

## CHUMEY HIGHER SECONDARY SCHOOL ANNUAL EXAMINATION, 2022 BUMTHANG



Subject: ICT	Full Marks: 30
Class: IV	Time: 1Hr
Index Number:	

For Marker's USE only							
Section	Question	Item	Weighting	Award	Change	Marker's Initial	
	Question 1	1	1				
		2	1				
ın A		3	1				
		4	1				
Section A	Question 2	1	1				
<b>0</b> 1		2	1				
		3	1				
		4	1				
	Question 3	1	2				
m		2	2				
Section B		3	2				
Sect		4	2				
		5	2				
		6	2				
TOTAL		20	Changed Marks		Subject Teacher's initial		

IMPORTANT: Turn over to read instructions

## READ THE FOLLOWING INSTRUCTIONS CAREFULLY

- 1. Do not write for the first **fifteen minutes.** This time is to be spent on the reading questions. After having read the questions, you will be given **1 and ½ hour** to answer all questions.
- 2. In this paper, there are **two sections**: A and B. **All** the questions in **section A and B** are **compulsory**.
- 3. **Do not** draw lines or pictures on or in the booklet unless specifies by the questions.
- 4. **Do not** leave the examination hall before you have made sure that you have answered all the questions.
- 5. **No marks** will be awarded for any extra questions attempted. If extra questions are attempted, the last question in the sequence of your answer script will be **cancelled by default.**
- 6. **Writing neatly and clearly** will always go well in **your favour!** If your writing cannot be read-marks can't be awarded.
- 7. **Read and re-read carefully** to understand the **instructions and questions** before answering them.
- 8. Do not remove the cover page from the booklet. If you do so, your answers will **not** be evaluated.
- 9. **Do not** leave the examination hall before you have made sure that you have answered all the questions.
- 10. Write your **Index Number** in the space provided on the first page of the question paper.

## **SECTION A**

## Question 1.

**Direction:** There are five questions in this section. You must answer all the questions. Each question carries 1 mark. You must **choose** the most correct answer. [4x1=4Marks]

1. These are the devices we use in the Information and Communication Technology (ICT) classes.



The pictures shown above are examples of ......

- a. monitor
- b. keyboard
- c. softwares
- d. hardwares
- 2. How many ways are there to turn the sprite/ character?
  - a. 2
  - b. 3
  - c. 4
  - d. 5
- 3. There are different parts of a computer and they have different functions such as Input, Processing, and Output.

Which of the following devices helps in the Input of data?

- a. Monitor
- b. Keyboard
- c. MotherBoard
- d. Central Processing Unit (CPU)

4. The keyboard is a device with letters and symbols required for typing the letters, numbers, and					
symbols. <b>Keyboard</b>					
We Copy a file by typing	Delete				
Question 2.					
<b>Direction</b> : Write $T$ for true and $F$ for false in the brackets provided. [4x1= 4Marks]					
1. Codes used in the Coding adventure 1 are Block Code. ( )					
2. There are 75 challenges in Coding adventure part 1. ( )					
3. The area of the screen where icons appears is called Desktop. ( )					
4. The mouse have three buttons.	( )				
SECTION B					
Question 3.					
<b>Direction</b> : Answer All the questions in Section B. All answers must be written The marks are given in the bracket for each question.	in the space provided.				
1. Coding has become important in IT. Explain coding in your own words. (2 marks)					

2.	Define loop and write TWO u	uses of it.	(2 marks)
3.	"Computer is an important m How did computers help you	achine that helps us to work quicks to work quickly and easily?	ly and in a easy way." (2 marks)
• • •			
4.	Calculate X in 2 <sup>nd</sup> times and 3	erd times. Write your answers in the	box provided. (2 Marks)
	X= 10		
	3.times - >		
	step X		
	turn left		
	X= (X+4)		

5. Design a challenge and write its solution using the following codes. You must use **loop and any two codes** provided below. (2 marks)



6. Pema wrote codes for the challenge provided below. His code couldn't solve the challenge. Help Pema to complete the chellenge by writing the correct codes. (2 Marks)

for d in islands

. . . . turnTo bananas

