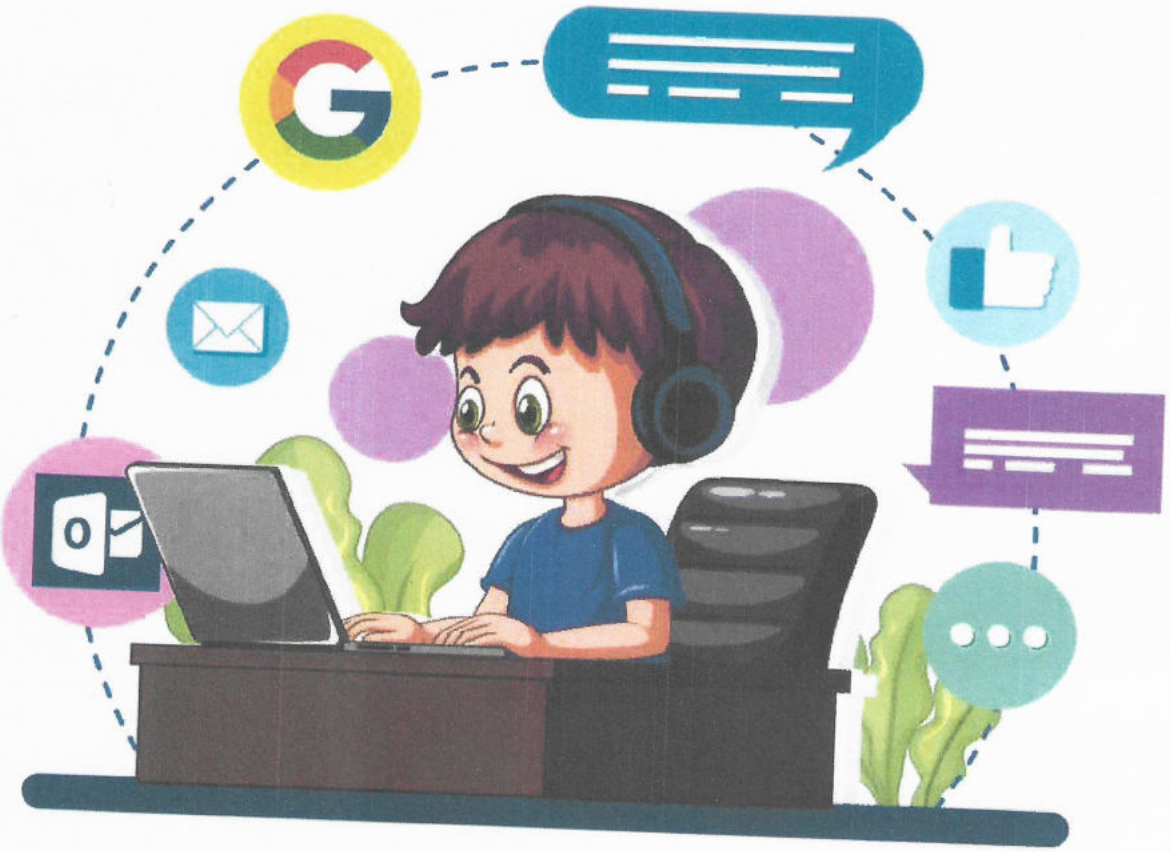
WORLD'S KEY

Computer

LEVEL 1



WORLD'S KEY
COMPUTER • LEVEL 1



WORLD'S KEY

COMPUTER

LEVEL 1

2023



شركة البشرى للتربية والعلوم
المدارس الدولية

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General Director
A. Tarhini

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COMPUTER

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84 **LESSON 20** PAINT (5)

88 **LESSON 21** DRAWING (1)

92 **LESSON 22** DRAWING (2)

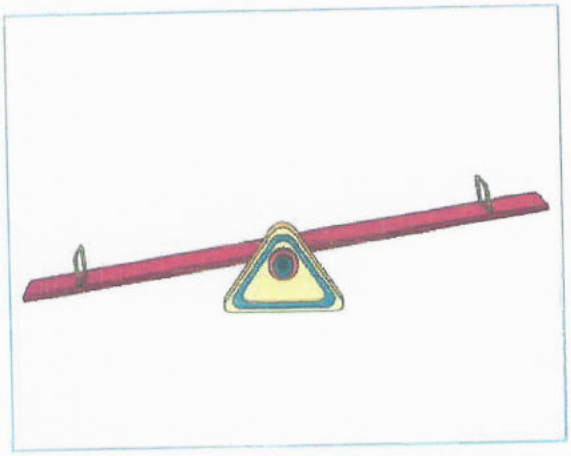
96 **LESSON 23** DRAWING (3)

100 **LESSON 24** DRAWING (4)

Machines are either non-electrical or electrical.

Non-electrical machines do not need electricity to function.

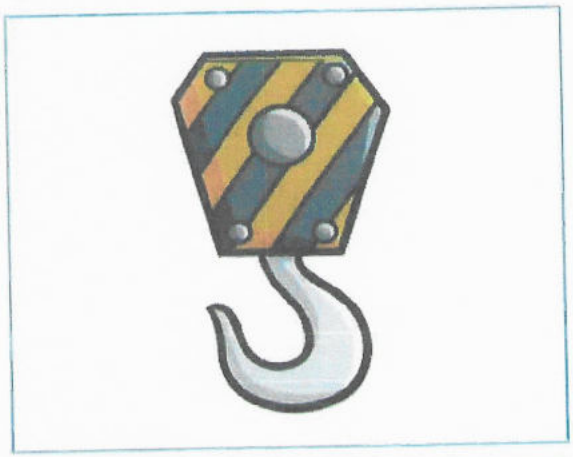
Examples of Non-electrical Machines



seesaw



trolley



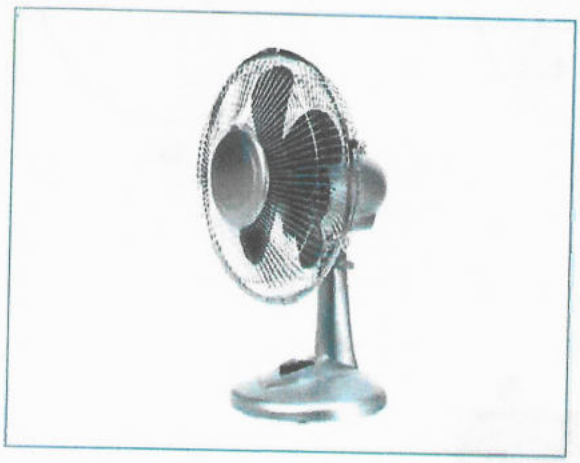
pulley



bicycle

Electrical machines need electricity to function. If they are not connected to a power source or their batteries are not charged, they cannot turn on.

Examples of Electrical Machines



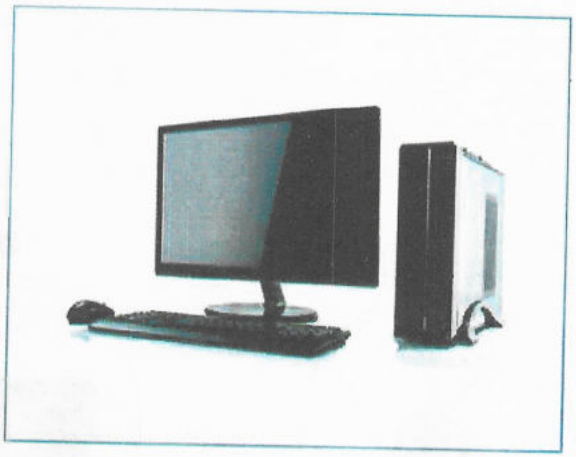
fan



TV



smartphone

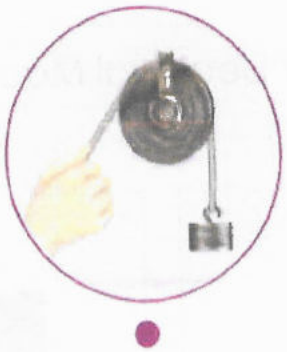


computer

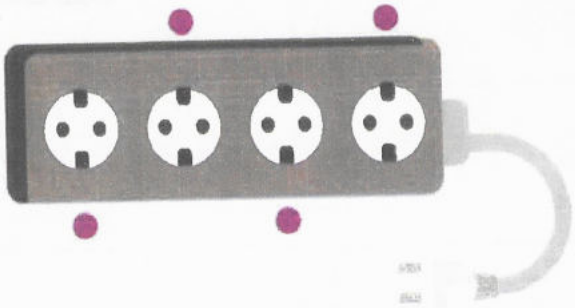
ACTIVITY

A. **Match** the electrical devices to the electrical outlets.

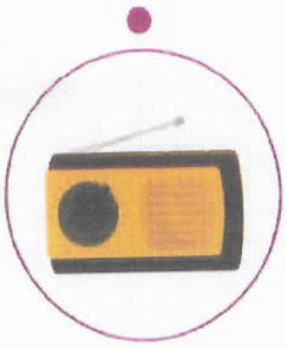


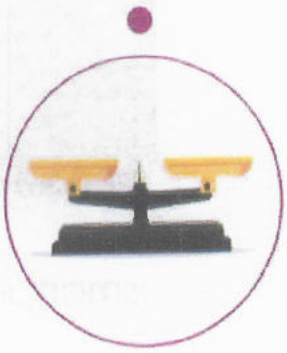












ACTIVITY

B. **Write** the number of the picture next to the correct word below. Then **draw** a smiley face for each electrical device.

1



2



3



4

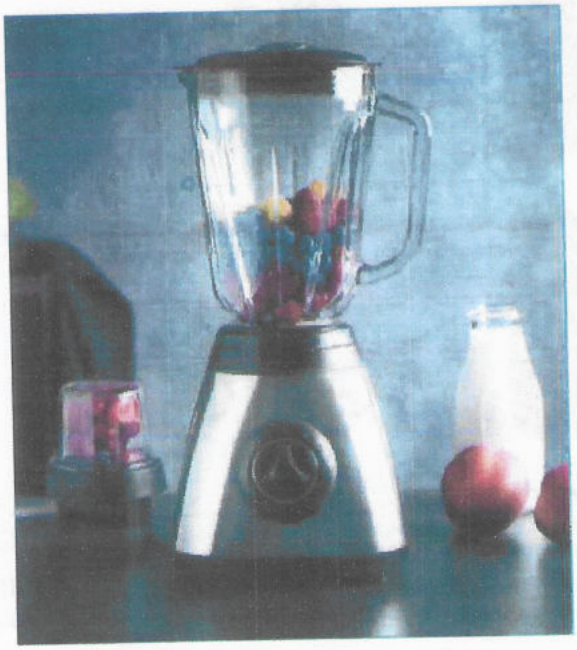


Machine	Picture Number	Electrical Device
Fan		
Scooter		
ATM		
Computer		

Electrical machines are either ordinary or smart.
An ordinary machine performs only one function. It does not have any **software** to perform its function.
A smart machine has different types of **software** to perform different functions.

The Blender

It is an ordinary machine used for mixing.



The Smartphone

It is a smart machine that has different types of software for different functions, such as calling, texting, playing games, and so on.

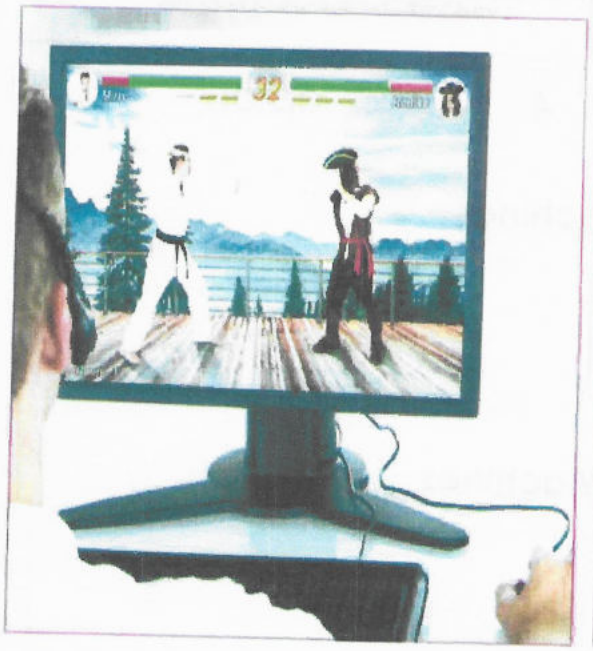


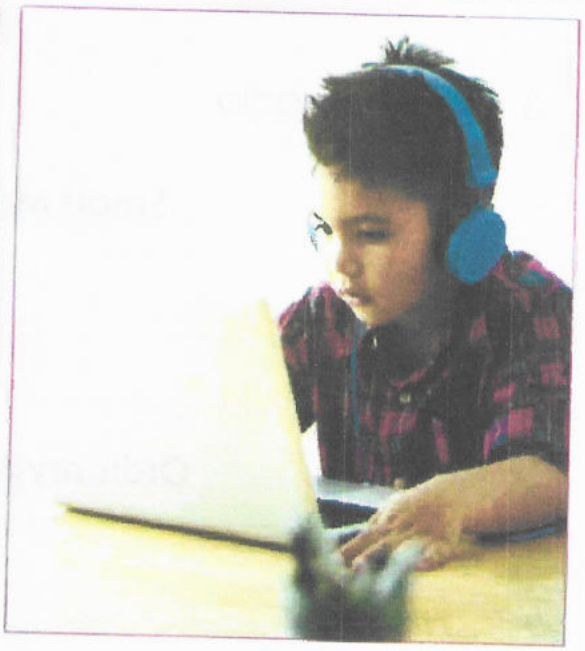
Computers, smartphones, and tablets are examples of smart machines.

We can use computers to draw, type, calculate, play games, watch videos, and many more.









ACTIVITY

A. **Classify** the following machines as either smart or ordinary.



1 iron



2 cell phone



3 radio



4 laptop

Smart Machines

_____ _____

Ordinary Machines

_____ _____

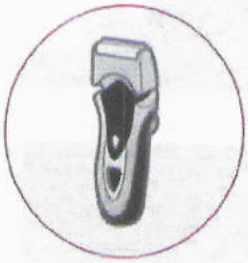
ACTIVITY

B. **Draw** a line from each machine that has software to the word software in the middle.



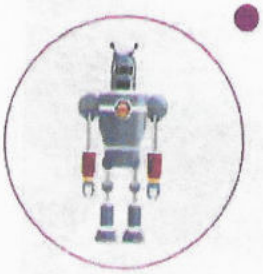






Software







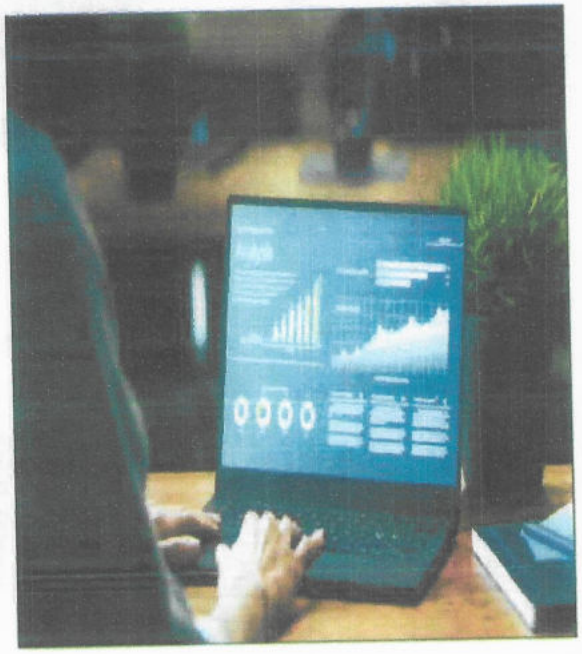


People learn new things to widen their knowledge and performance.
However, computers do not learn like people.
People install different programs and applications on their computers, so they can complete different tasks.

People learn different languages, so they can communicate easily.



People install different applications and programs on computers, so they can use them for various functions.



People can use the computers by installing the proper application (app) to facilitate their work.

- Examples:



engineer



engineering app



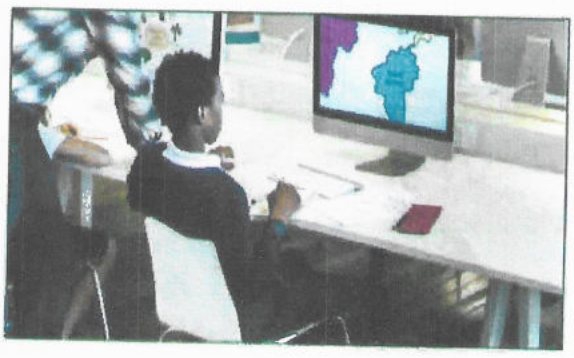
doctor



medical app



student



educational app

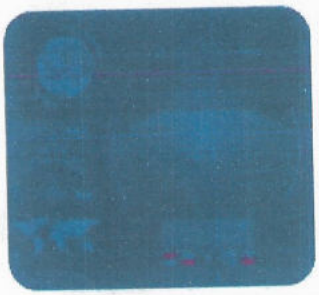
ACTIVITY

A. How do these people use the computer?

Match.



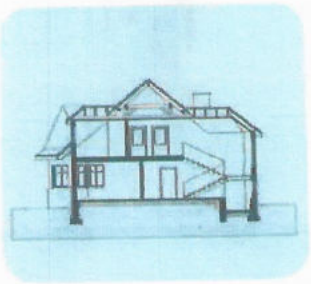
engineer



to fly planes



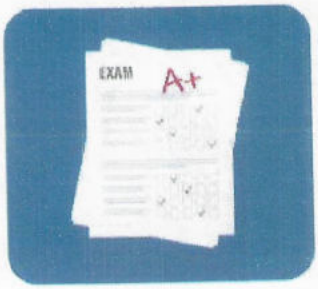
teacher



to draw maps



pilot



to type exams

ACTIVITY

B. **Write** the number of each application function that matches its picture.

1	fire alert	2	chatting
3	engine testing	4	filmmaking



.....



.....



.....



.....

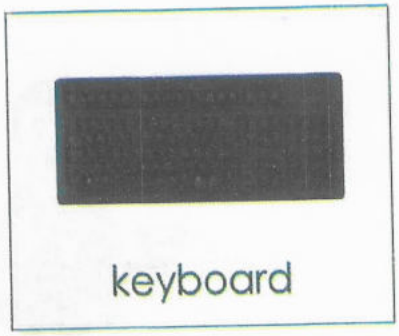
People communicate using their senses.



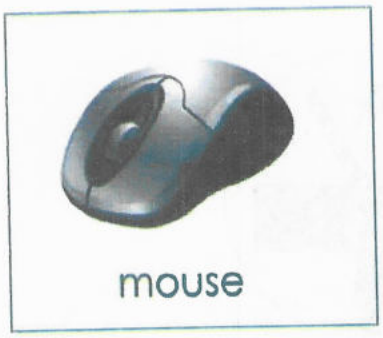




Computers, on the other hand, receive commands and information through different input devices, such as the keyboard and the mouse.



keyboard



mouse

Computers send information through different output devices, such as the screen and the printer.



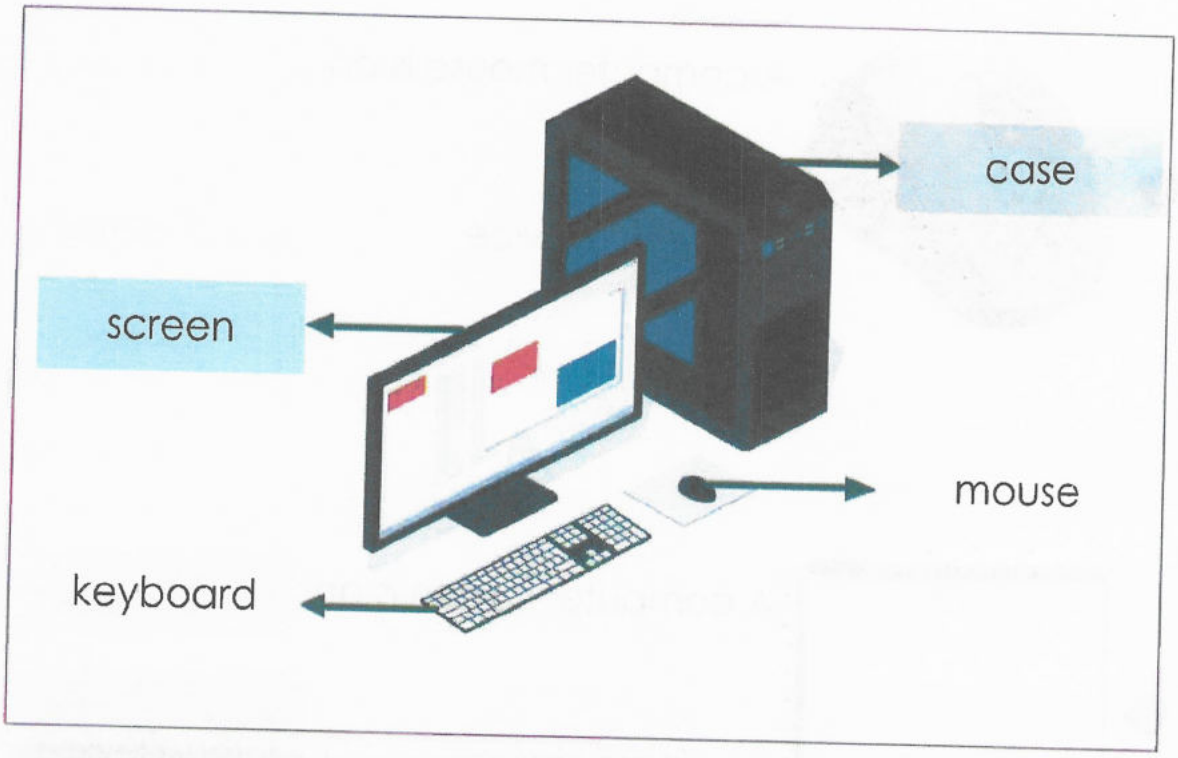
screen



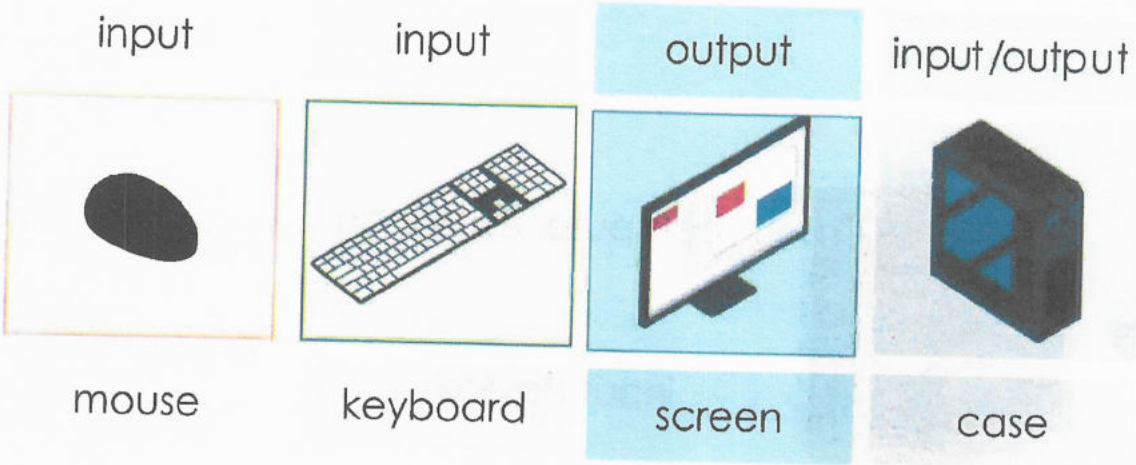
printer

Computer Parts

The computer has four main parts: the case, the mouse, the screen, and the keyboard.

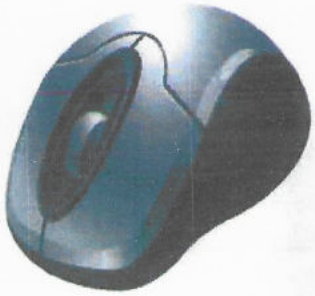


Devices can be input, output, or input/output.



ACTIVITY

A. **Choose** the correct answer.

1. 

A computer mouse is an .....

○ input device ○ output device

2. 

A computer screen is an .....

○ input device ○ output device

3. 

A computer case is an .....

