii) launch iii) print

(b). Computers are used for making and printing bills.

i) printing ii) launching iii) dumping

c) A computer is a/an electronic machine.

i) simple ii) electronic iii) washing

2. Fill in the blanks with the words given in the box. (1x3=3)

[electricity, simulation, e-waste]

(a). When electronic devices are dumped, it creates a large amount of e-waste.

(b). A computer needs electricity to work.

(c). With the help of simulation, learners can easily understand difficult topics.

Group - B

3. Answer the following questions :-

(4+3+3=10)

(a). Name four places where computers are used.

Ans-

(1+1+1+1=4)

(i) Home

(ii) School

(iii) Banks

(iv) Hospital

or Supermarket, Defence, Deisgning, Multimedia, Office, Sports, Police Department,
Railway station, Airports, Space Research.

(b). Write three advantages of a computer.

(3)

(i) Speed

(ii) Calculation

(iii) Storage Capacity

or Electronic Presentation, Automation, Teacher and Learning.

(c). Write any three differences between the working of computers and humans. (3)

Ans-

Computer	Human
1. Works very fast	1. Cannot work as fast computer
2. Never gets bored	2. Humans may get bored
3. Never makes mistakes	3. Can make mistakes.

Or

Computer never forgets things

Humans can forget things

Computer can't take decisions on its own

Humans can take decisions.

A computer has no feelings.

Humans have feelings.

A computer cannot eat food.

Humans need food and water.

Group - C

4. Answer the following questions :-

(14)

(a) Mention four uses of computers in offices.

(4)

Ans -Typing letters

Preparing reports

Storing information

Keeping records

Or Sending and receiving e-mails.

performing calculations.

(b). Give two uses of computers for each of the following :-

(6)

(i) Home - Playing games, Watching cartoons and movies, Drawing and colouring, Listening to music.

(ii) School - Teaching, Making report cards, Keeping record of books, Preparing time tables, Drawing and colouring, Maintaining records of students.

(iii) Hospitals – Keeping records of patients, Testing eyesight, Printing medical reports, Performing tests to diagnose a disease.

(iv) Railway Stations – Checking luggage, Modifying travel arrangements, booking tickets and keeping records of passengers, displaying arrival and departure timing.

(c) How do computers make learning and teaching more enjoyable and interesting?

(4)

Ans – The use of multimedia, electronic presentations, educational games, simulations, and internet has made learning and teaching more enjoyable and interesting.