

SESSION : 4

CLASS : III

SUBJECT : COMPUTER

CHAPTER NUMBER:2

CHAPTER NAME :HARDWARE AND SOFTWARE

SUBTOPIC : BRAIN DEVELOPER

CHANGING YOUR TOMORROW

LEARNING OBJECTIVE:

To enable students to do exercise question answers.

Fill in the blanks.

(Hints • Software • Hardware • Operating system • Storage • Output)

1. The parts of a computer that can be touched are called **Hardware**
2. The devices used for storing data are called **storage** devices.
3. The devices that give results after processing are called **Output** devices.

(Hints • Software • Hardware • Operating system • Storage • Output)

4. A set of instructions given to a computer to do a particular work is called software.

5 The Operating system manages the overall working of a computer.

B. State True or False.

1. The software that can do a specific type of work is called System software. (**False**)
2. A scanner is an input device. (**True**)
3. The Paint 3D program is used for drawing pictures. (**True**)
4. A printer is an output device. (**True**)
5. The devices that give us output are called input devices. (**False**)

C. Application-based questions.

1. Ayush wants to record a song in the computer.
Which input device can he use?

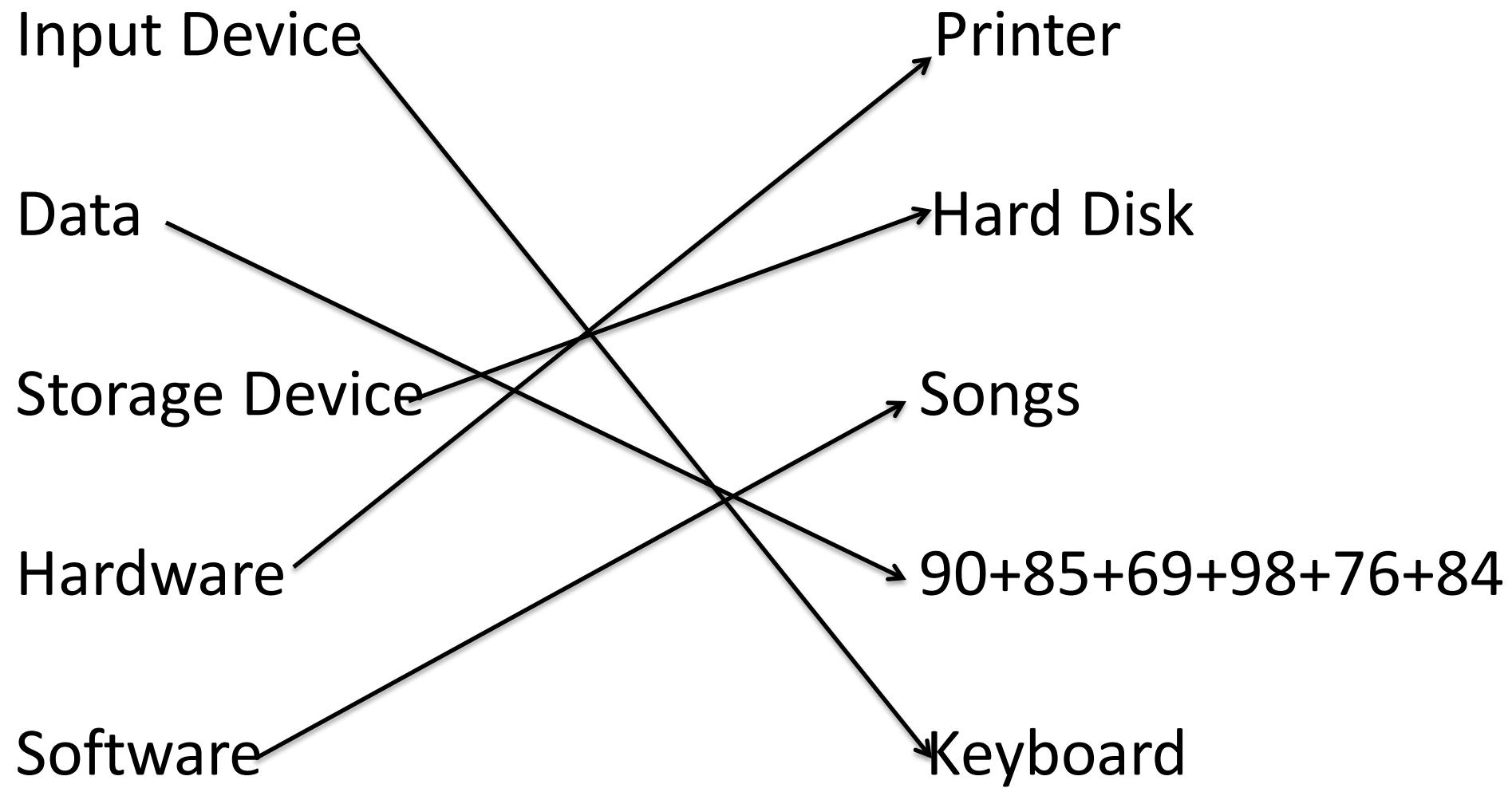
Ans: Microphone

2. Sheena wants to draw a greeting card using a specific software. Which type of software will she use ?

Ans: Desktop publishing software

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D. Match the following



A. Name the device used for each of the following jobs

1. A device commonly used for playing games **Joystick**
2. A device used to store huge amount of data and information. **Hard Disk**
3. A device that can read words, pictures, or numbers from paper and store them in a computer. **Scanner**
4. A device that is used to hear sound and music stored in a computer **Speaker**

LEARNING OBJECTIVE:

Students will get knowledge about software and its types.

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