○ input device ○ input/output device

ACTIVITY

B. **Match** each part of the computer to its correct device type.

Input Device

Output Device



screen

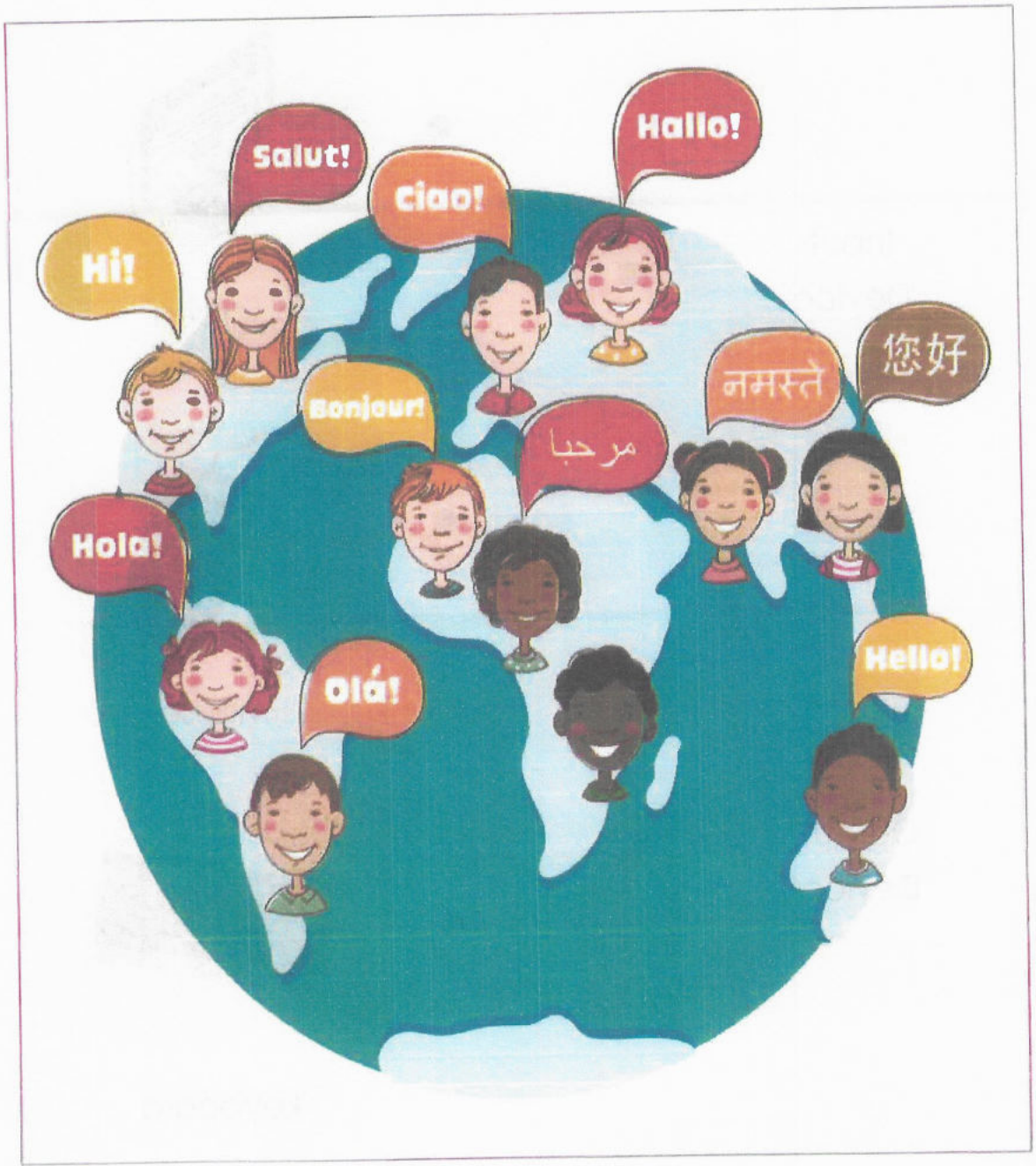


mouse

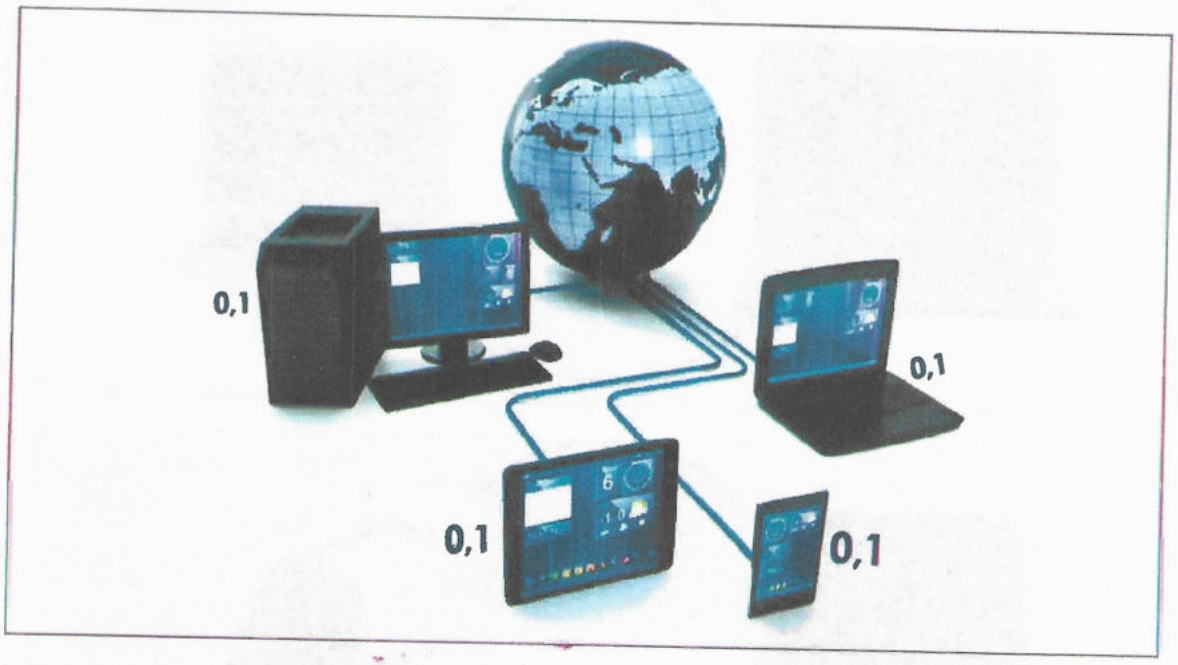


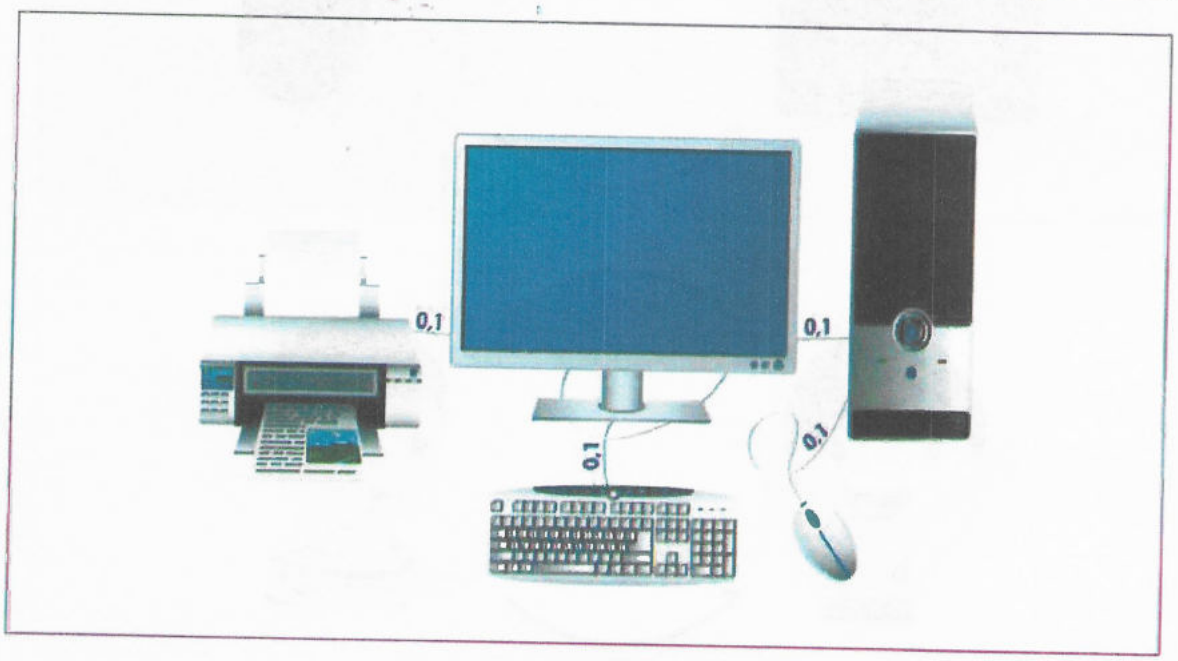
keyboard

People communicate using different languages, such as Arabic, English, French, German, and many more.
Unlike people, **smart machines** use one language called **binary language**, which is represented by **(0,1).**



Computers also use binary language, so all of the information is transferred to them automatically.
The devices in the pictures below use binary language to send and receive commands and information.

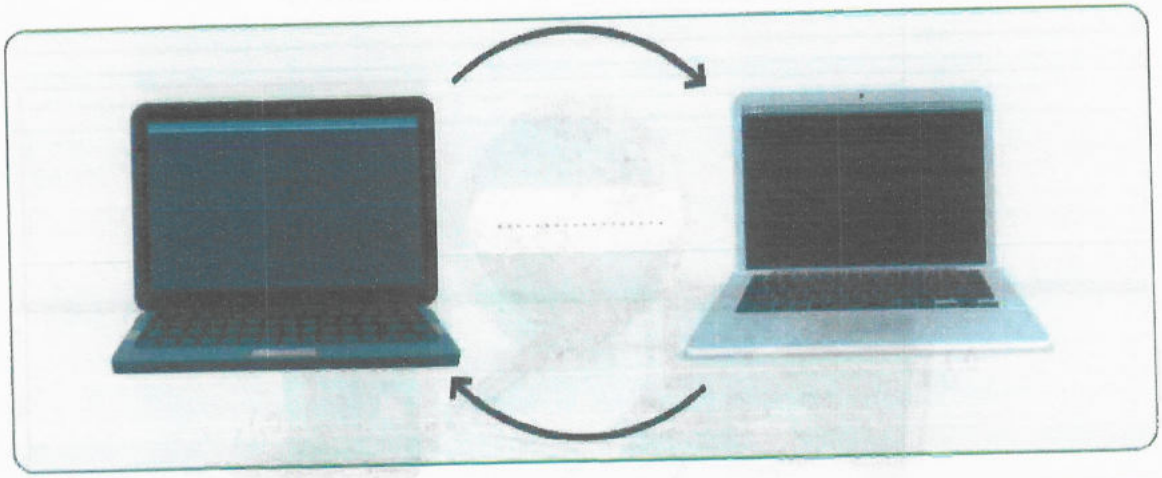


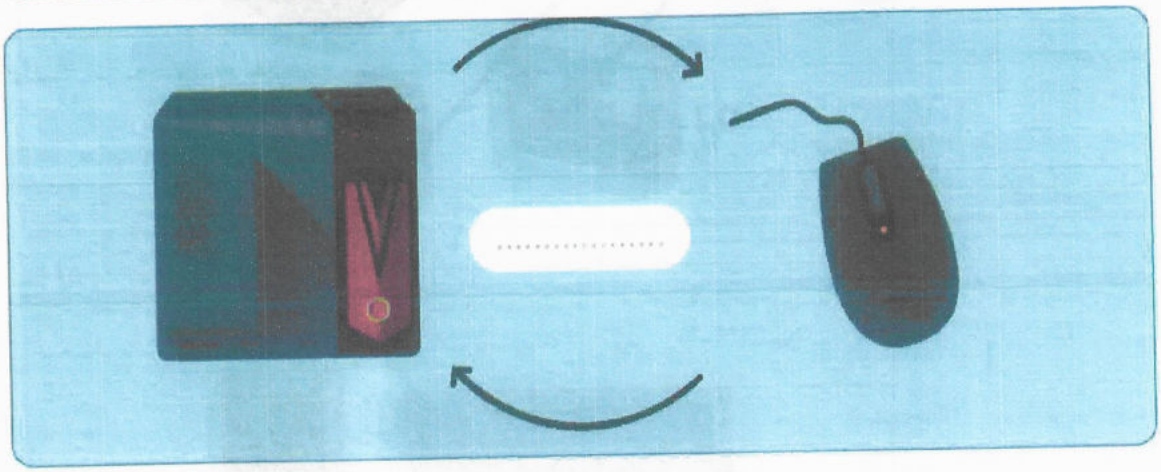


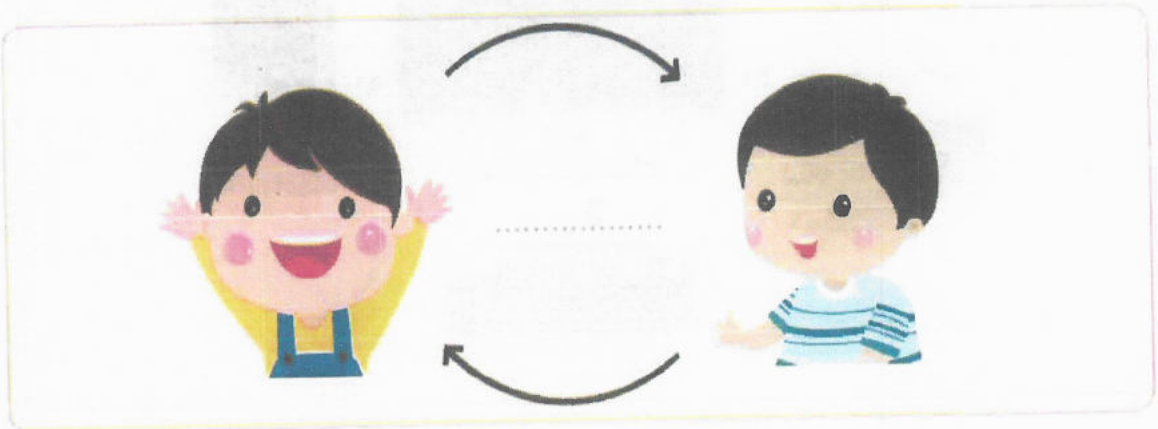
ACTIVITY

A. What language is used?

Write binary or Arabic on the line provided.







ACTIVITY

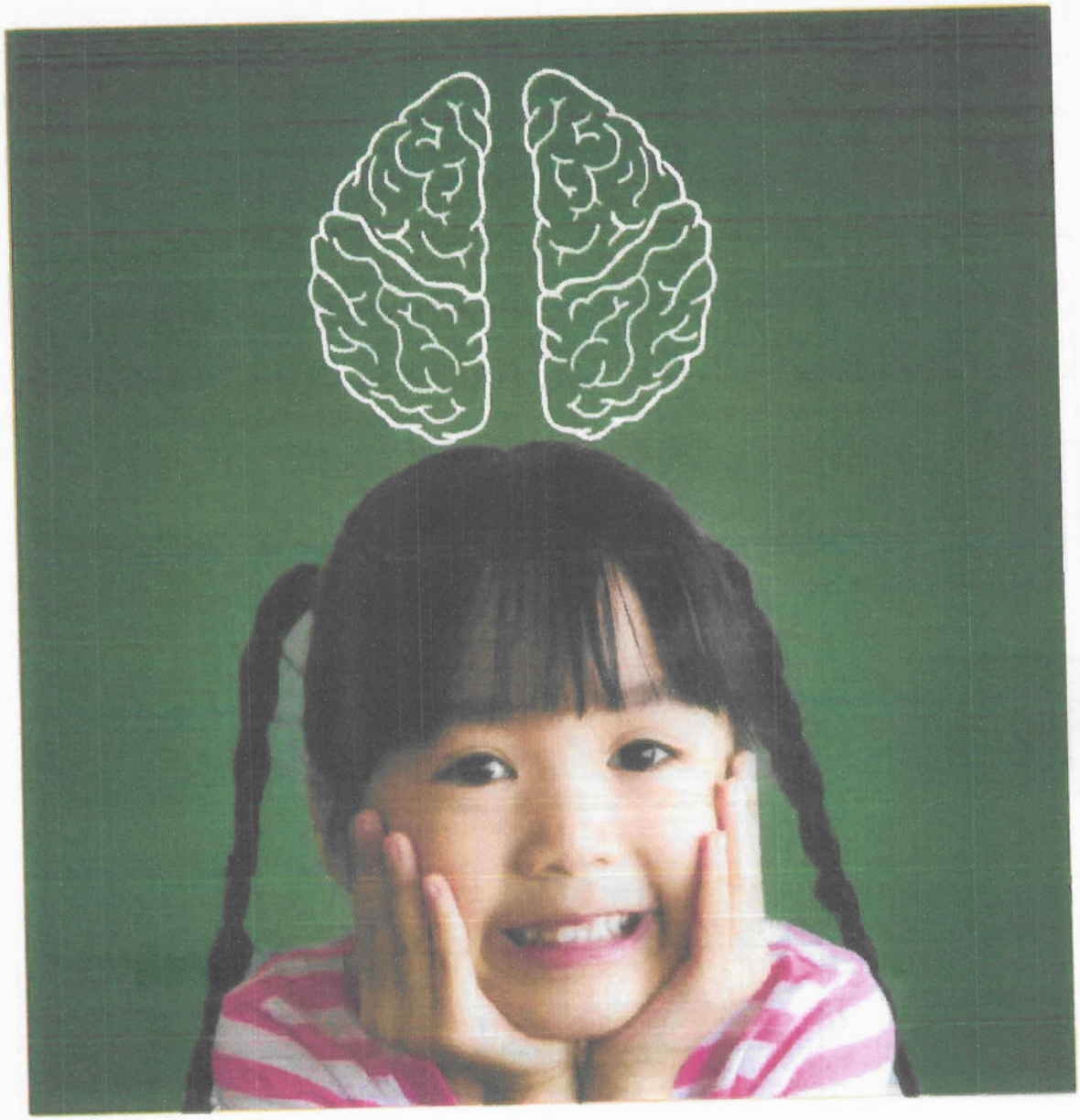
B. **Find** and **cross out** the following terms.

~~app~~	case	smart	fan	eye
webcam		mouse	laptop	

f	w	~~a~~	~~p~~	~~p~~	
a	e	s	u	o	m
n	b	e	y	e	
	c	a	s	e	
l	a	p	t	o	p
s	m	a	r	t	

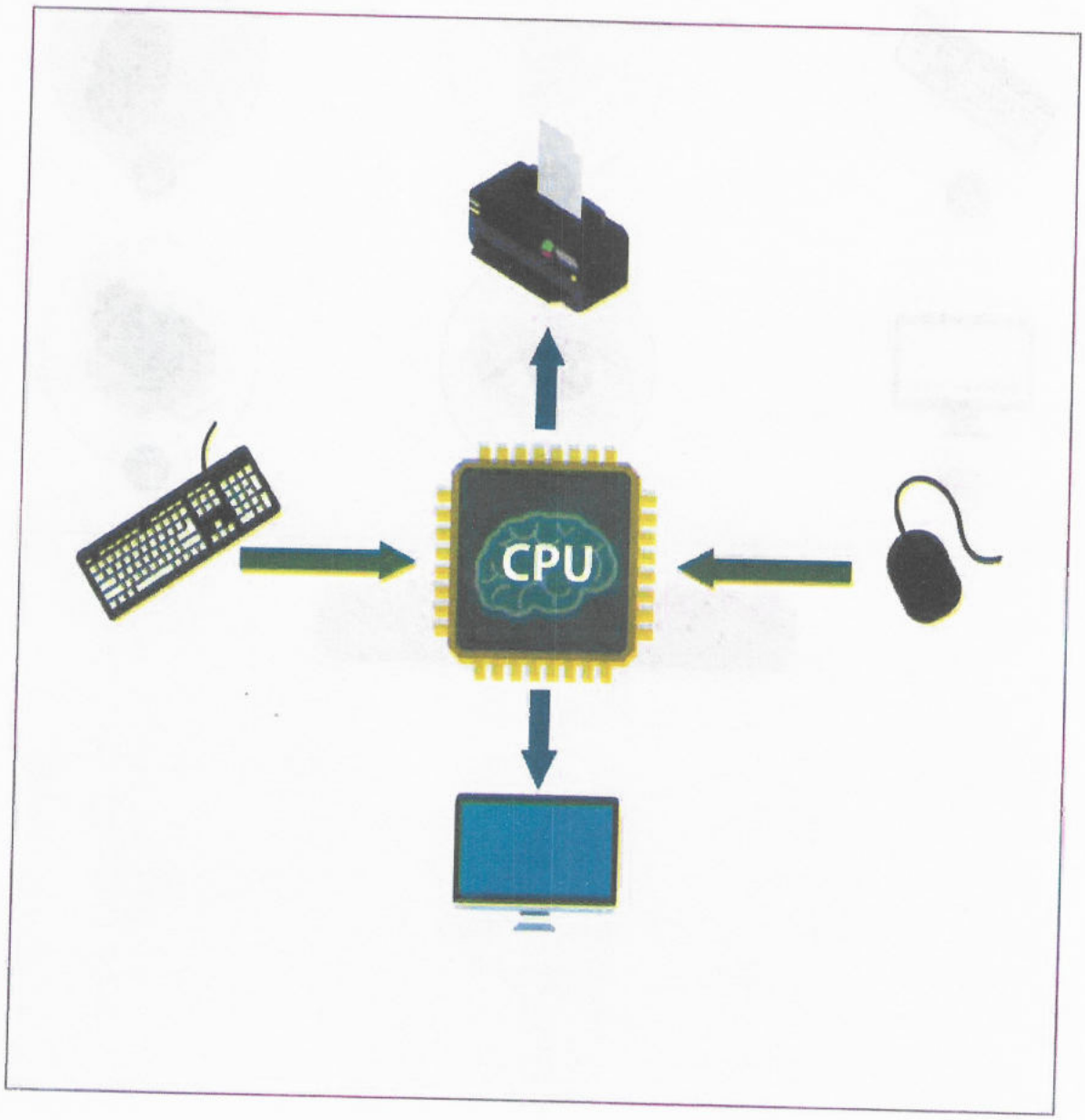
Our brain controls the movement and the function of all body organs.
Unlike people, computers use the **CPU** to do such things.

Human Brain



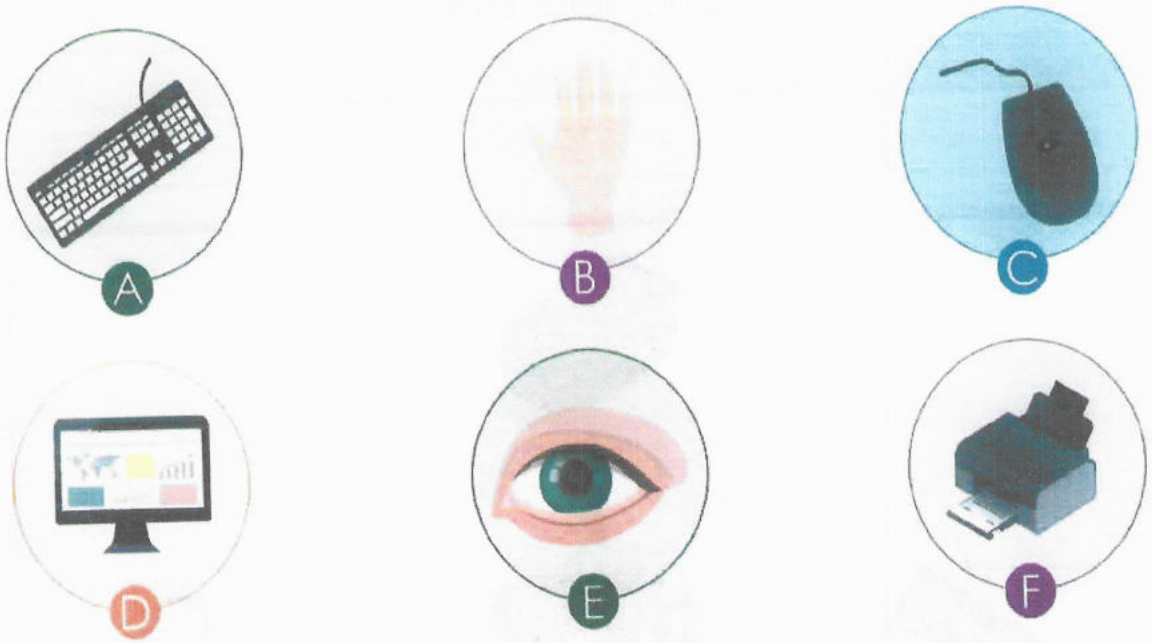
The role of the **CPU** is to **compute**, **process**, and **control** the **function** of all the computer devices.

