

Fatima Academy (Girls & Boys)
Fatima Nagar, Itki, Ranchi, Jharkhand
Summative Assessment 1 (2025-2026)

Class: 4

Subject: Computer

Answer Key

Section A: Multiple Choice Questions (20 Marks)

1. What was the first calculating device used by humans? **a) Abacus**
2. Which of these is a feature of the first generation of computers? **a) Used vacuum tubes**
3. What is a folder in a computer? **b) A place to organize files**
4. In Paint 3D, which tool is used to draw freehand shapes? **a) Brush**
5. The process of giving a name to a file or folder is called: **b) Naming**
6. Which of these is an example of a modern computer? **c) Laptop**
7. Where are files and folders usually stored in a computer? **a) Desktop**
8. In Paint 3D, what does the "3D Objects" option allow you to create? **b) 3D models**
9. Which key combination is used to copy a file? **b) Ctrl + C**
10. Who is considered the father of the computer? **a) Charles Babbage**

Section B: True or False (10 Marks)

1. The abacus was the first electronic computer. **False**
2. A folder can contain both files and other folders. **True**
3. Paint 3D allows you to create only 2D drawings. **False**
4. Deleting a file moves it to the Recycle Bin. **True**
5. The first generation of computers used microchips. **False**

Section C: Fill in the Blanks (10 Marks)

1. The **abacus** was the first calculating device used by early humans.
2. A **file** is a collection of data stored under a single name in a computer.
3. In Paint 3D, the **eraser** tool is used to remove parts of a drawing.
4. The **second** generation of computers used transistors.
5. To permanently delete a file, you can empty the **Recycle Bin**.

Section D: One-Word Answers (5 Marks)

1. Analytical Engine
2. Text
3. Folder
4. Mouse
5. Ctrl + V

Section E: Short Answer Questions (20 Marks)

1. **Describe two differences between the first generation and second generation of computers.**

First-generation computers used vacuum tubes, which made them large and slow, while second-generation computers used transistors, which were smaller and faster. First-generation computers consumed more power and were less reliable, whereas second-generation computers were more energy-efficient and reliable.

2. **Explain the steps to create a new folder on a computer desktop.**

Right-click on an empty space on the desktop, select "New" from the context menu, then choose "Folder." Type a name for the folder and press Enter to create it.

3. **What are two features of Paint 3D that make it different from the classic Paint program?**

Paint 3D allows users to create and manipulate 3D objects, unlike the classic Paint, which is limited to 2D drawings. It also includes features like stickers and text tools for enhanced design options, which are not available in classic Paint.

4. **Why is it important to organize files and folders on a computer?**

Organizing files and folders helps users find documents quickly and efficiently. It also reduces clutter, making it easier to manage and back up important data.

Section F: Long Answer Questions (20 Marks)

1. **Explain the evolution of computers from the abacus to modern laptops in brief.**

The evolution of computers began with the abacus, a manual calculating device used by early humans for basic arithmetic. In the 19th century, Charles Babbage designed the Analytical Engine, a mechanical computer, laying the foundation for modern computing. The first generation of computers (1940s-1950s) used vacuum tubes, were large, and consumed significant power, like the ENIAC. Second-generation computers (1950s-1960s)

introduced transistors, making them smaller and faster. The development of microchips in the third and fourth generations (1960s-1980s) led to compact, powerful computers like personal computers. Modern laptops, part of the fifth generation, are portable, use advanced microprocessors, and support diverse tasks like internet browsing and multimedia.

2. Describe how to use Paint 3D to create a simple 3D object and add a background to it.

Open Paint 3D and select the "3D Objects" option from the toolbar. Choose a 3D shape, such as a cube, and click and drag on the canvas to create it, adjusting its size or rotation as needed. To add a background, go to the "Canvas" tab, select a background color or use the "Fill" tool to apply a texture or image. Alternatively, import a 2D image from the "Stickers" menu to set as the background. Save the project by clicking "Menu" and selecting "Save."