



# MADHAV INTERNATIONAL SCHOOL

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## Worksheet(2016-2017) Grade 3 (Subject- Computer)

NAME: \_\_\_\_\_

Roll No: \_\_\_\_\_

Invigilator: \_\_\_\_\_

Time: 1Hours

Examiner: \_\_\_\_\_

Date: \_\_\_\_\_

Marks: \_\_\_\_\_

Moderator: \_\_\_\_\_

### Q-1. Tick the correct answer .

1. The LOGO commands are called\_\_\_\_\_.

- (a) primitives                      (b) instruction                      (c) commands

2. We type the commands in \_\_\_\_\_.

- (a) Main Screen                      (b) commander Window                      (c) Paint Window

3. The top pointed end of the turtle is called its \_\_\_\_\_.

- (a) head                      (b) tail                      (c) neck

4. LOGO is also known as \_\_\_\_\_.

- (a) Mouse language                      (b) turtle's language                      (c) camel's language

5. In the center of the main Screen is a small triangle called\_\_\_\_\_.

- (a) tortoise                      (b) mouse                      (c) turtle

6. The wide base at the turtle's bottom is called its \_\_\_\_\_ .

- (a) tail                      (b) bottom                      (c) head

7. Which command is written for multiplication of two numbers?

- (a) PR SUM 20 30                      (b) PR SUM 20\*30                      (c) PR SUM 20/30

8. Which LOGO command is used to show turtle on the screen?

- (a) CS                      (b) HT                      (c) ST

9. Which command clears the Recall List Box area?

- (a) Home                      (b)CS                      (c) CT

10. Which command typed to move the turtle 50 steps backward?

- (a) BK50                      (b) BK                      (c) FD50

11. Which is the short form of Clear Text primitive?

- (a) CT                      (b) CS                      (c) FD

12. Which primitives used to display figures and values on the screen?

- (a) Print (b) forward (c) backward

13. \_\_\_\_\_ s also used for simple mathematical calculations and logical operations.

- (a) LOGO (b) SUM (c) HOME

14. How many basic primitives in LOGO?

- (a) 10 (b) 09 (c) 01

15. The maximum number that can be used in RIGHT and LEFT primitive is \_\_\_\_\_.

- (a) 360 (b) 90 (c) 120

**Q-2. Write true and false.**

1. FD will move the turtle in the direction of its pointed face. \_\_\_\_\_
2. BK 30 and BACKWARD 30 are the same. \_\_\_\_\_
3. HOME primitive places the turtle at the centre of the screen. \_\_\_\_\_
4. A screen used to draw shapes is called Clear Screen. \_\_\_\_\_
5. The turtle cannot hide or appear. \_\_\_\_\_
6. The short form of Clear Text Primitive is CS. \_\_\_\_\_
7. FD moves the turtle in the direction of its pointed face. \_\_\_\_\_
8. The turtle cannot hide or appear. \_\_\_\_\_
9. LOGO can be used for performing mathematical calculations. \_\_\_\_\_
10. The Right Turn (RT) command brings the disappeared turtle back to the screen. \_\_\_\_\_
11. Logical operation can be performed in LOGO. \_\_\_\_\_
12. There is no need to give a set of commands in a particular order to draw a particular figure in LOGO. \_\_\_\_\_

**Q-3. Match the following columns.**

- |          |   |
|----------|---|
| 1. HT    | (a) Clear the commands in the Recall List box.                    |
| 2. CT    | (b) Move the turtle forward.                                      |
| 3. CS    | (c) Help us to do mathematical calculations and display messages. |
| 4. PRINT | (d) Hide the turtle.  |
| 5. RT    | (e) Turns the turtle's head to the right.                         |
| 6. FD    | (f) Clear the screen.   |

**Q-4.Fill in the blanks with the help of below given box..**

1. The primitive RT moves the turtle in \_\_\_\_\_ direction.
2. The primitive Lt moves the turtle in \_\_\_\_\_ direction.
3. We type commands in the Input box to close LOGO.
4. We type REPEAT 5 [ FD 20 RT20 ] to repeat the command \_\_\_\_\_ times.
5. A \_\_\_\_\_ command repeats the same action.
6. The two parts of a Turtle are head and tail.
7. Logo is developed by Professor Seymour Papert of USA .
8. The \_\_\_\_\_ command will turn the turtle toward left by 90 degrees.
9. The logo commands also known as primitives .
10. We can move the turtle from 0 degree to 360 degrees.

**Q-5. Answer the following questions briefly.**

- Q-1. Name the two parts of LOGO Window.
- Q-2.What is meant by primitive?
- Q-3.Write the three use of LOGO.
- Q-4. What is LOGO Turtle?
- Q-5. Which mathematical operation can we do in LOGO?
- Q-6.How many basic primitives we have in LOGO? Name any two.
- Q-7.Write the steps to start LOGO.
- Q-8. In how many parts the commander Window is divided? Name them
- Q-9. Draw the direction commands in LOGO.

**Q-5. Answer the following questions briefly.**

**Q-A.What result would the turtle display if the following commands are given.**

- |                         |       |                       |       |
|-------------------------|-------|-----------------------|-------|
| (a) PR 60 + 20          | _____ | (e) PR 50 – 30        | _____ |
| (b) PR 25 * 25          | _____ | (f) PR 72 / 4         | _____ |
| (c) PR SUM 200 400      | _____ | (g) PR PRODUCT 100 20 | _____ |
| (d) PR DIFFERENCE 69 24 | _____ | (h) PR QUOTIENT 88 2  | _____ |

**Q-B. Write the commands that the turtle would require to do the following tasks.**

- (a) Print the sum of 90 and 30.
- (b) Find the product of 90 and 30.
- (c) Find the difference 650 240.
- (d) Print quotient when 90 is divided by 30.

**Q-6.[B].Write the full form of given short forms.**

1. FD - \_\_\_\_\_
2. HT = \_\_\_\_\_
6. BK - \_\_\_\_\_
7. ST = \_\_\_\_\_

3. CT = \_\_\_\_\_

4. PR = \_\_\_\_\_

5. RT = \_\_\_\_\_

8. CS = \_\_\_\_\_

9. LT = \_\_\_\_\_

10. LOGO = \_\_\_\_\_

**Q-6. [B]. Write the commands of following move the turtle.**

1.



1. \_\_\_\_\_



2. \_\_\_\_\_



3. \_\_\_\_\_



4. \_\_\_\_\_