Computer Brain



ACTIVITY

A. **Write** the letters of the images that are controlled by the CPU.

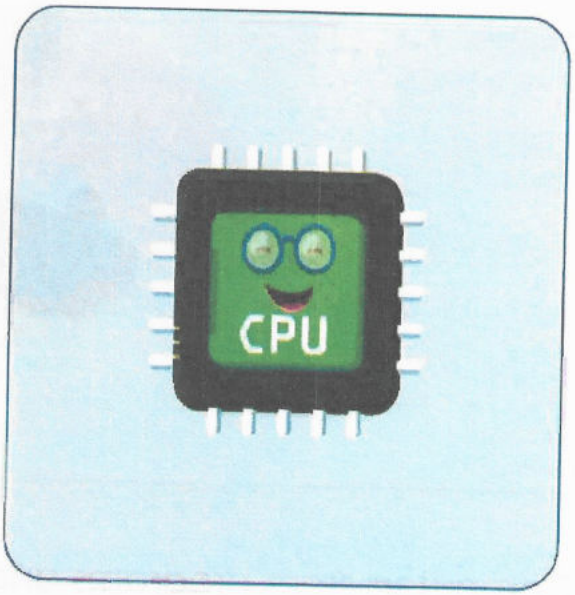


CPU

ACTIVITY

B. **Choose** the correct word to **complete** each of the sentences below.





brain

CPU

People use their ..... to calculate mentally.

Computers use the ..... to compute.

People store information in the form of memories in their brain.

Brain



Computers store programs and data in the **computer memory**, which is also called **hard disk**.

Computer Memory (Hard Disk)



Computer programs, also called **applications,** include Games, Paint, Microsoft Word, Calculator, and many more.
Computer data, also called **computer files,** can be texts, images, audios, or videos.

Computer Programs	Computer Data
	
Games	text
	
Paint	image
	
Microsoft Word	audio
	
Calculator	video

ACTIVITY

A. **Color** the following circles using the correct color that matches each of the titles below.

audio

Games

text

Microsoft Word

Computer Programs

Computer Data

image

video

Calculator

Paint

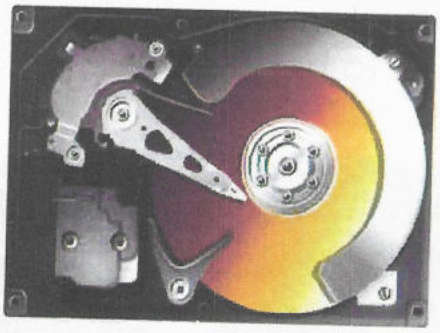
ACTIVITY

B. **Choose** the correct word to **complete** each of the sentences below.



brain hard disk

People store information in the form of memories in the .....



brain hard disk

Computers store data in the .....

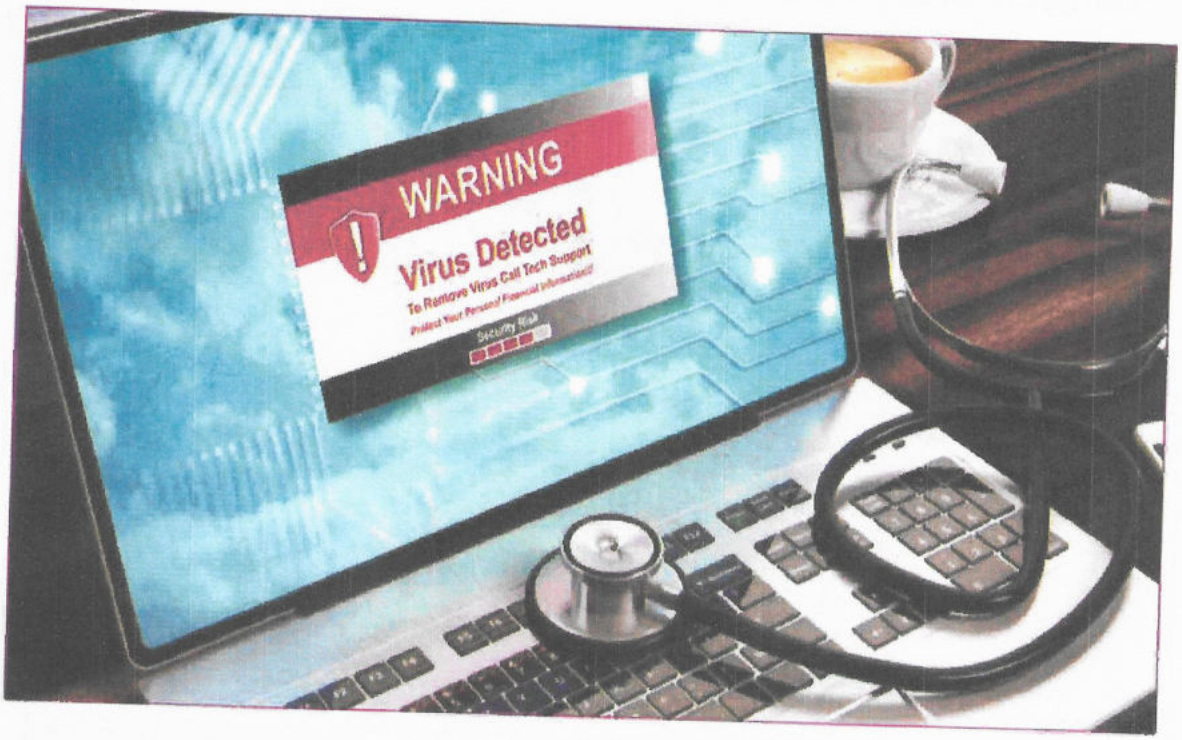
People get sick for different reasons. One reason can be getting a virus.
One of the most effective ways to prevent diseases is getting vaccinated.



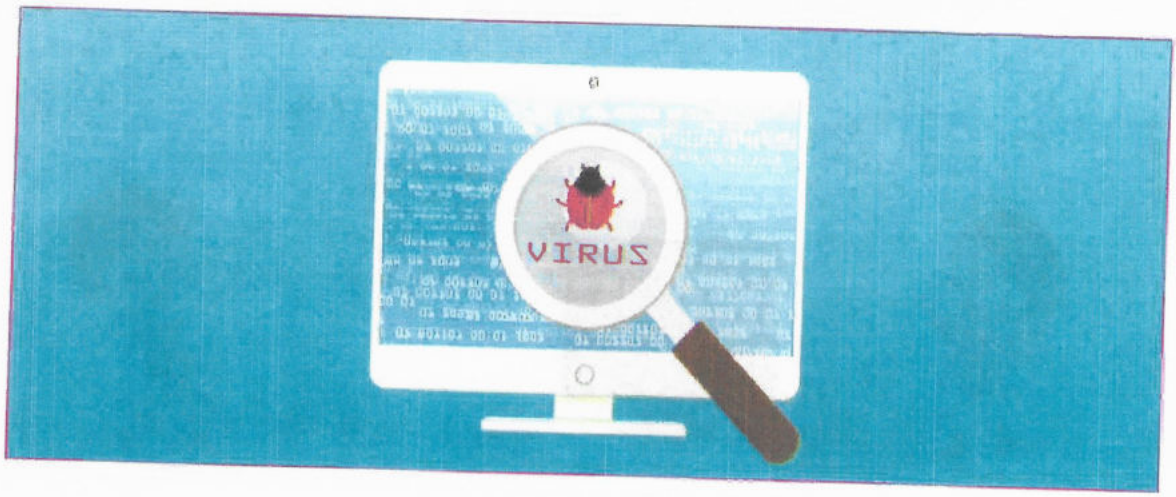
People take medicine to heal.



Computers do not get sick but will not function well when they get a virus. They might get a virus from many sources, such as flash memory, the internet, DVD, and memory card. We have many ways to prevent the virus.

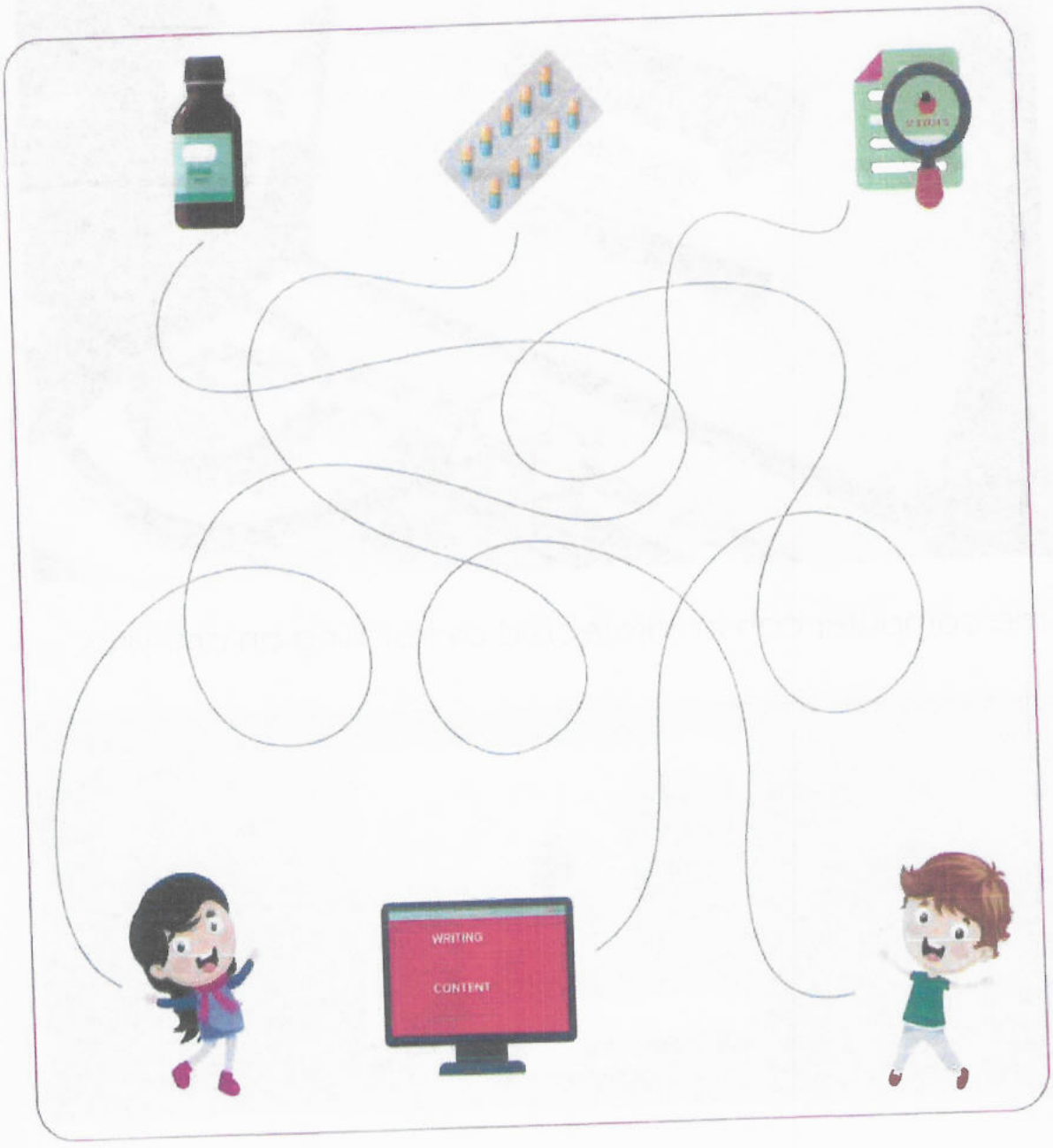


The computer can be protected by installing an anti-virus.



ACTIVITY

A. **Trace** the correct path for each of the following images using different colors.



ACTIVITY

B. **Mark** the devices that can transfer computer viruses.

flash memory



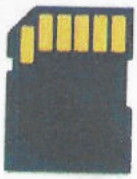
mouse



DVD



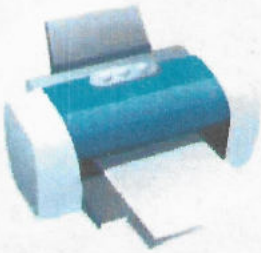
memory card



hard disk



printer

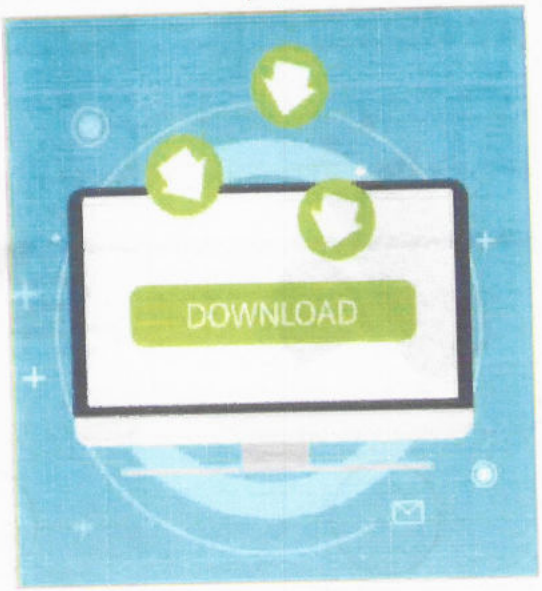


What happens when the internet signal is lost?
Many things will stop working. Below are some examples.

communicating via the web



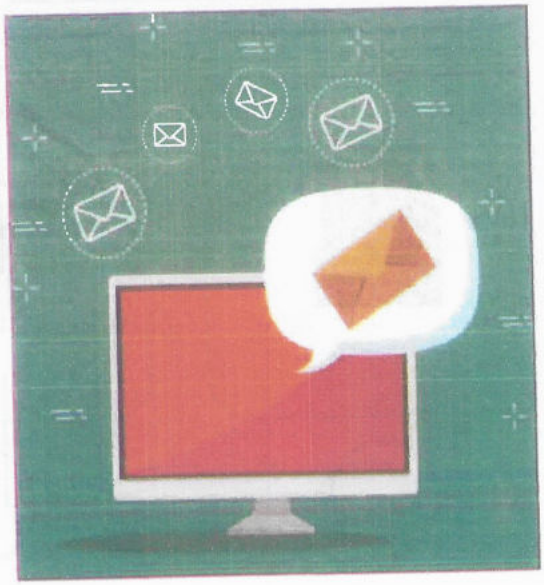
downloading files and apps



searching the internet



sending and receiving E-mails



To use the internet, you need an internet connection and a computer.

Below are some applications and their uses.

WhatsApp	Facebook	→ Communicating
App Store	Play Store	→ Downloading
Google	Bing	→ Searching
Outlook	Gmail	→ E-mailing

ACTIVITY

A. **Color** the circle of each application with the color of the title it matches.

Gmail

Facebook

WhatsApp

Outlook

Communicating

E-mailing









ACTIVITY

B. **Color** the circle of each application with the color of the title it matches.

App Store

Google

Play Store

Bing

Downloading

Searching









What are the effects of computer games?
Computer games have both positive and negative effects.

1. Positive Effects

learning



developing certain skills



having fun



getting challenged

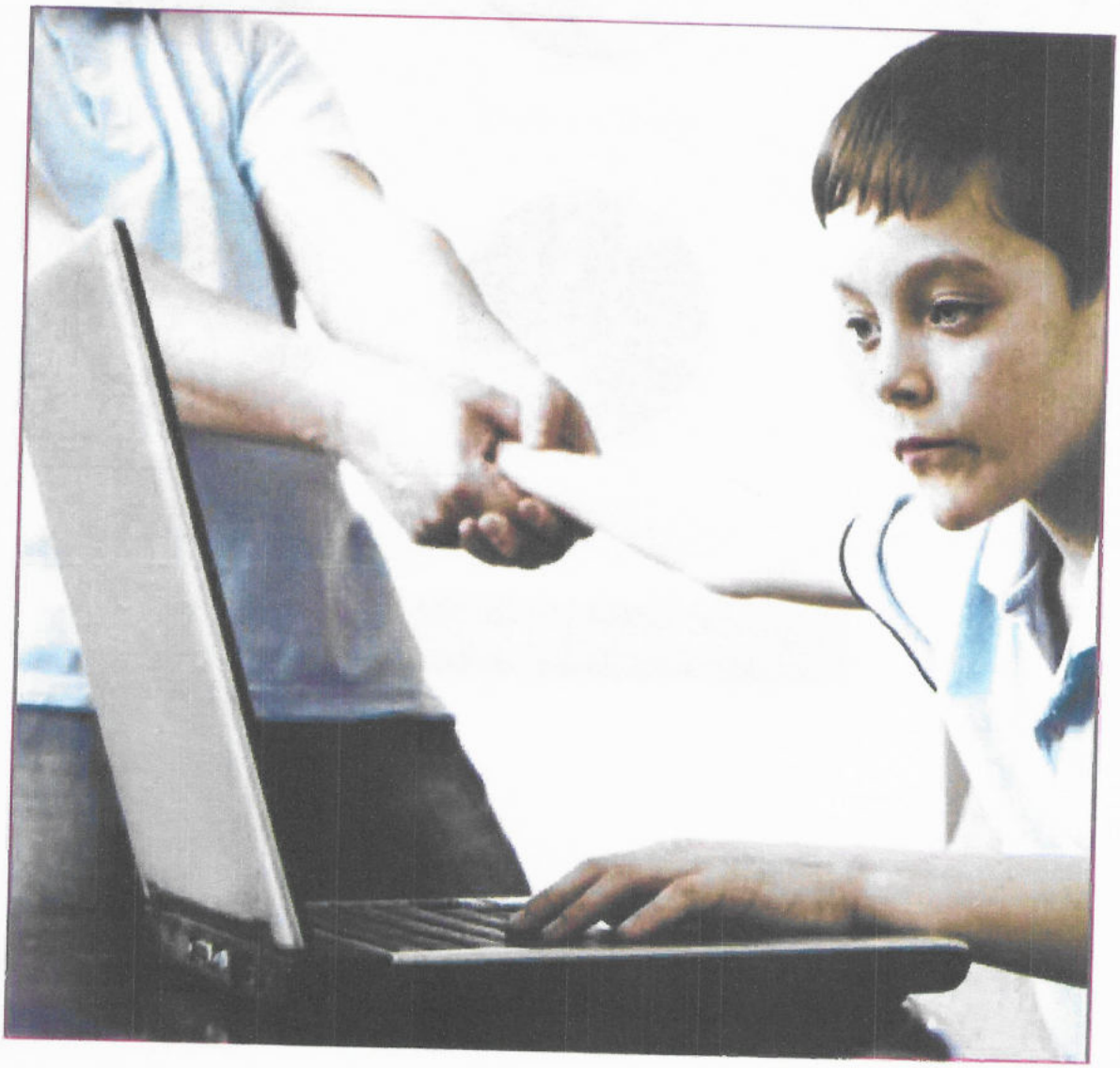


communicating



2. Negative Effects

- having attention problems
- being aggressive
- getting low grades
- wasting time
- having some health issues



ACTIVITY

A. **Write** the positive effects of playing computer games in the boxes below.



communicating



getting tired



learning



getting addicted



drawing



having fun

Positive Effects

ACTIVITY

B. **Write** the negative effects of playing computer games in the boxes below.



developing certain skills



wasting time



getting tired



having vision problems



losing concentration



having fun

Negative Effects

How do we operate the computer?

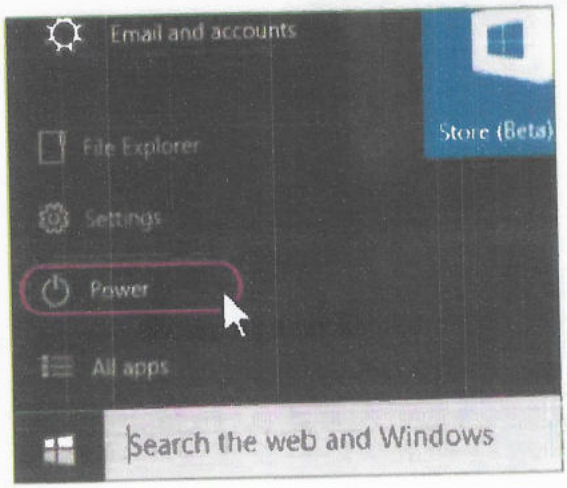


1. Press the power button to turn on your computer.



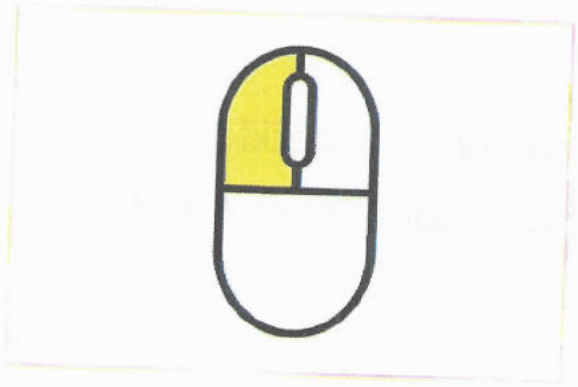
2. Wait until the screen of the desktop appears.

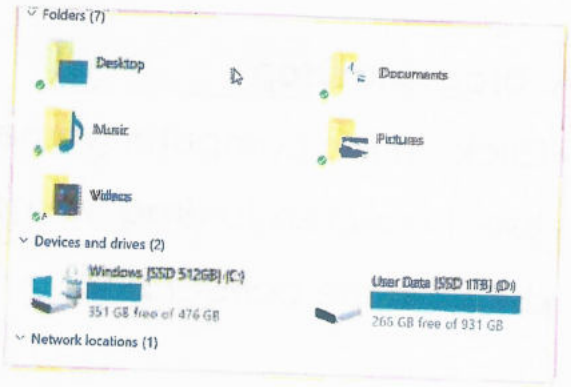
3. Open any program you want.



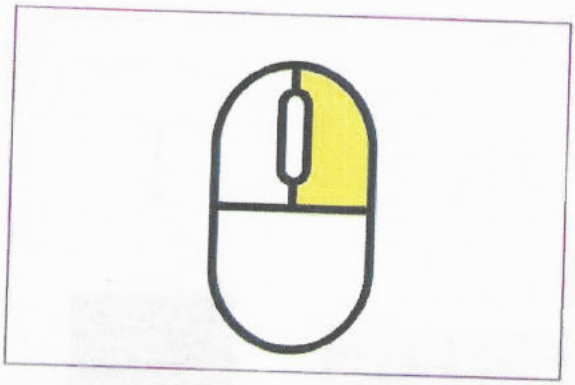
4. Click on the power icon to shut down your computer when you finish working.

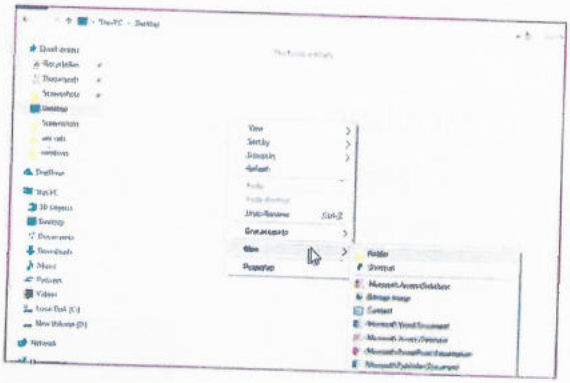
The computer mouse has three main parts: the left button, the right button, and the scroll wheel.



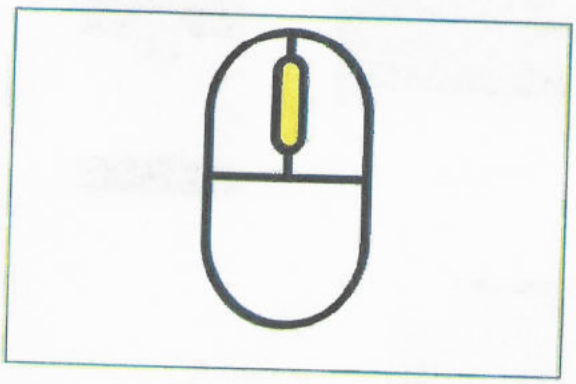


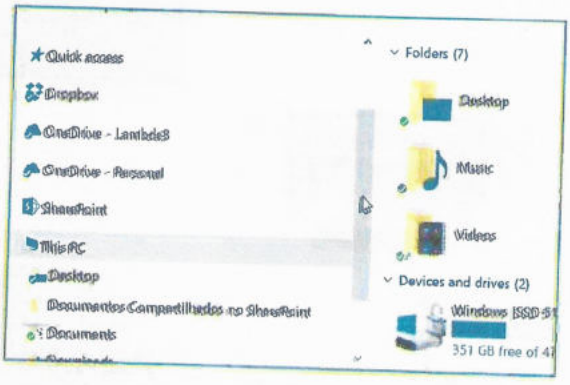
Left Button





Right Button



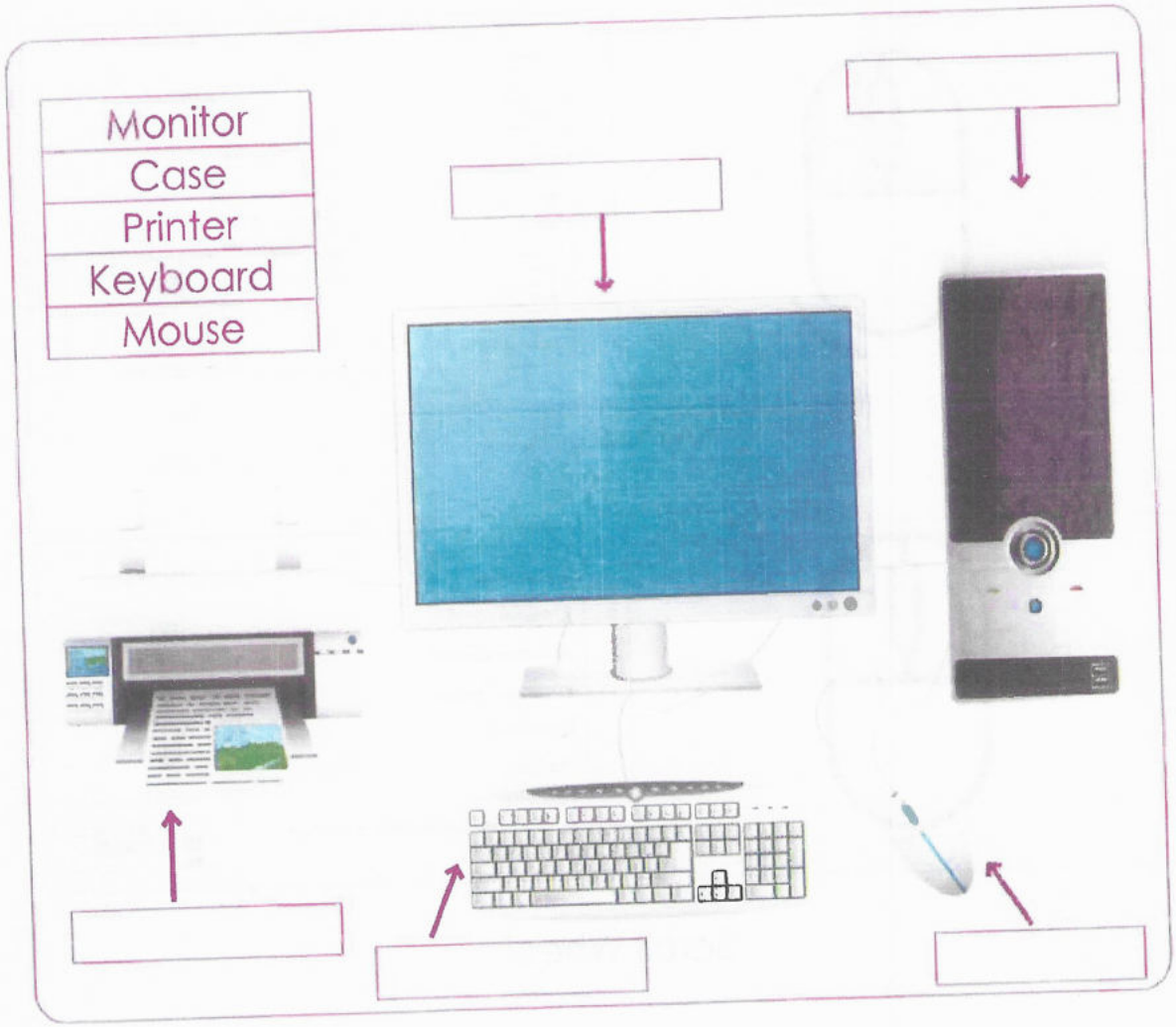


Scroll Wheel

ACTIVITY

A. **Drag and Drop**

- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** the name of each device and **drop** it in the correct box.



ACTIVITY

B. **Drag and Drop**

- **Use** the mouse to **drag** each letter and **drop** it in the box to be in the correct alphabetical order.
- **Close** the computer game screen when you complete all of the game levels.

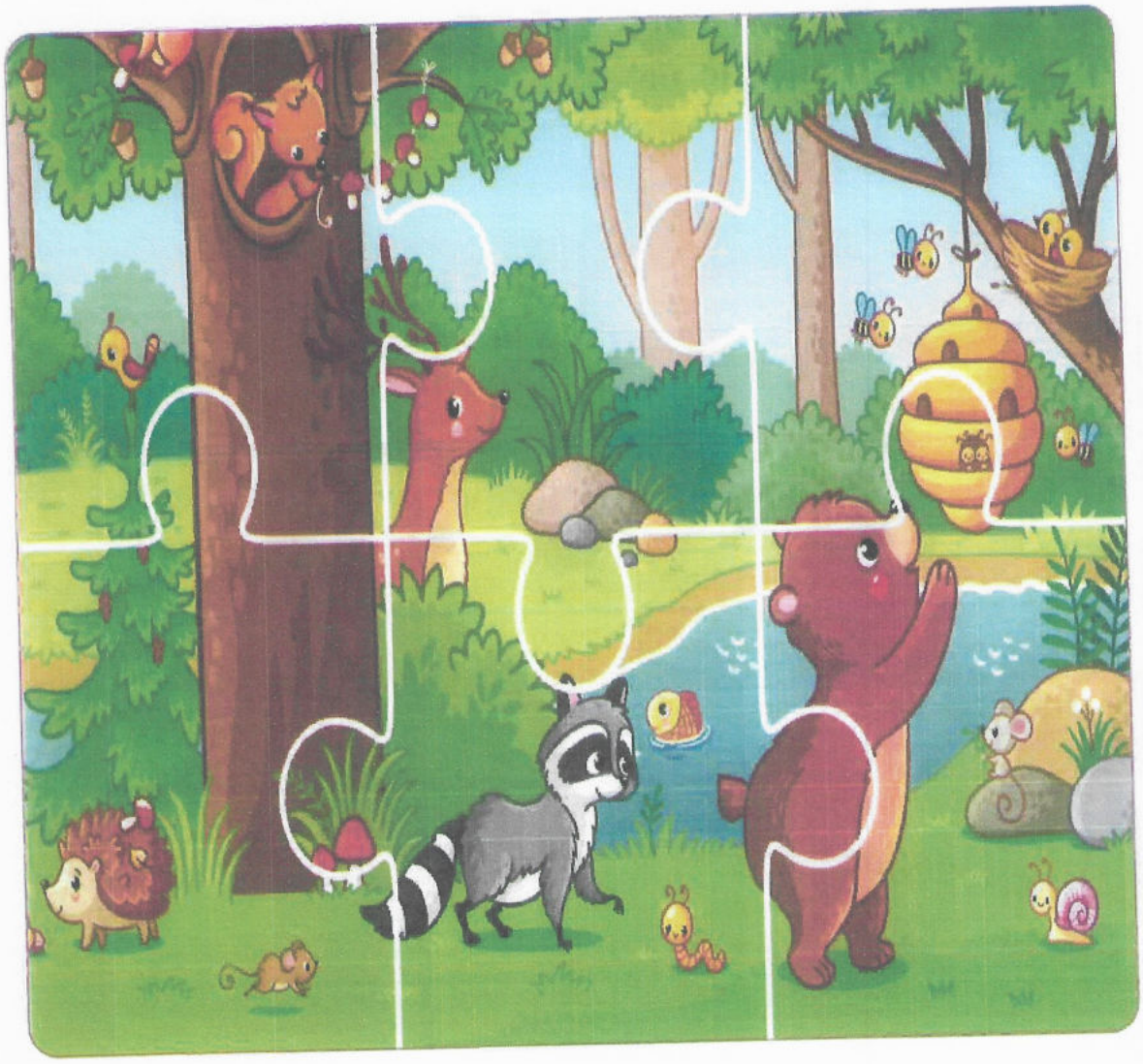


LESSON 12 DRAG AND DROP (1)

ACTIVITY

A. **Drag and Drop**

- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.



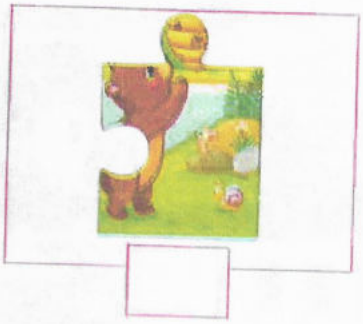
ACTIVITY

A B C

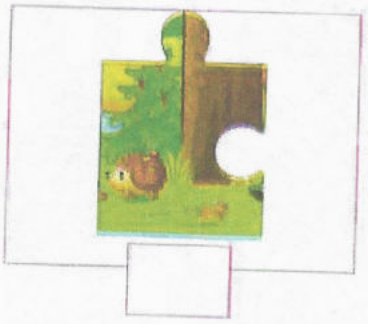
D E F

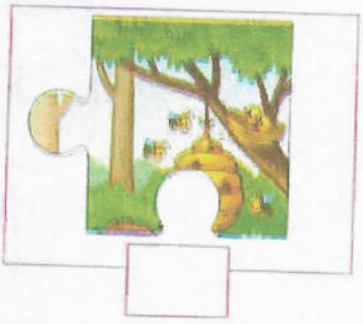












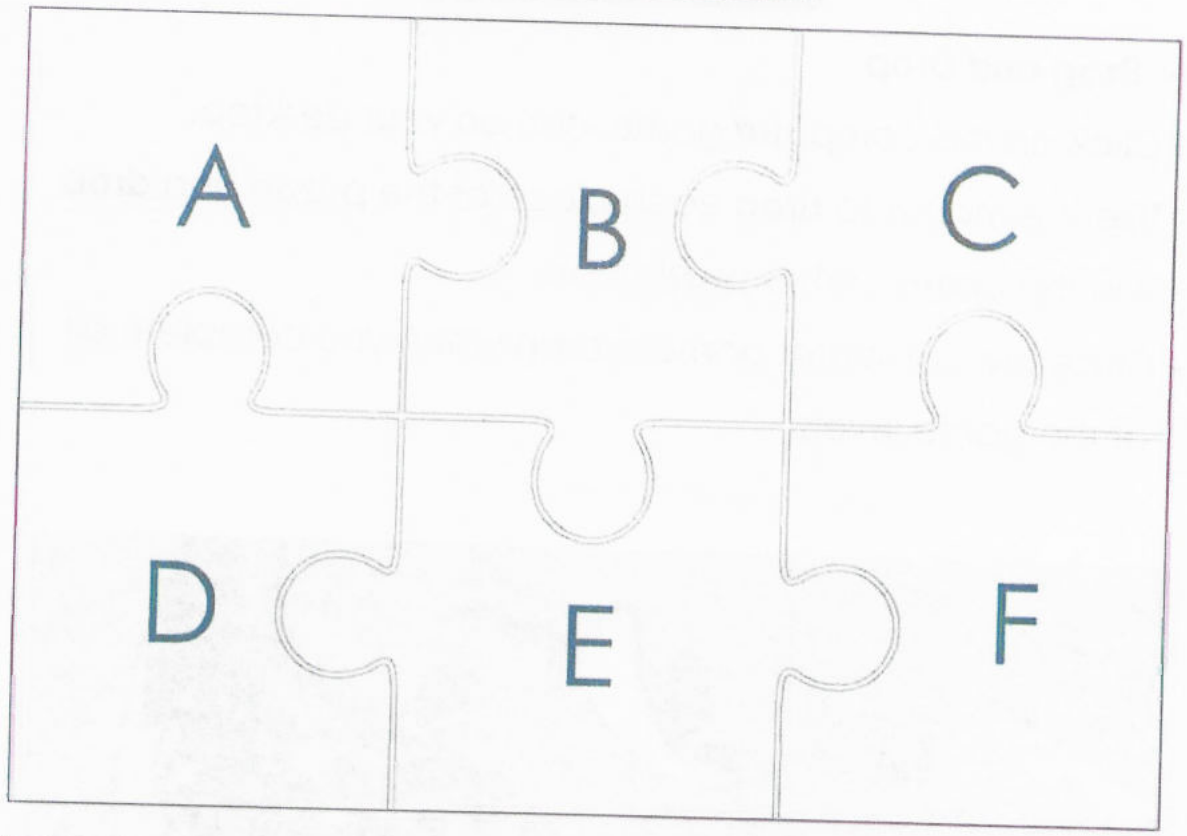
ACTIVITY

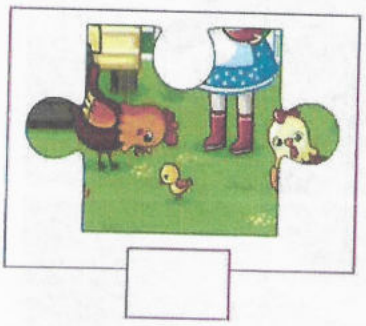
B. **Drag and Drop**

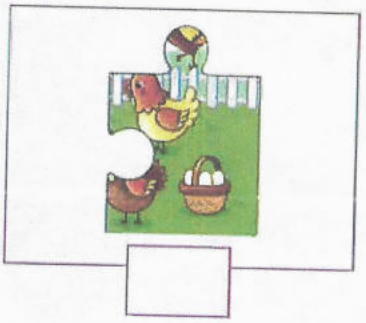
- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.

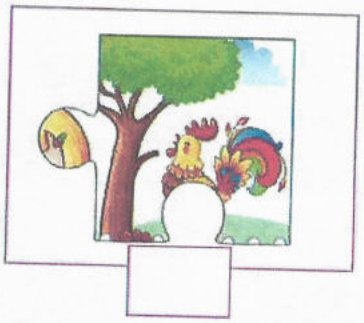


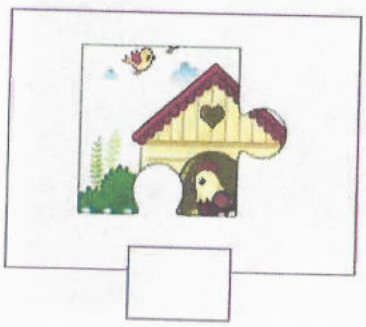
ACTIVITY

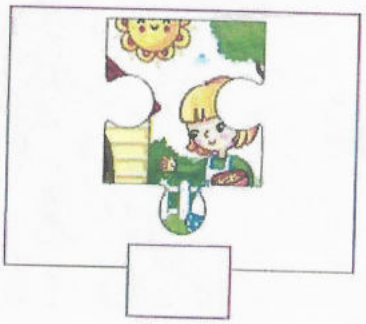


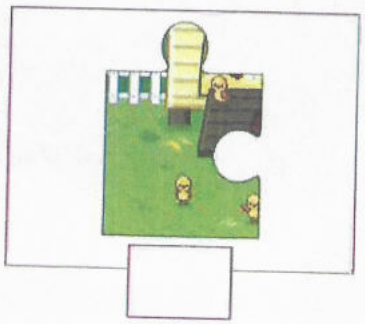












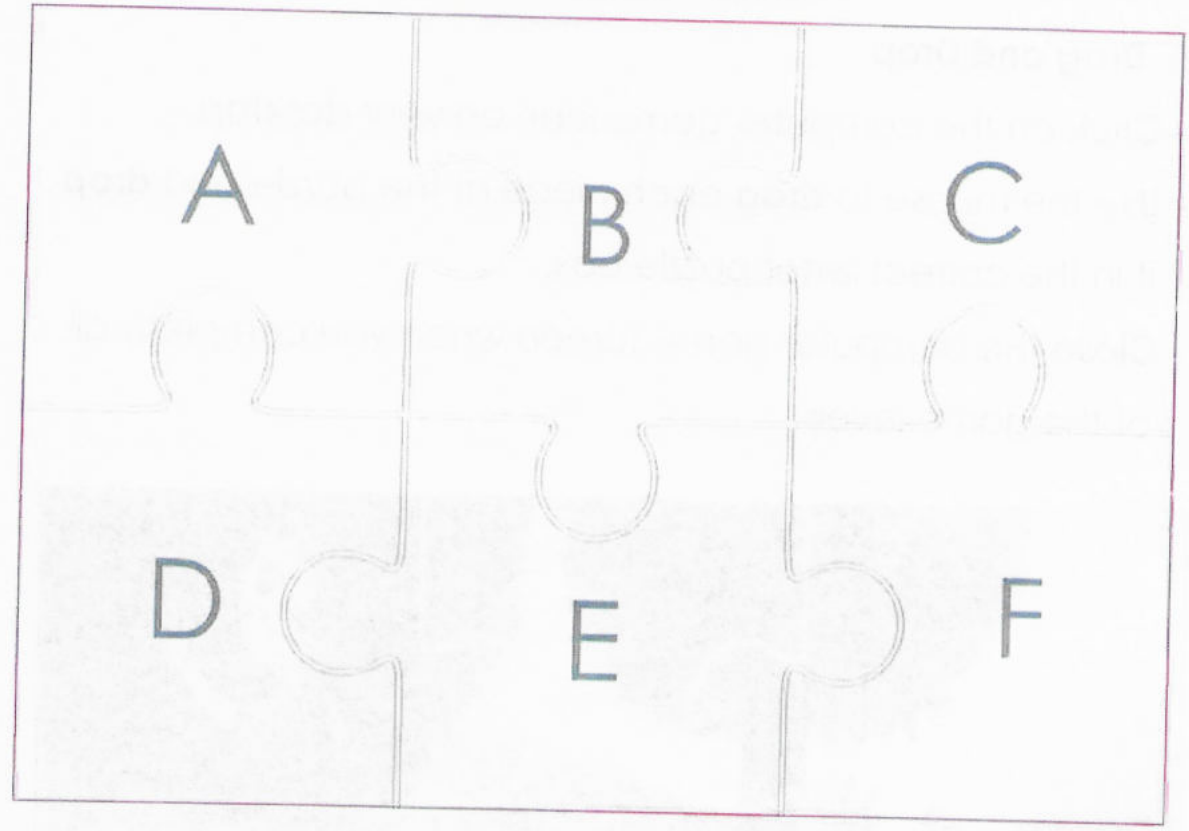
ACTIVITY

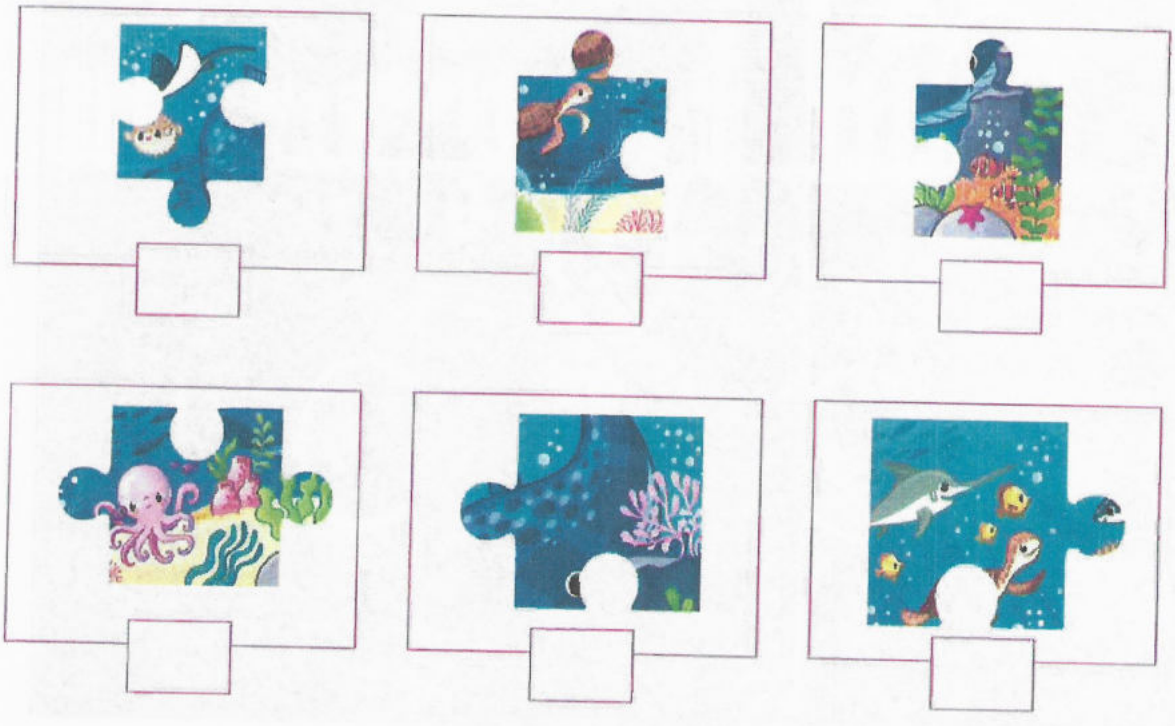
A. **Drag and Drop**

- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.



ACTIVITY





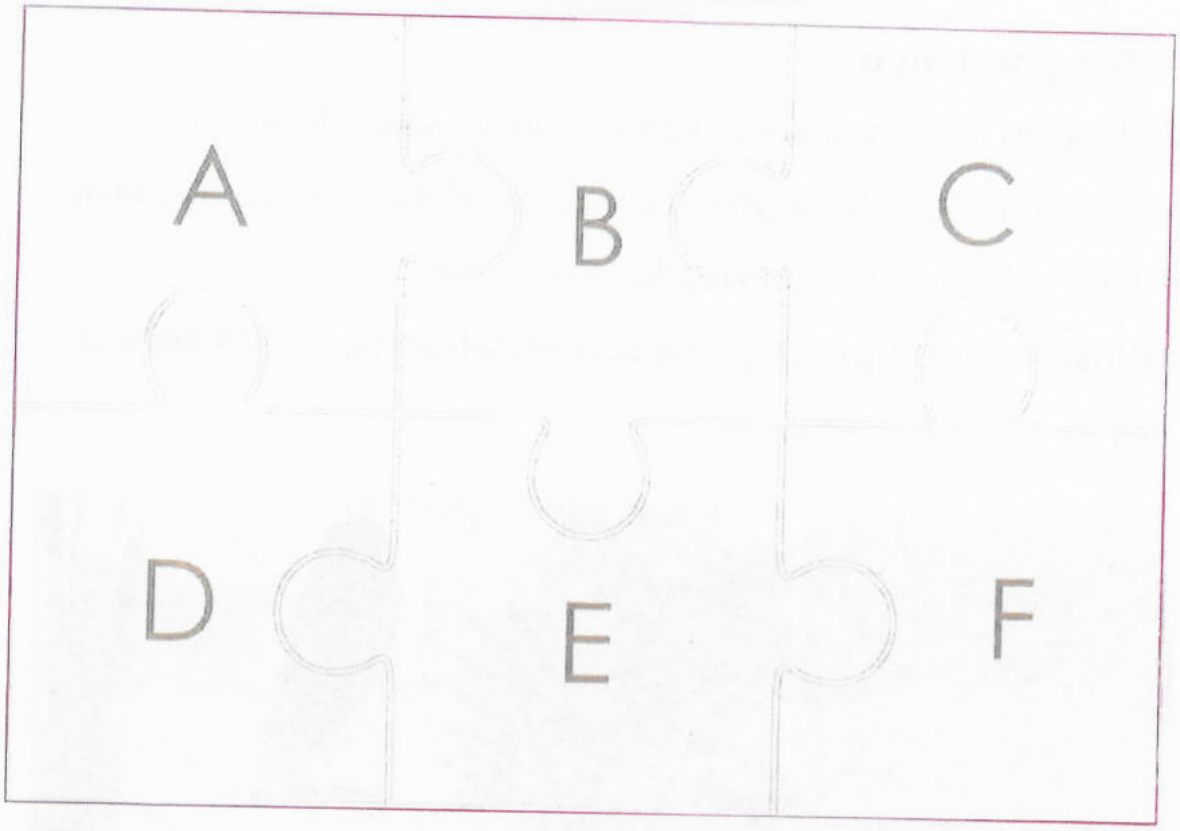
ACTIVITY

B. **Drag and Drop**

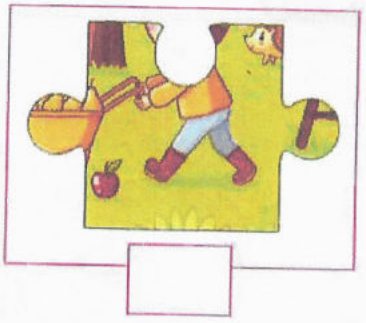
- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.

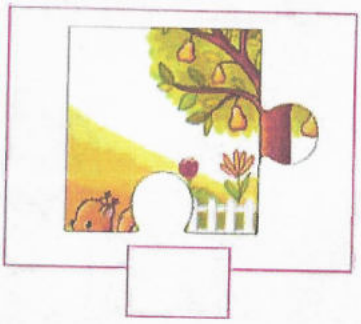


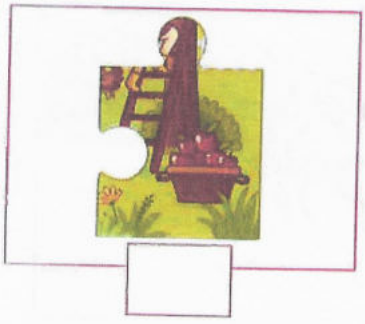
ACTIVITY

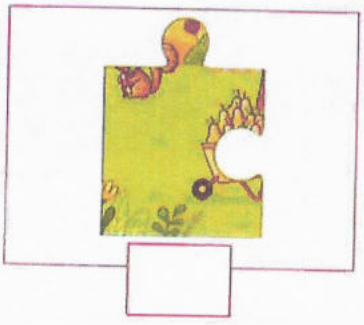














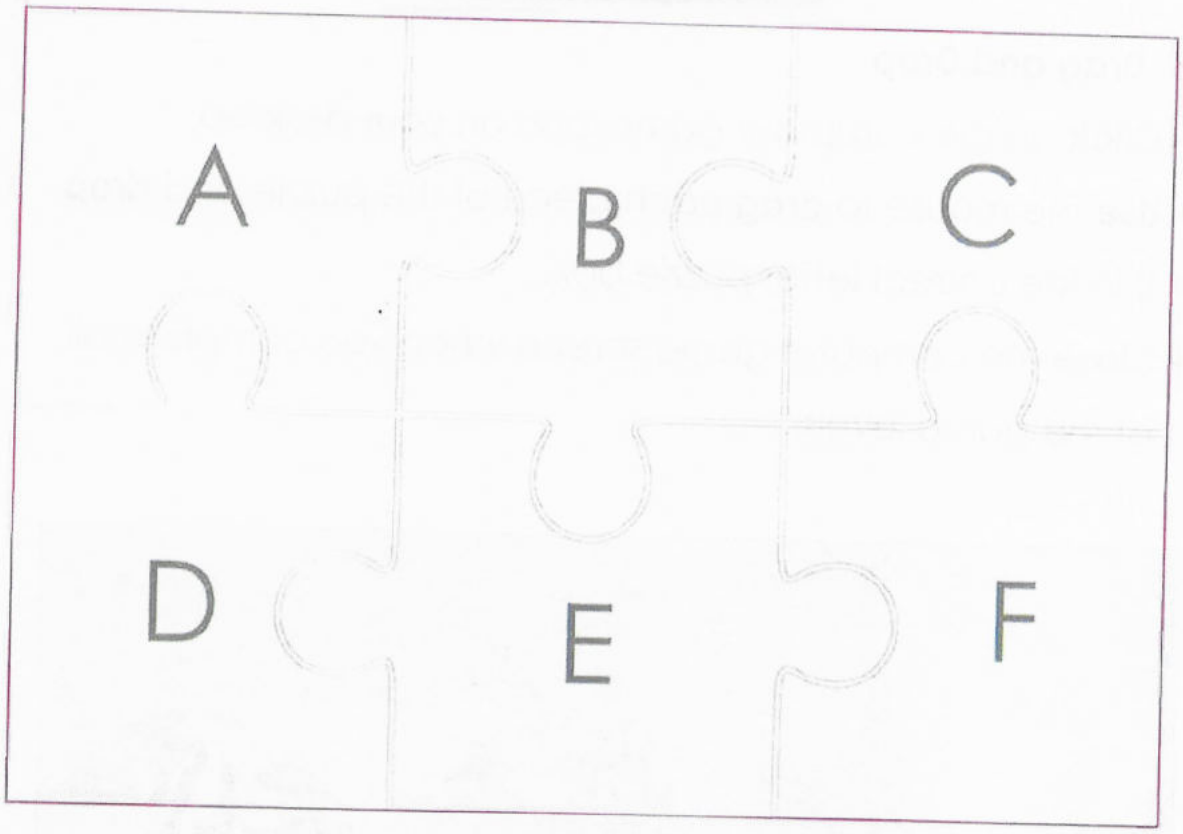
ACTIVITY

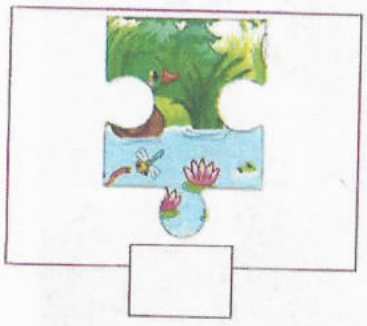
A. **Drag and Drop**

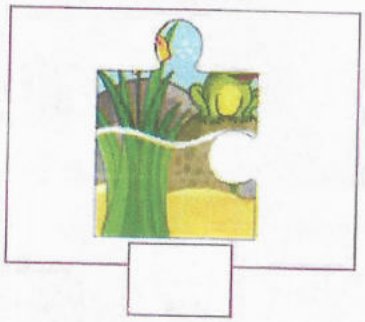
- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.

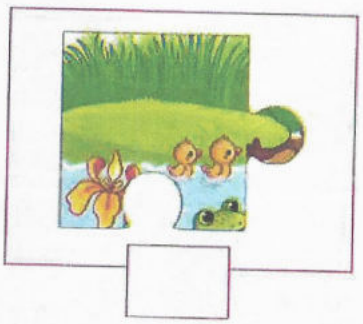


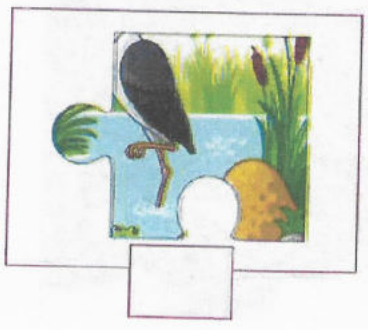
ACTIVITY

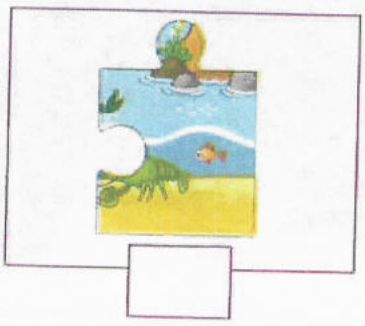


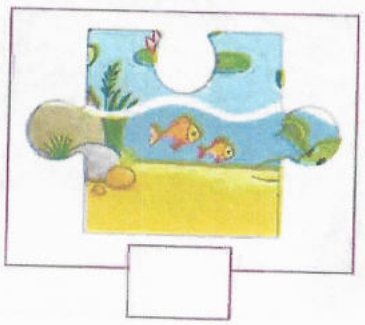








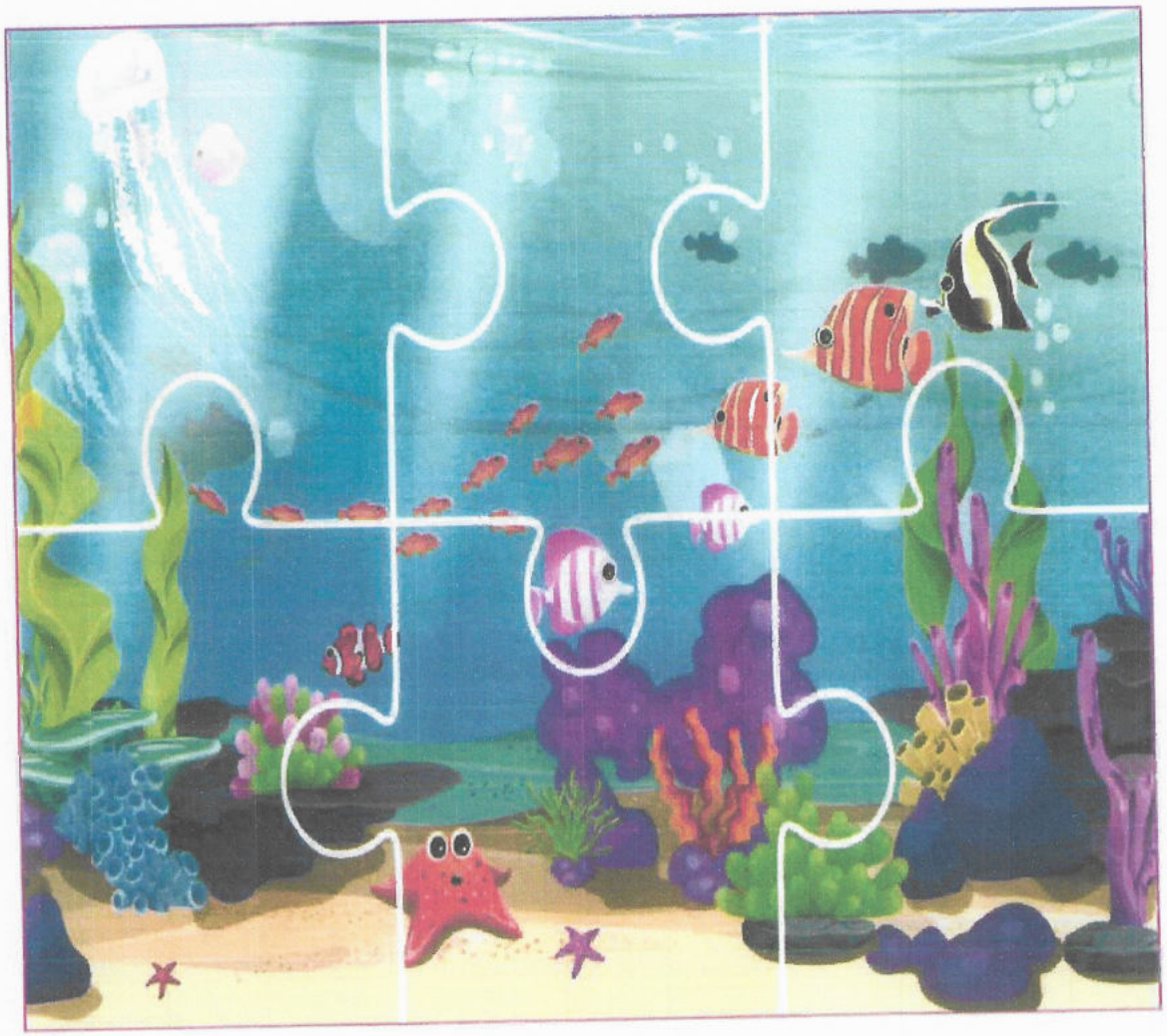




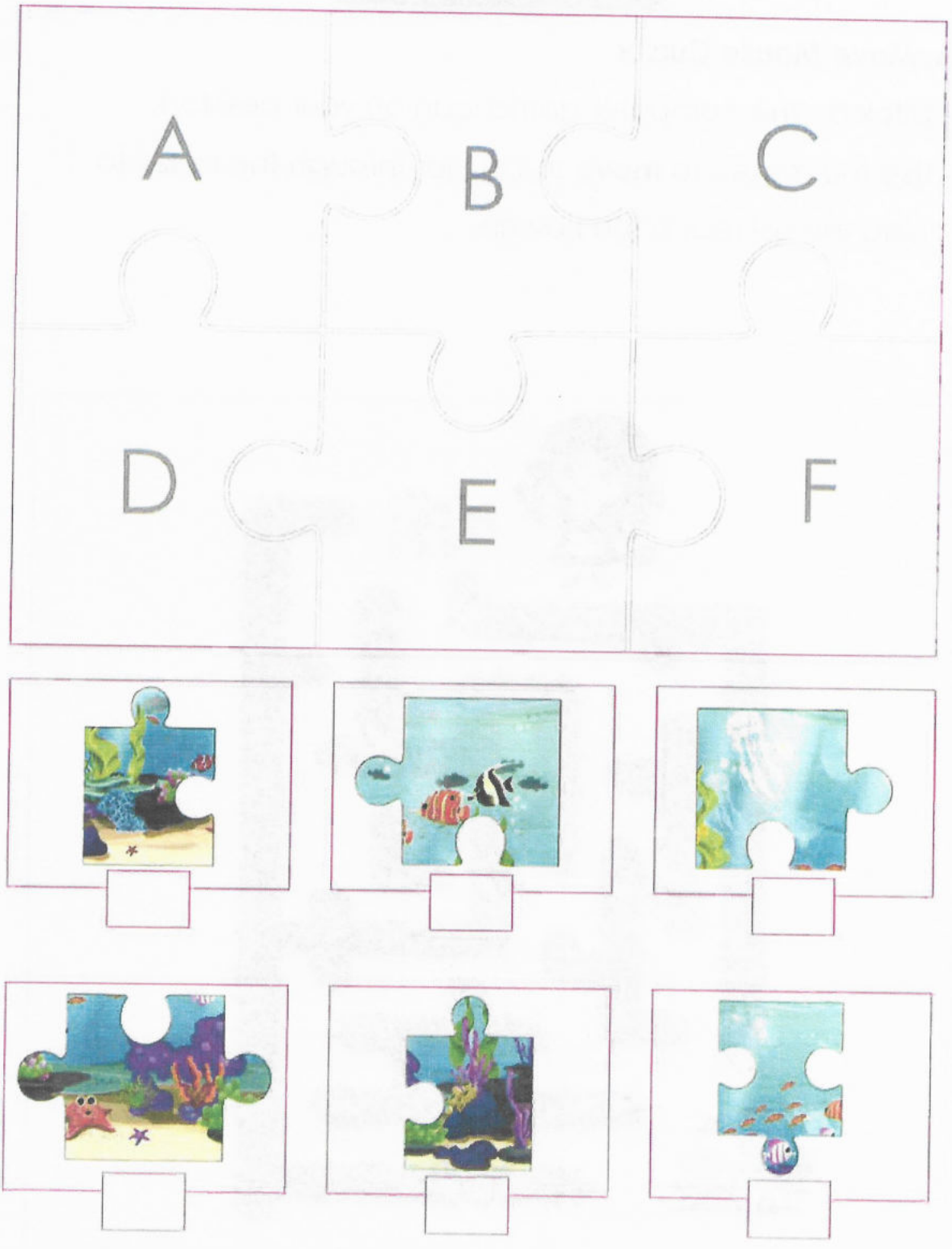
ACTIVITY

B. **Drag and Drop**

- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **drag** each piece of the puzzle and **drop** it in the correct letter puzzle box.
- **Close** the computer game screen when you complete all of the game levels.



ACTIVITY



ACTIVITY

A. **Move Mouse Cursor**

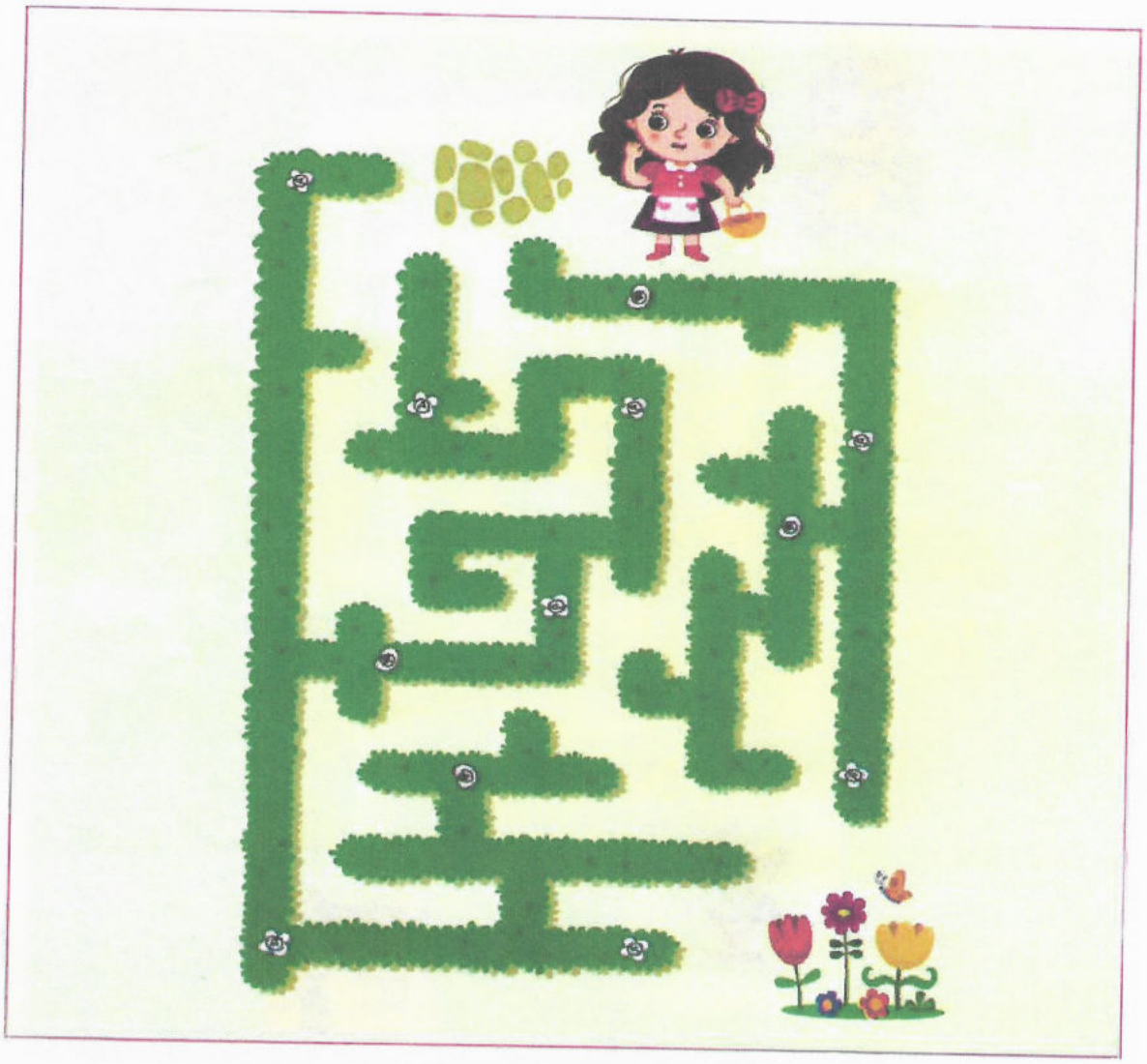
- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **move** the cursor through the maze to help the girl reach the flowers.



ACTIVITY

B. **Move Mouse Cursor**

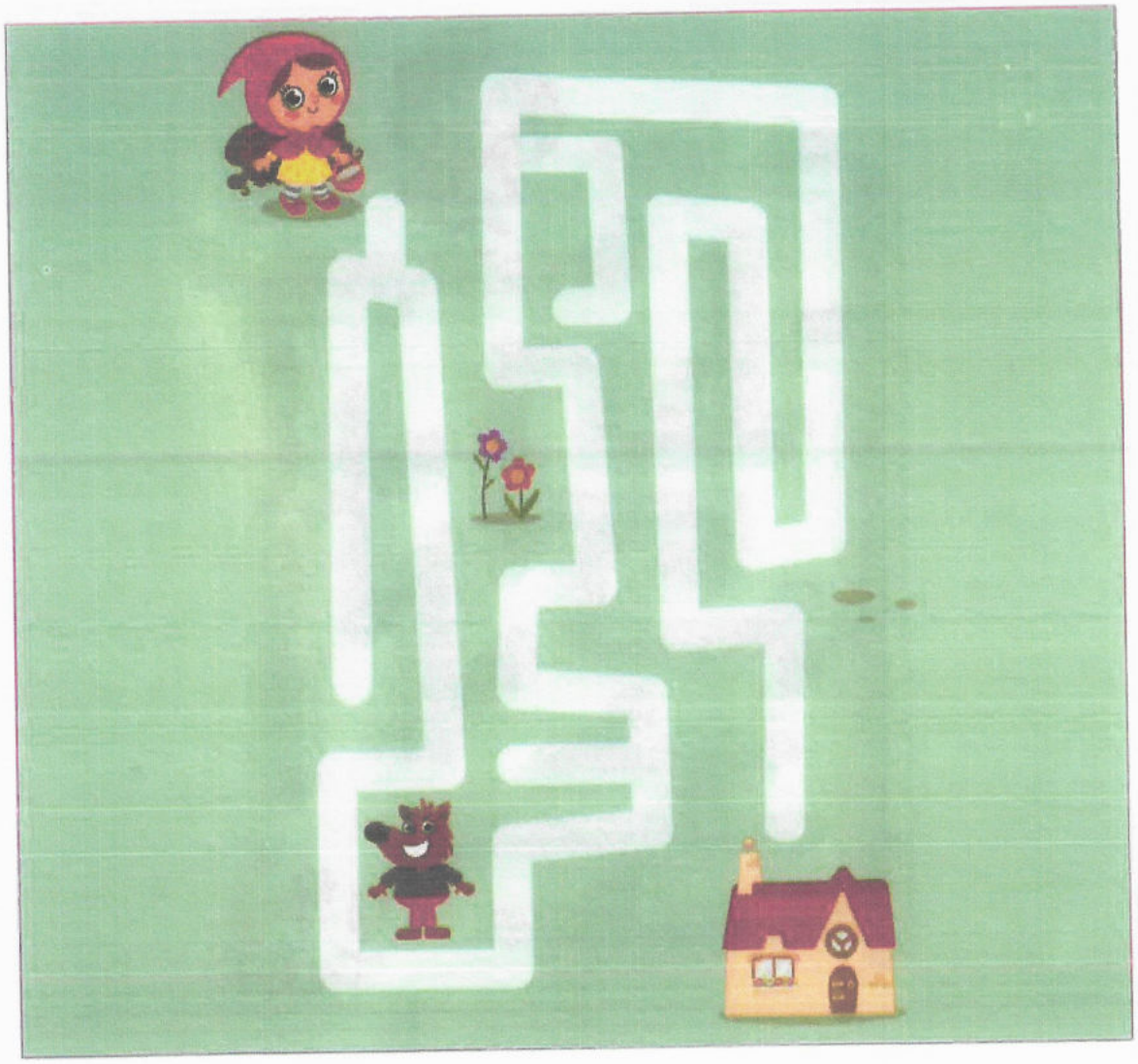
- **Use** the mouse to **move** the cursor through the maze to help the girl reach the flowers.
- **Close** the computer game screen when you complete all of the game levels.



ACTIVITY

C. **Move Mouse Cursor**

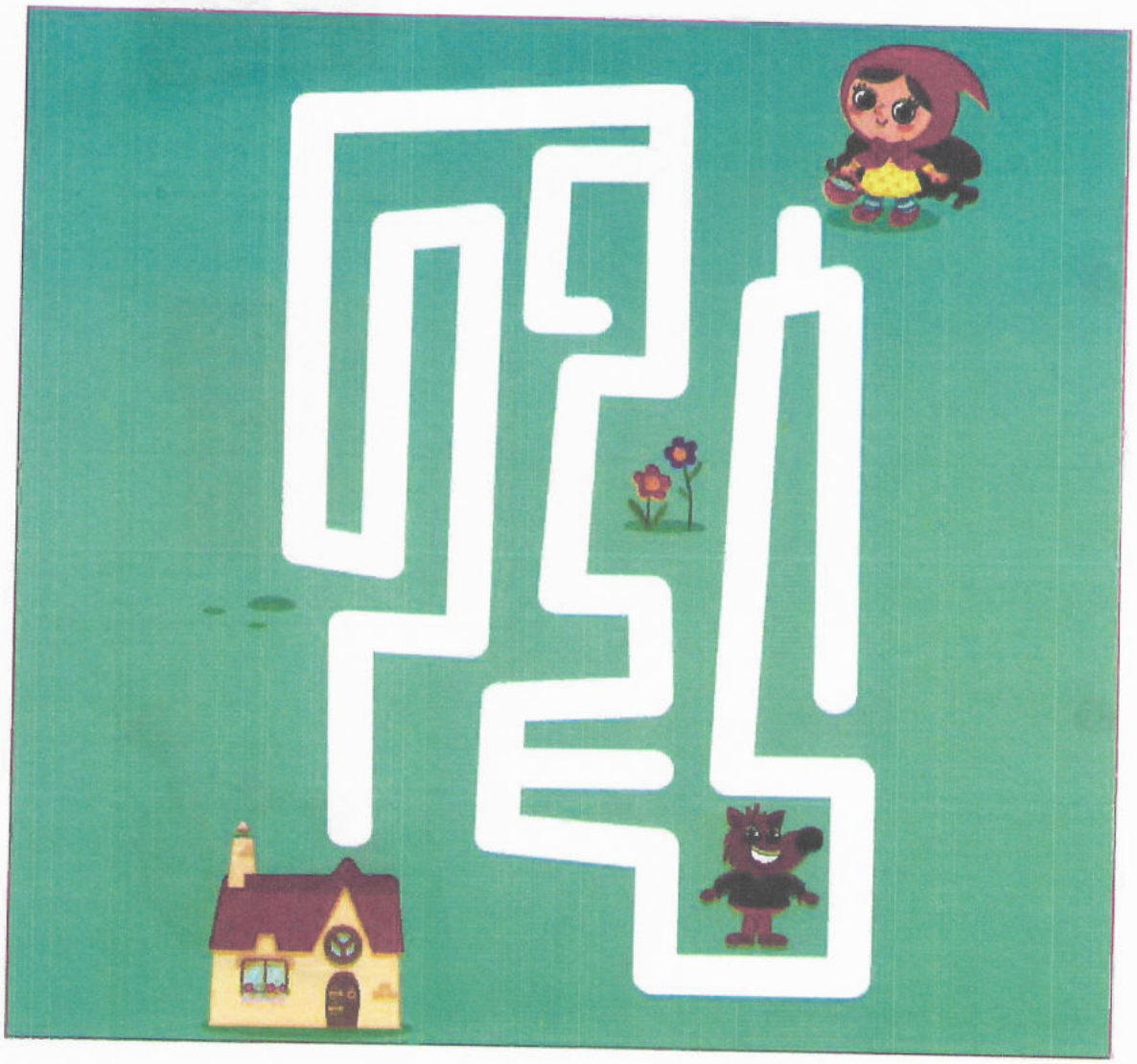
- **Click** on the computer game icon on your desktop.
- **Use** the mouse to **move** the cursor through the maze to help Little Red Riding Hood reach her grandmother's house.



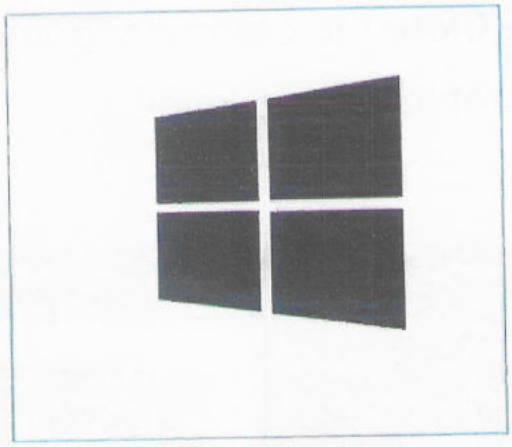
ACTIVITY

D. **Move Mouse Cursor**

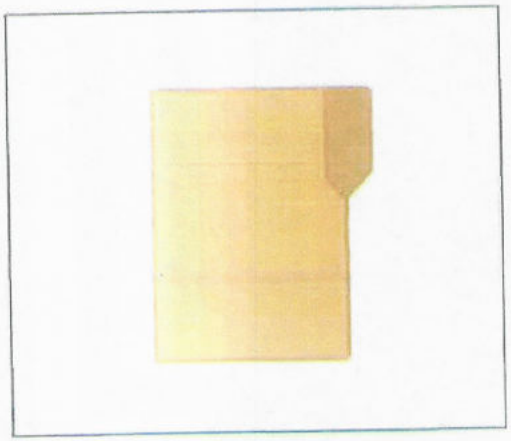
- **Use** the mouse to **move** the cursor through the maze to help Little Red Riding Hood reach her grandmother's house.
- **Close** the computer game screen when you complete all of the game levels.



1

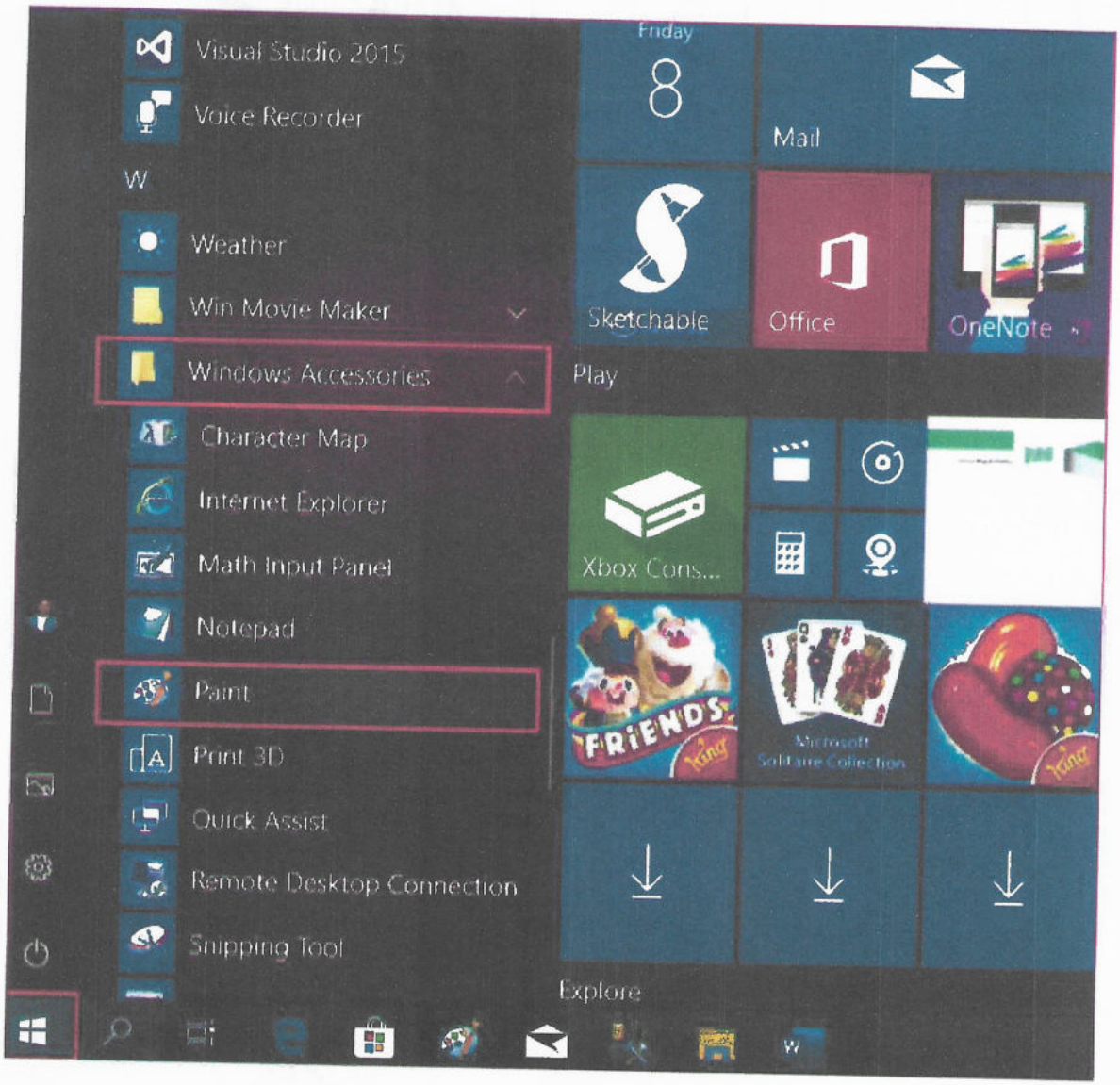


2

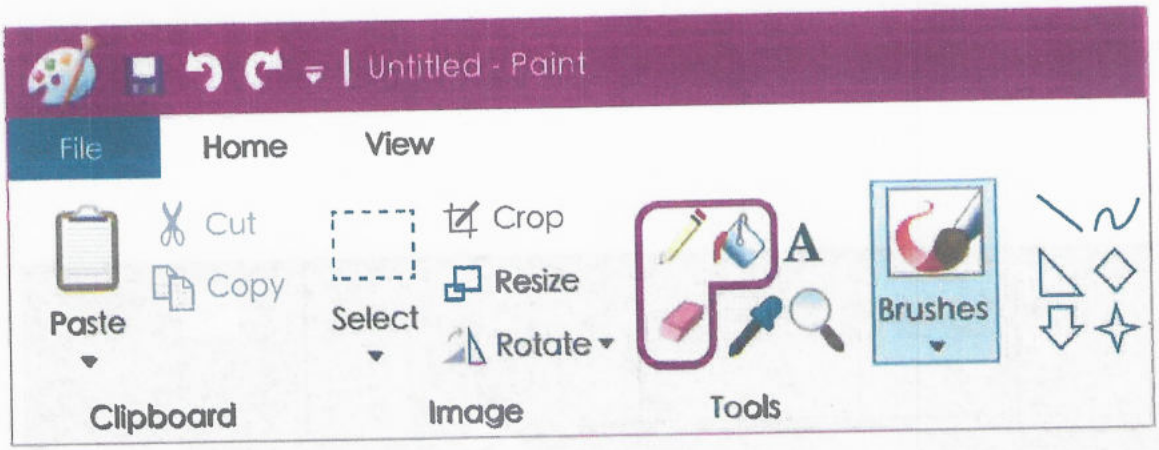


3

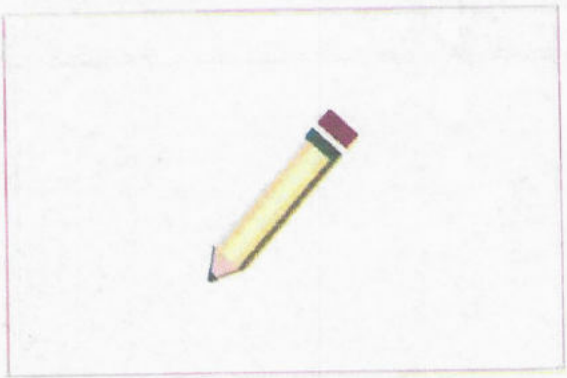



Visual Studio 2015
Voice Recorder
W
Weather
Win Movie Maker
Windows Accessories
Character Map
Internet Explorer
Math Input Panel
Notepad
Paint
Print 3D
Quick Assist
Remote Desktop Connection
Snipping Tool
Friday
8
Mail
Sketchable
Office
OneNote
Play
Xbox Cons...
FRIENDS
Explore

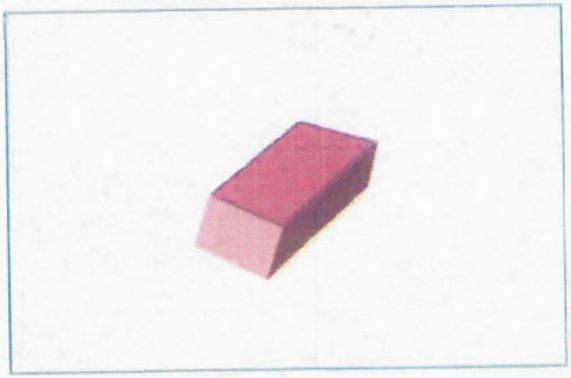
LESSON 16 PAINT (1)



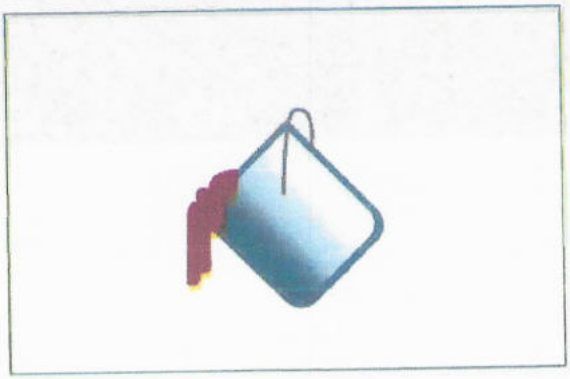
Pencil

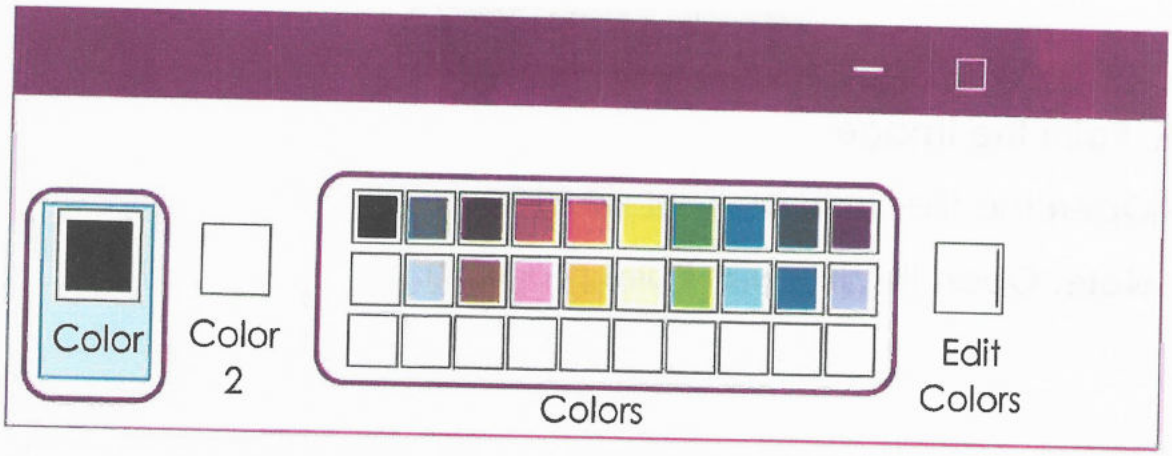


Eraser

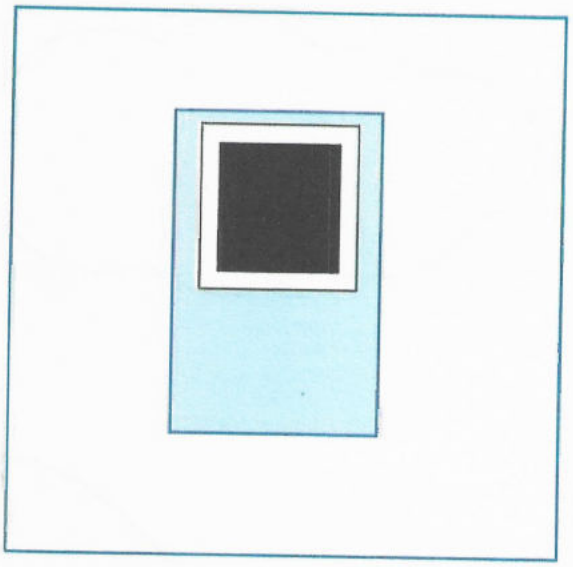


Fill with color





Color selected



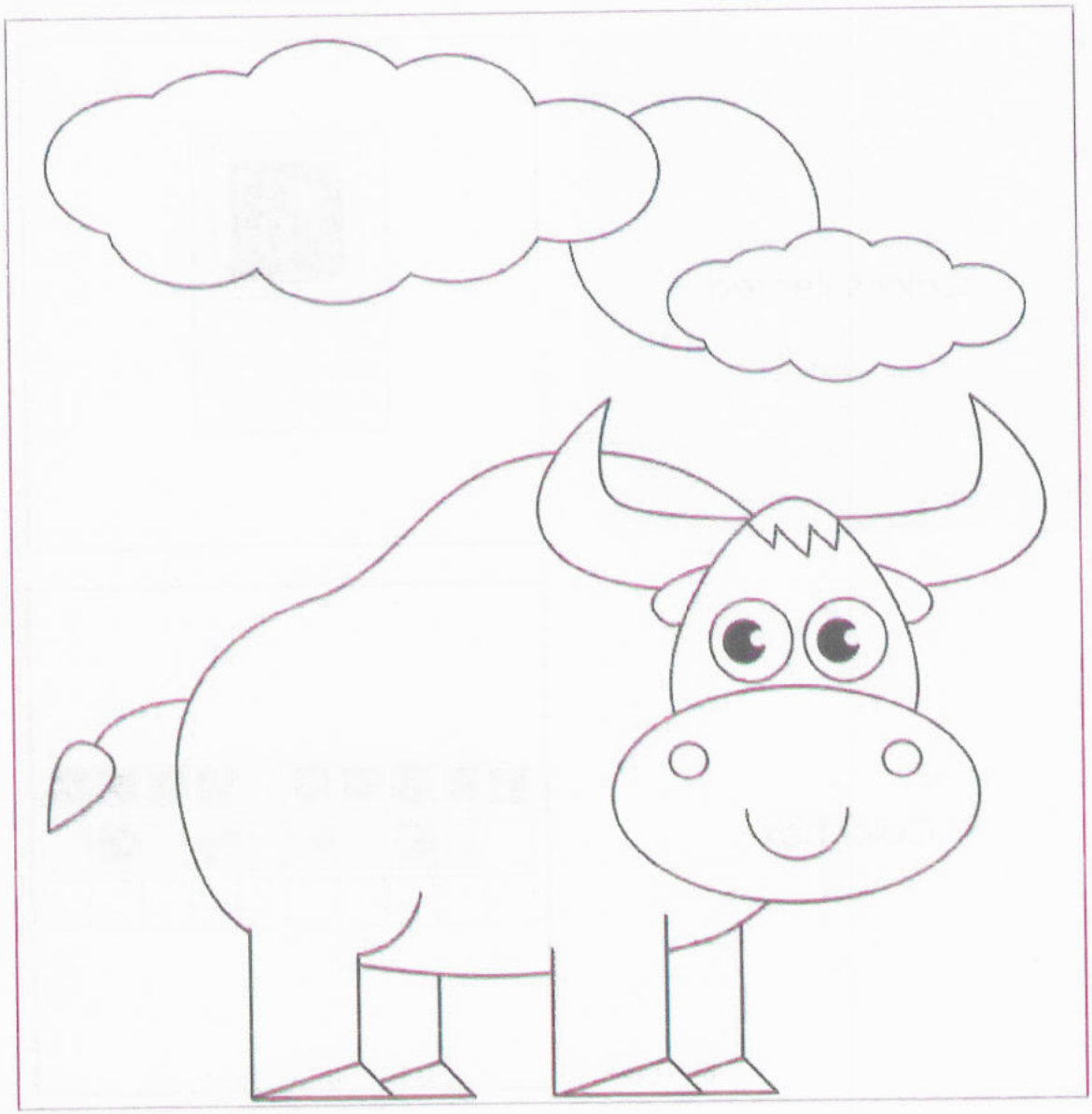
Color box



ACTIVITY

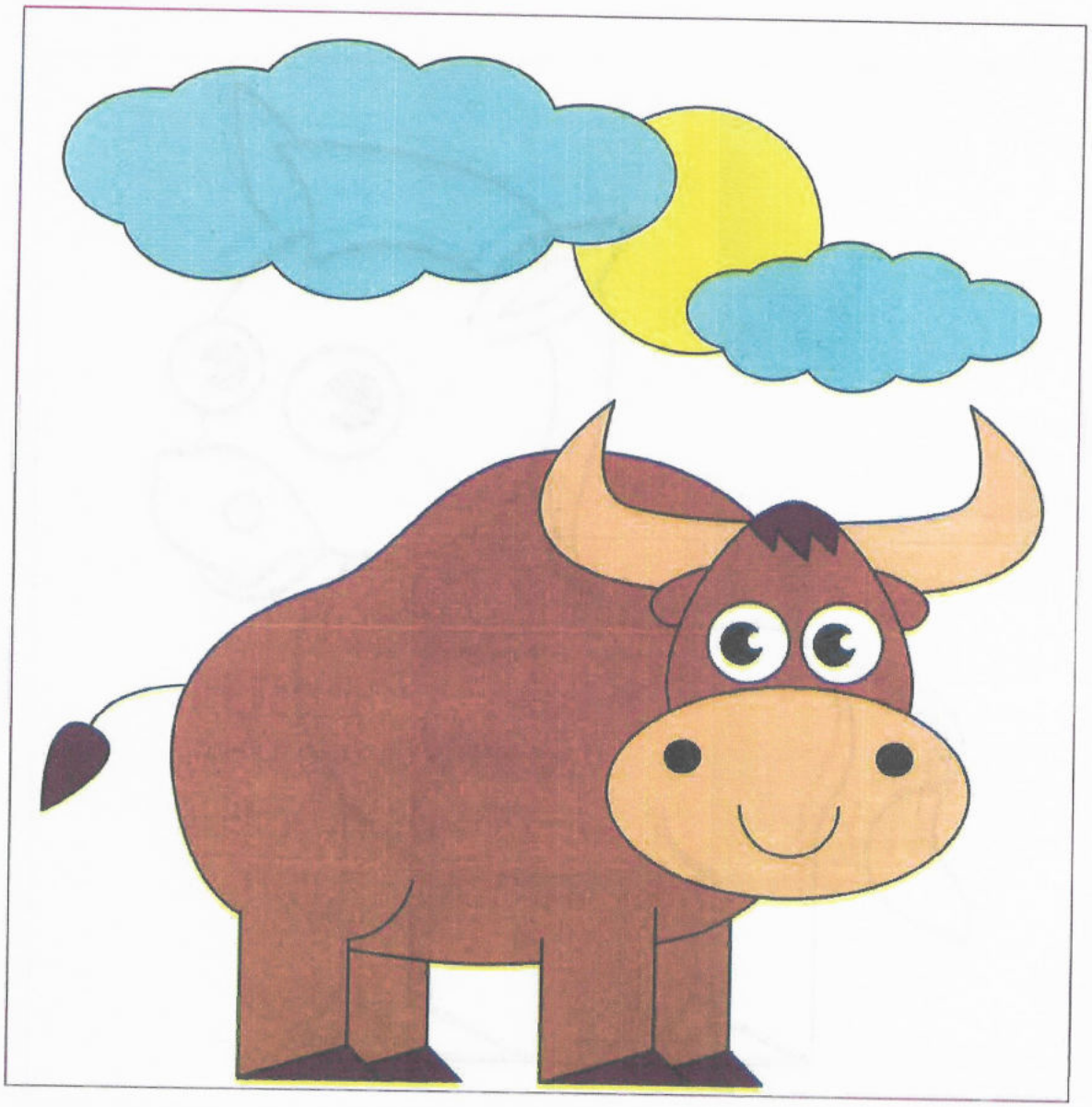
A. **Paint the Image**

- **Open** the file "Bull" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

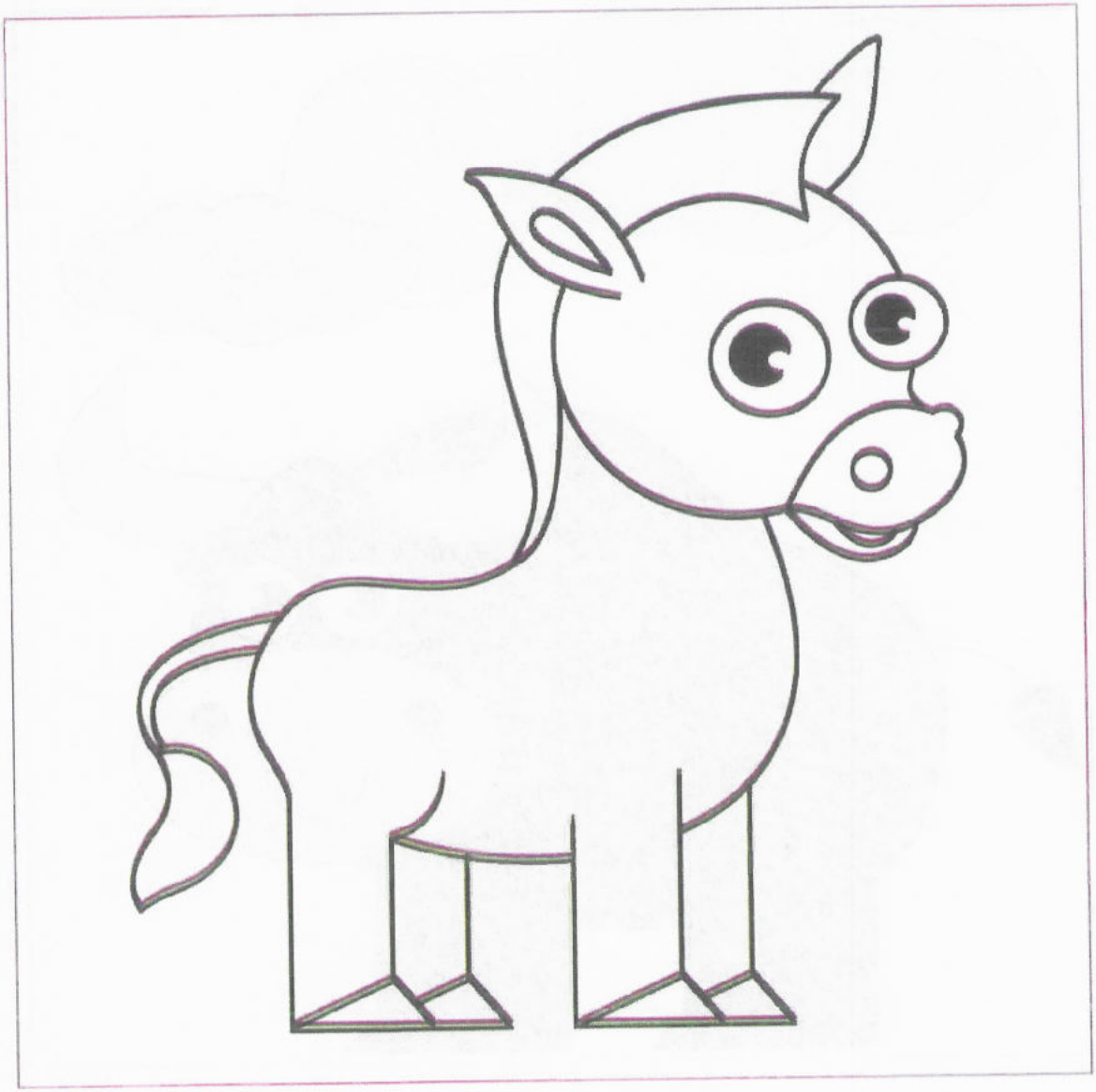
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

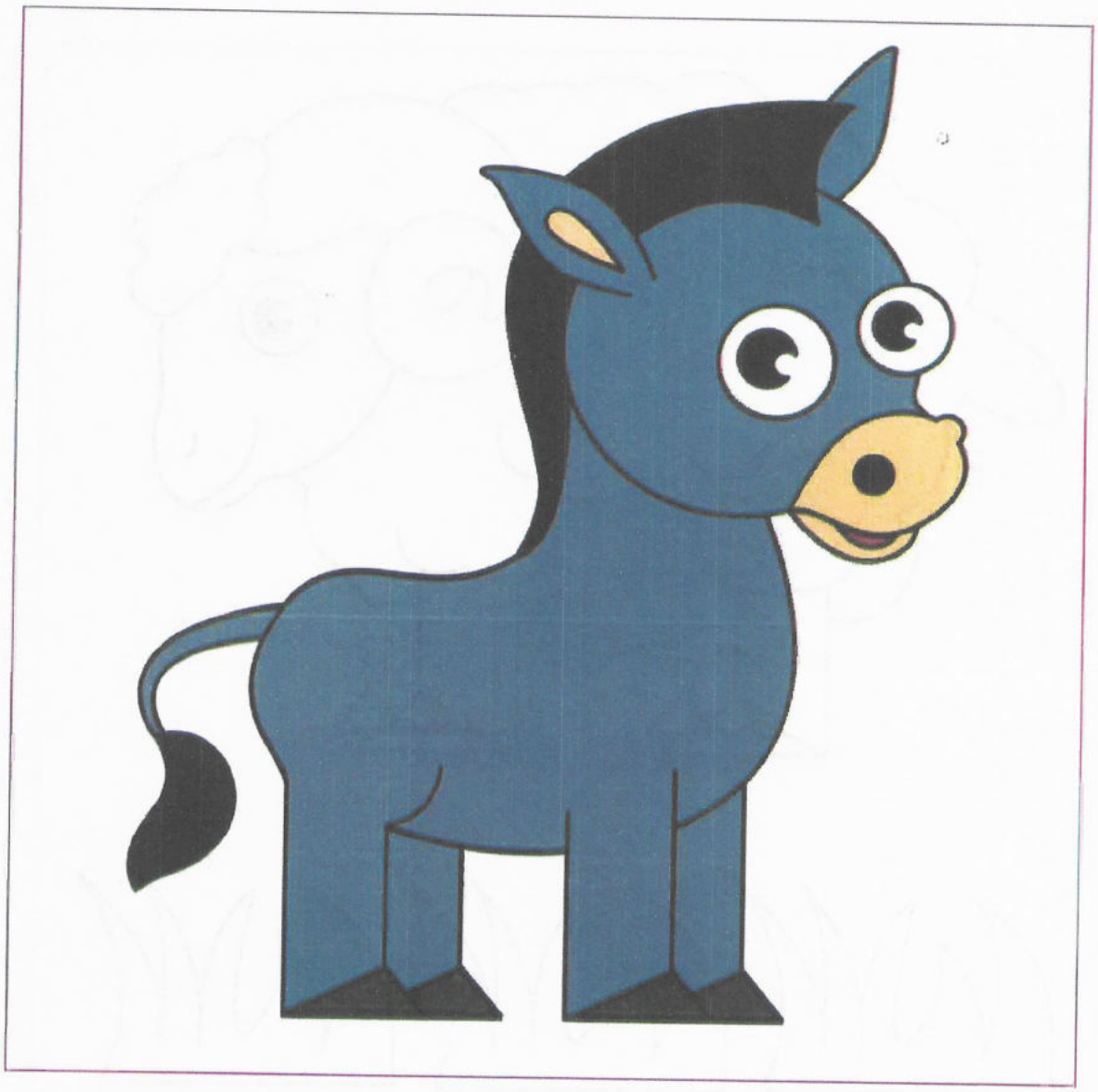
A. **Paint the Image**

- **Open** the file "Donkey" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

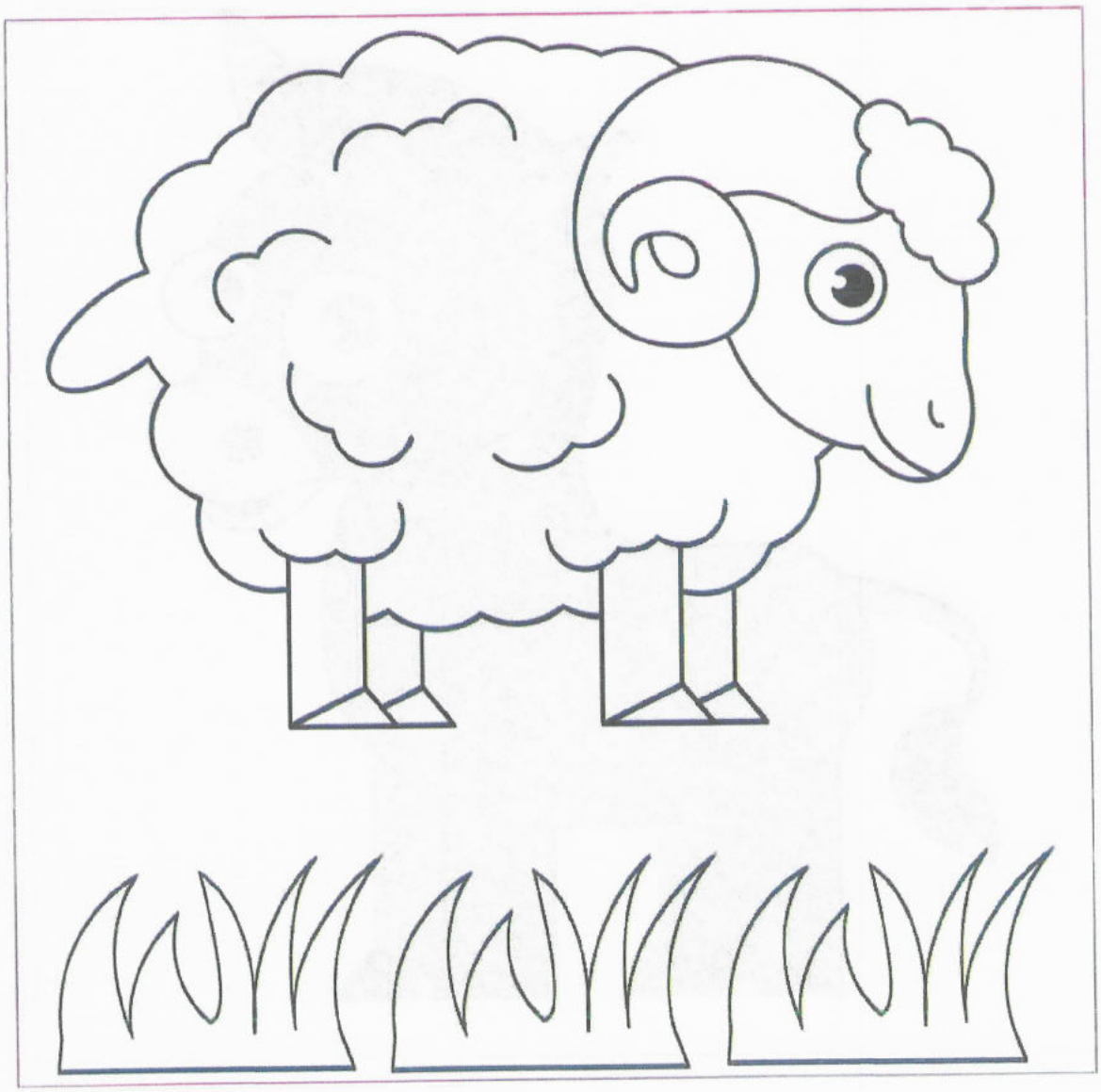
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

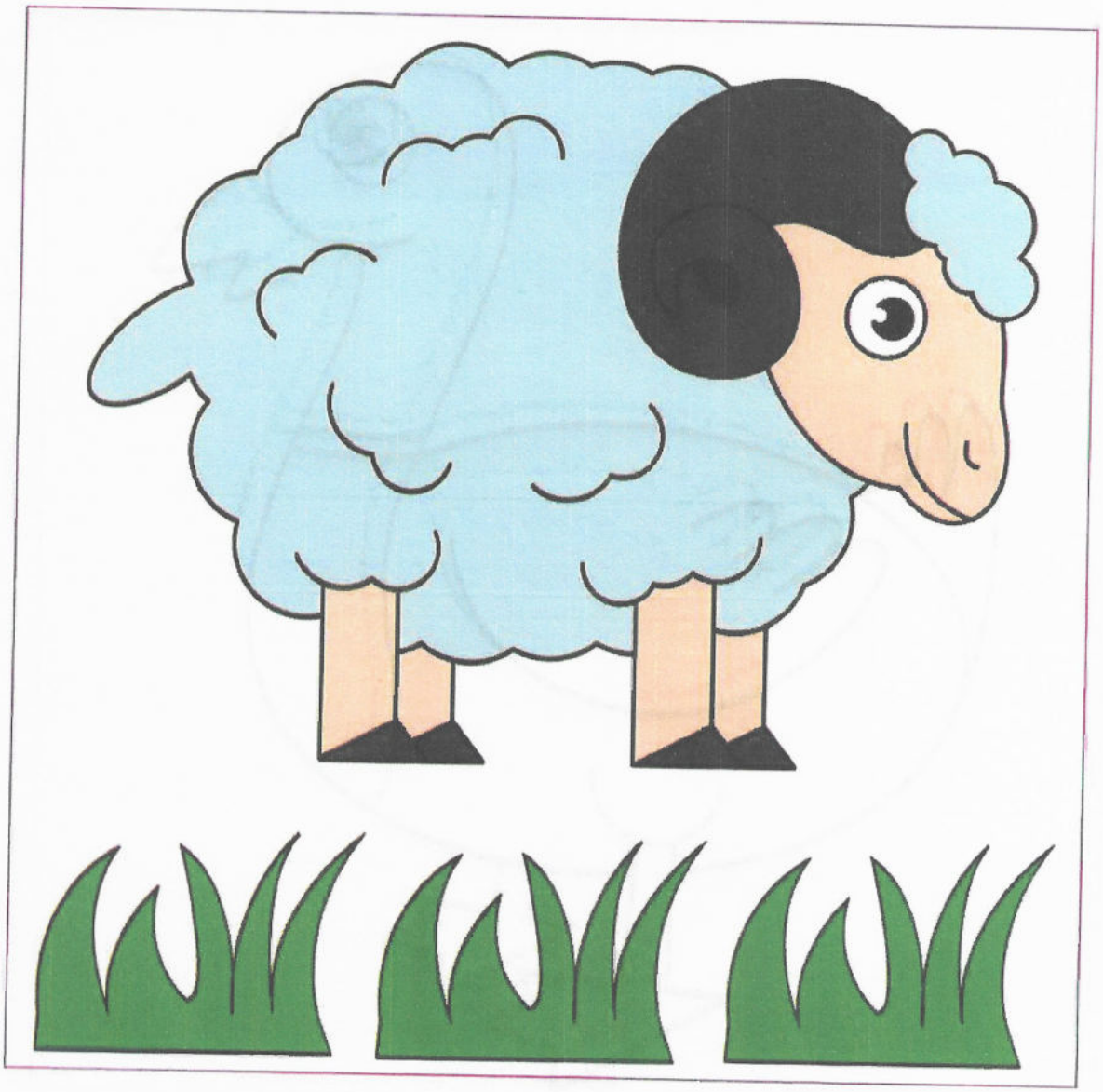
B. **Paint the Image**

- **Open** the file "Sheep" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

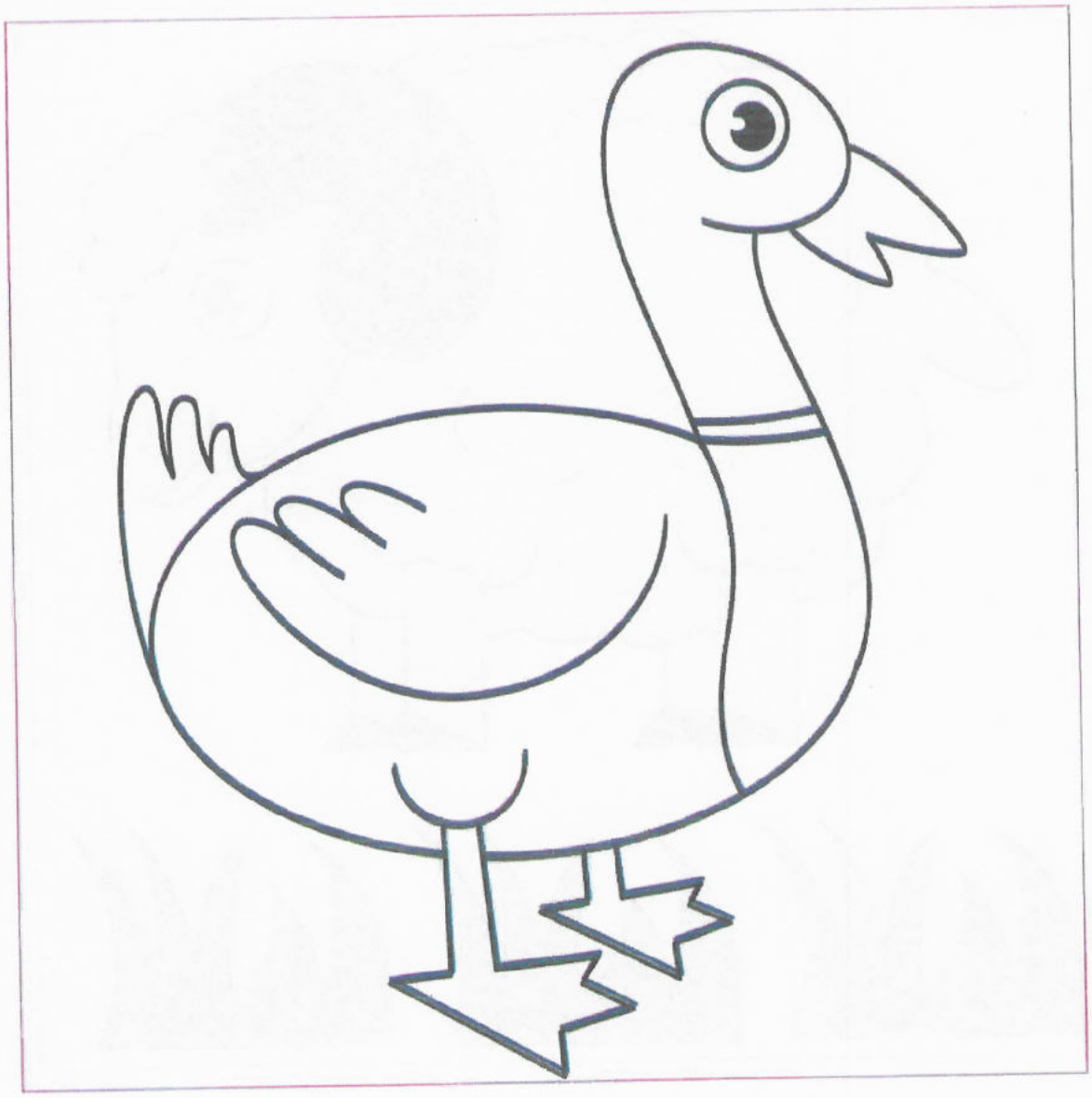
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

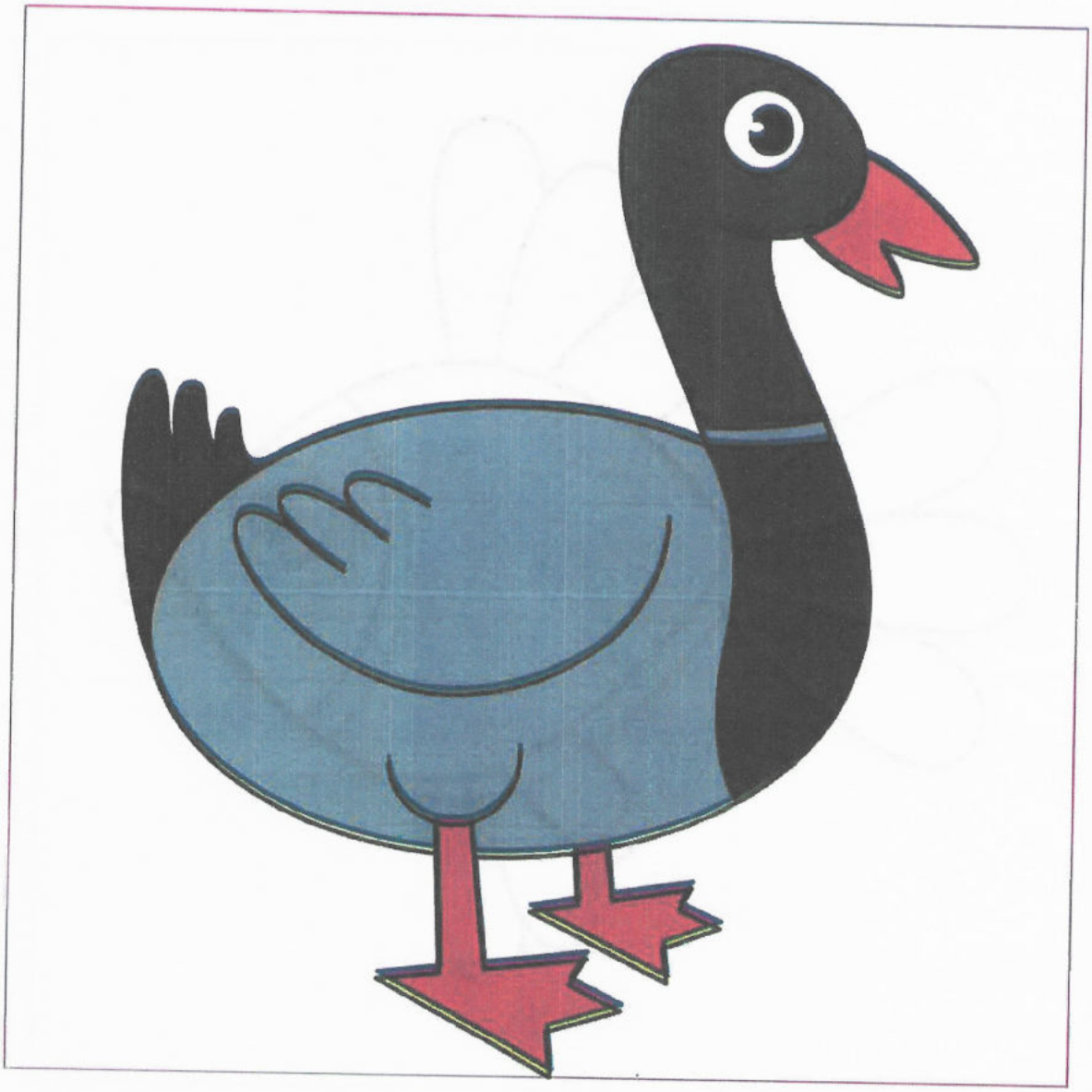
A. **Paint the Image**

- **Open** the file "Goose" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

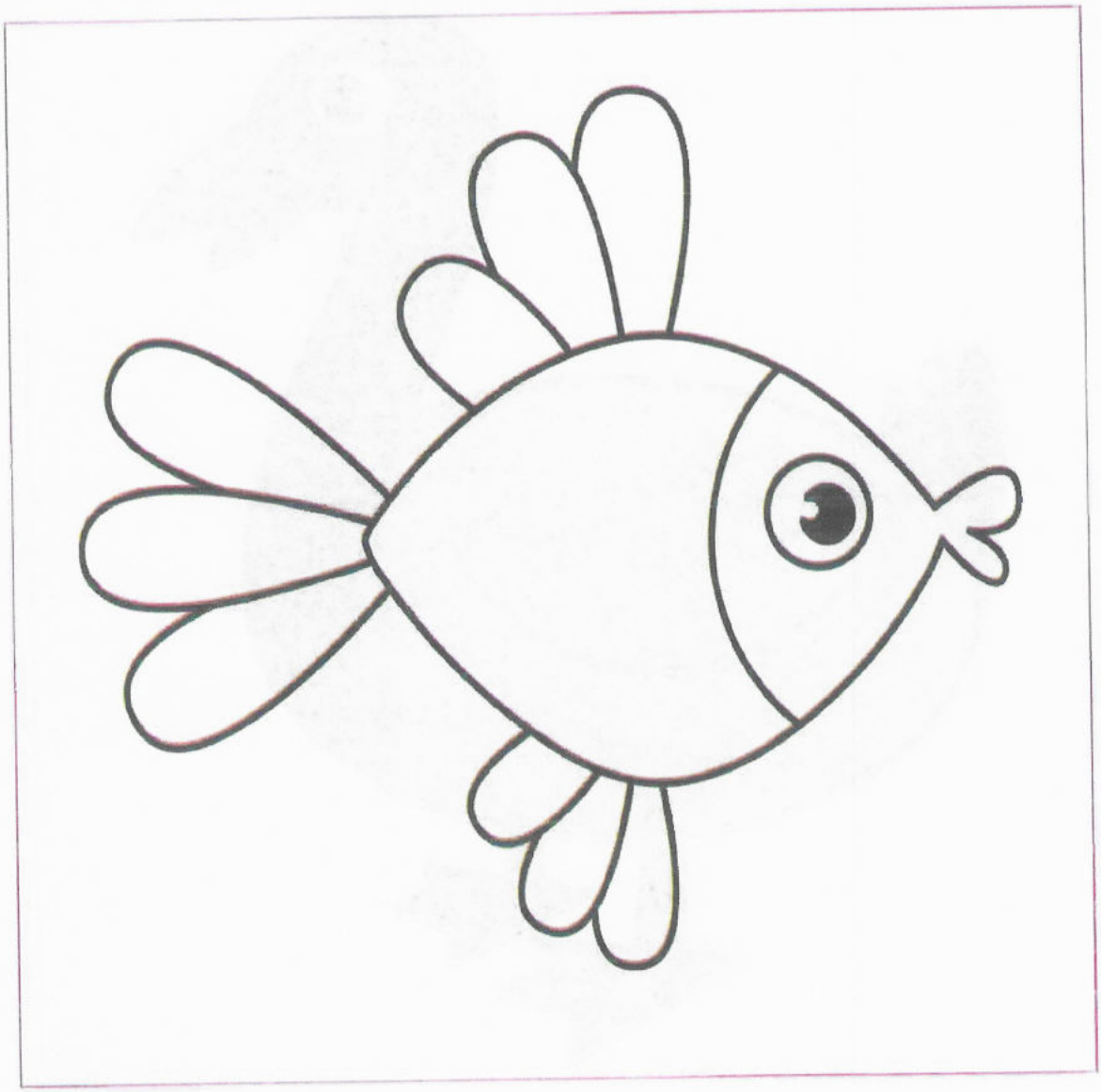
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

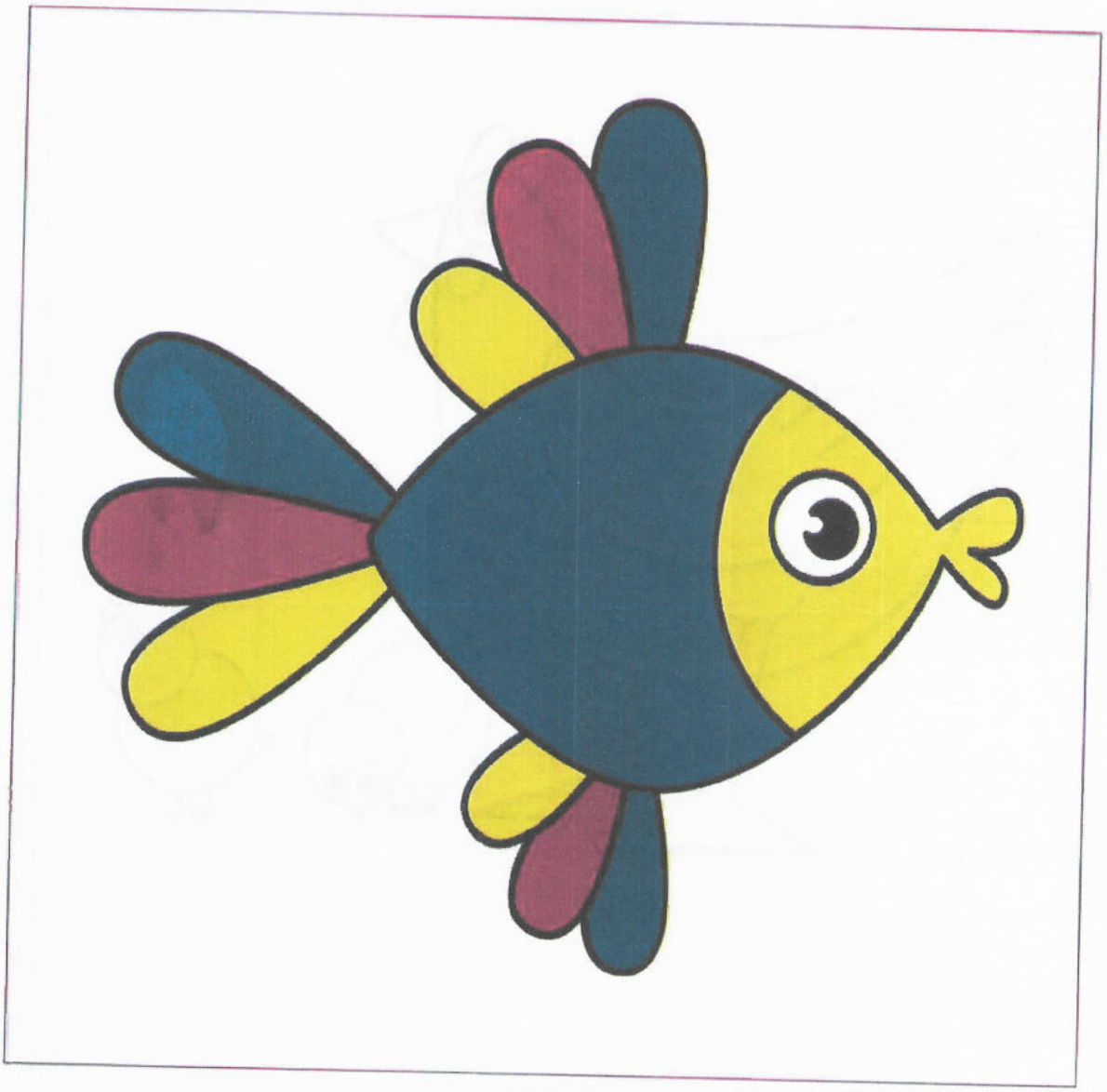
B. **Paint the Image**

- **Open** the file "Fish" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

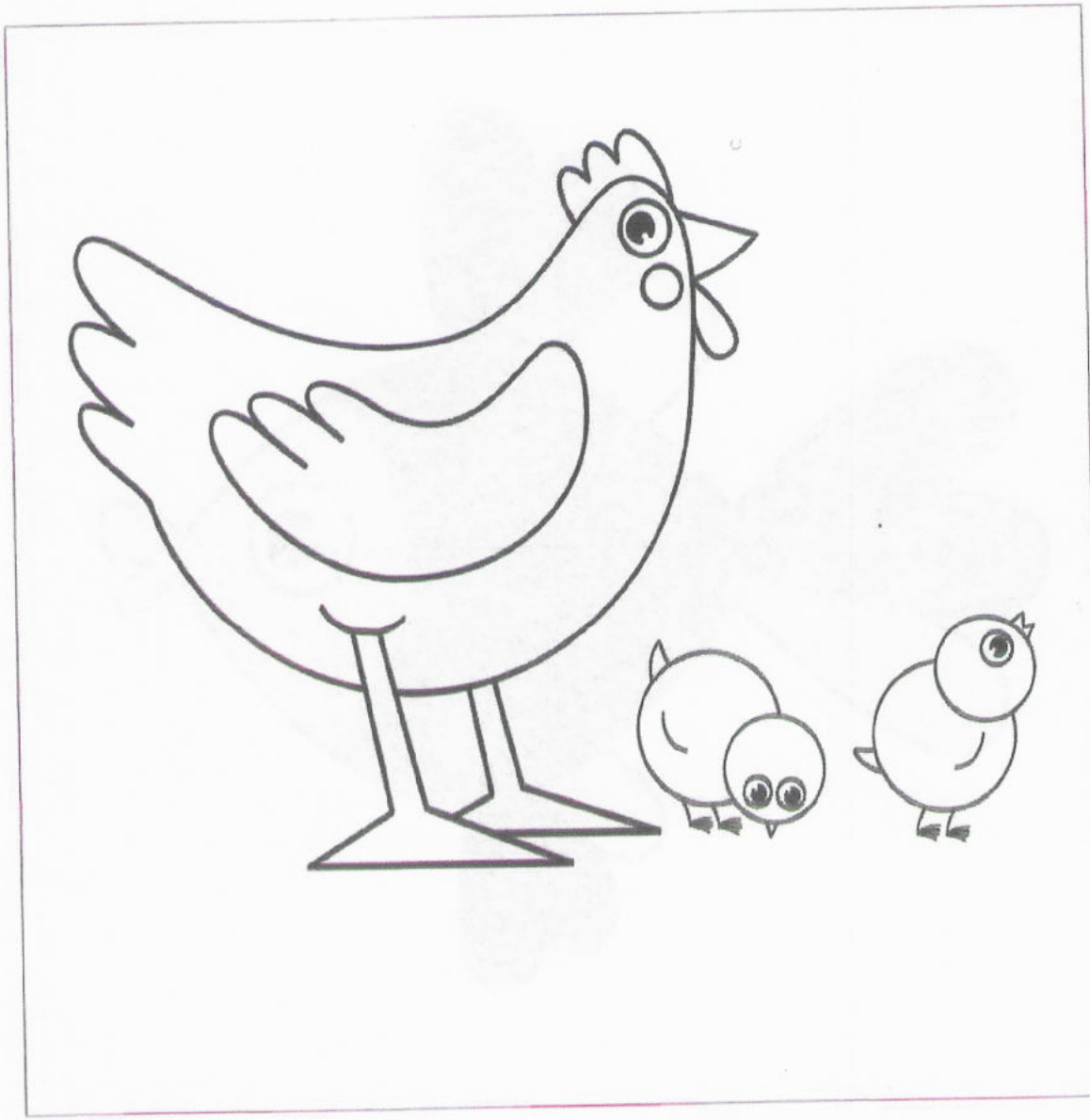
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

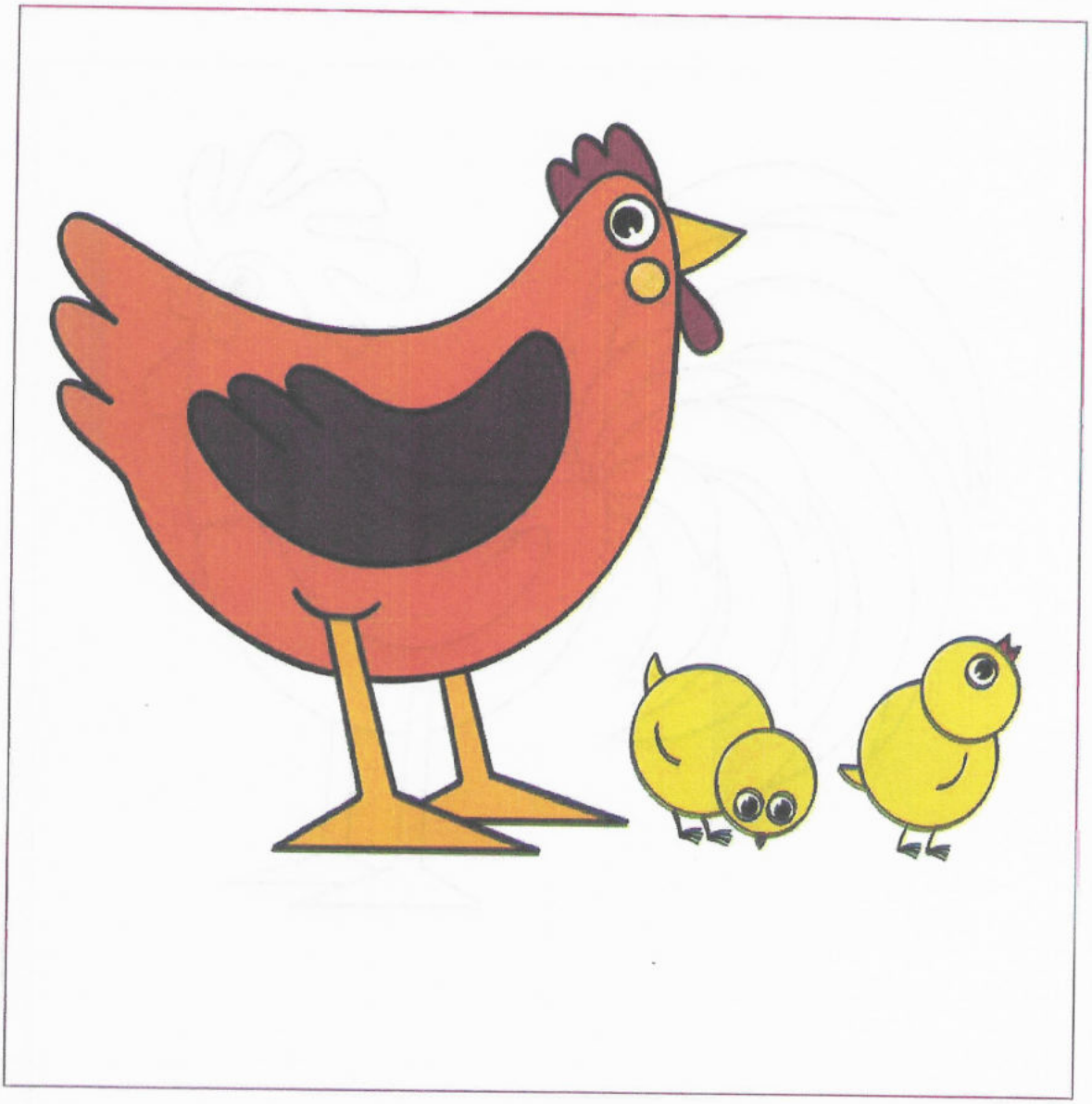
A. **Paint the Image**

- **Open** the file "Chicken" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

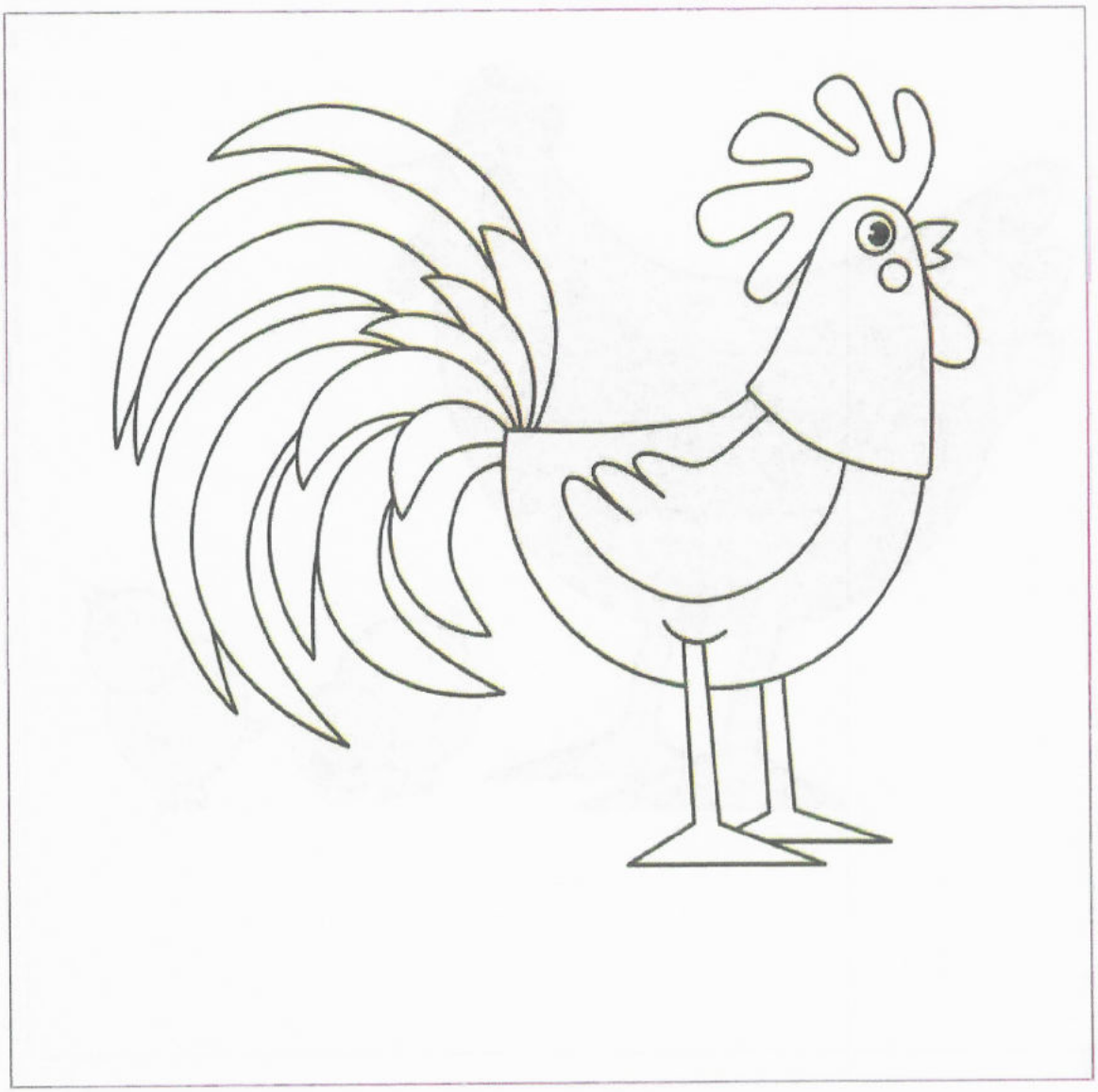
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

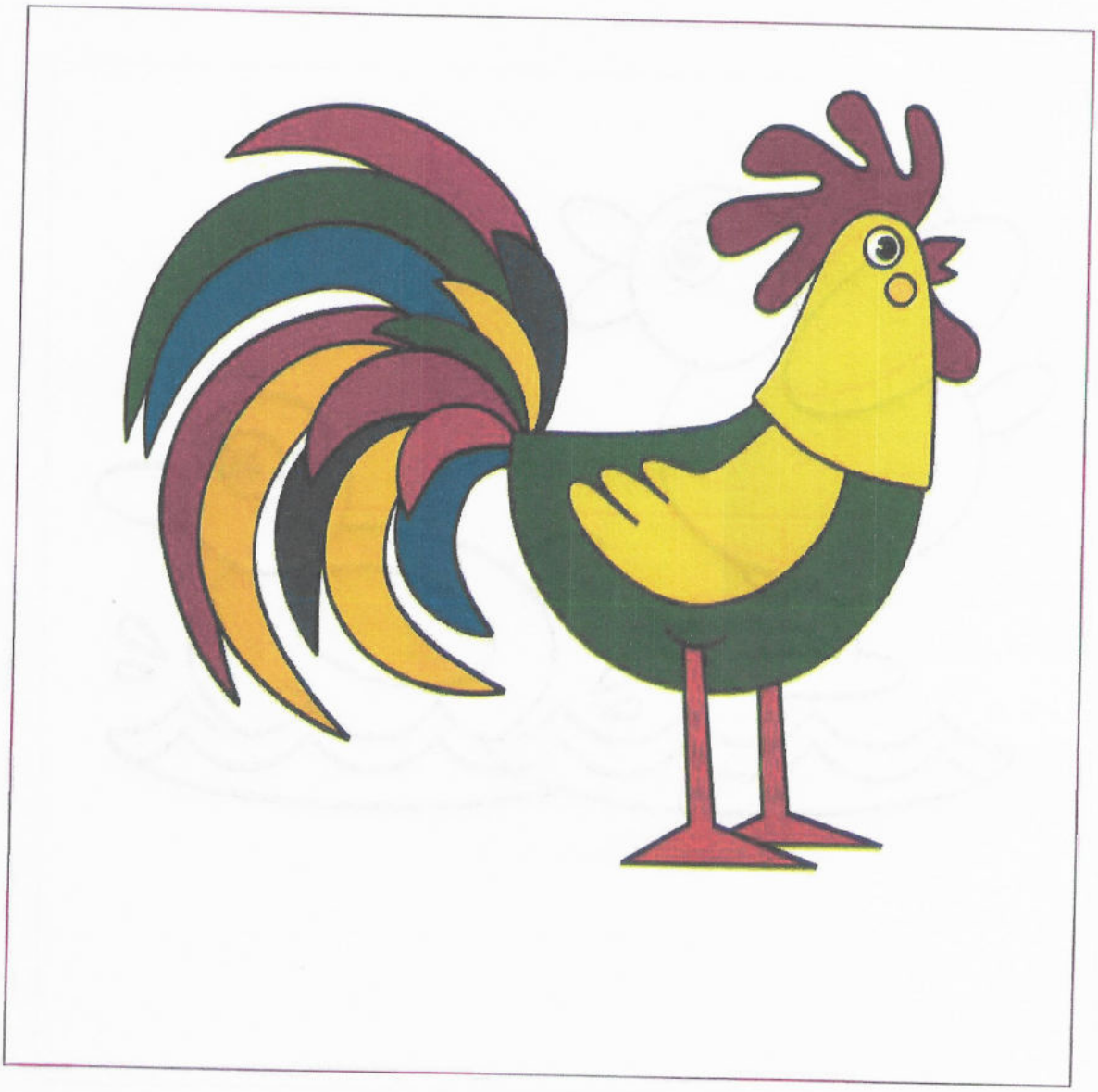
B. **Paint the Image**

- **Open** the file "Rooster" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

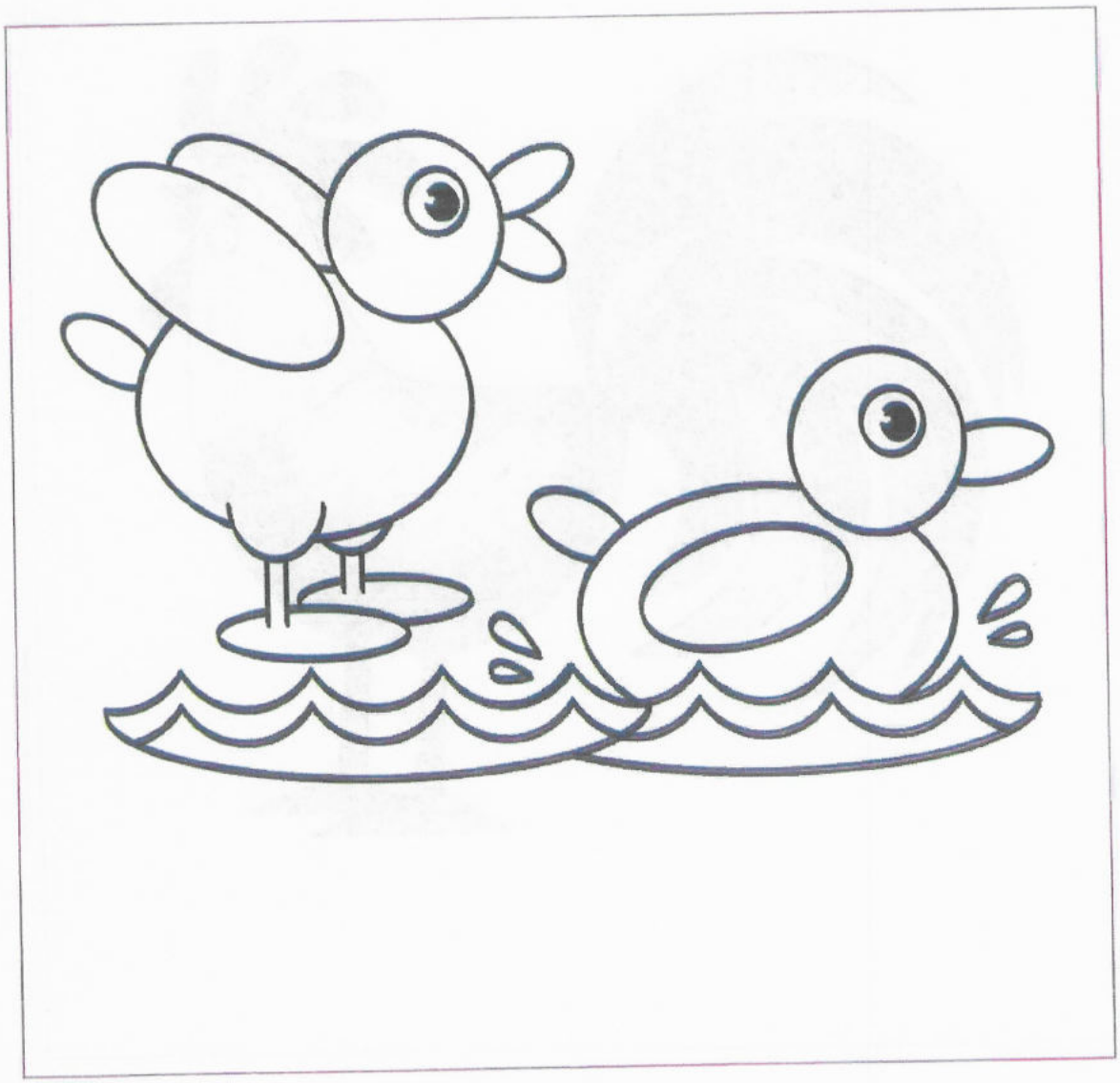
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

A. **Paint the Image**

- **Open** the file "Ducks" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

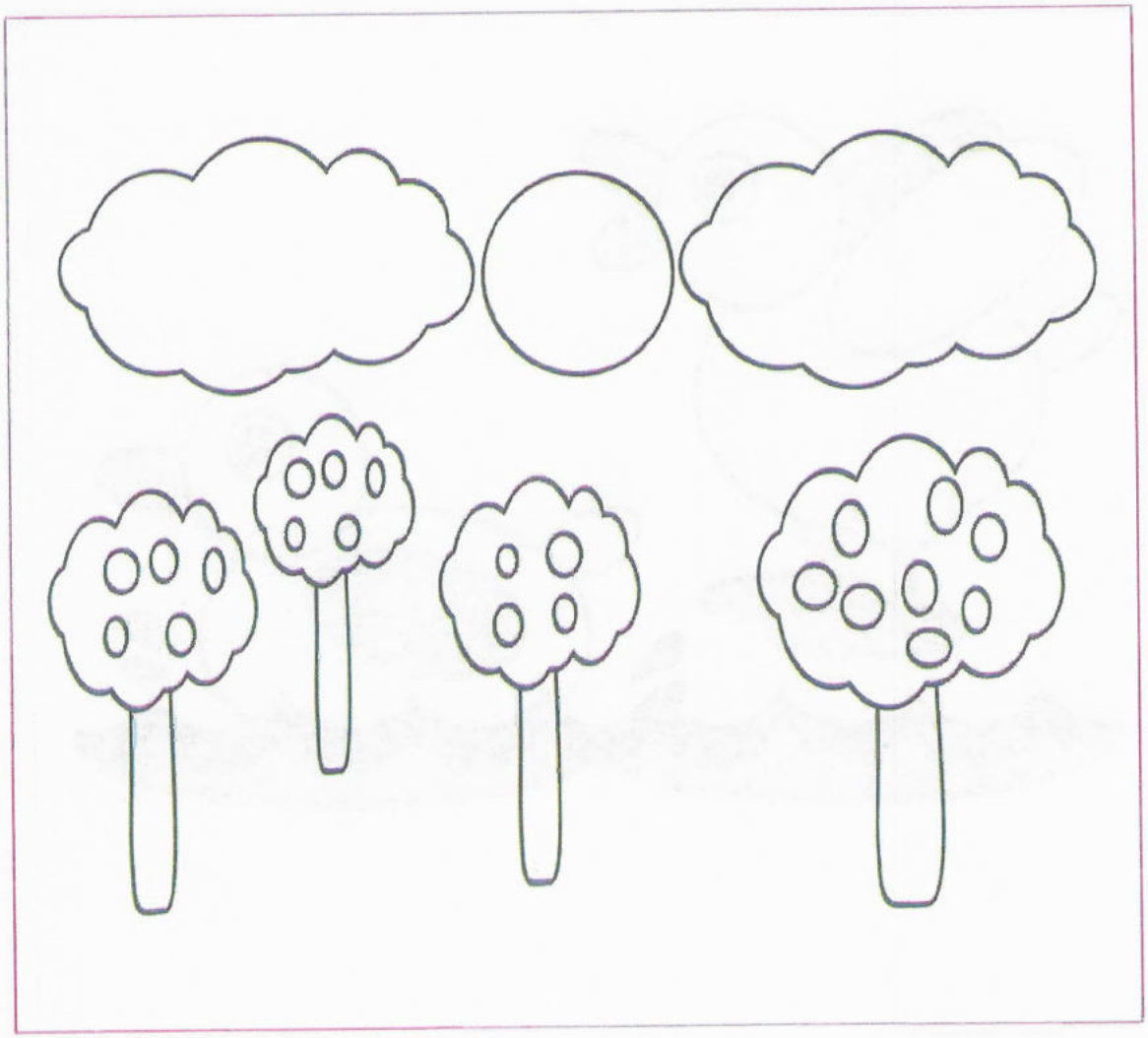
- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



ACTIVITY

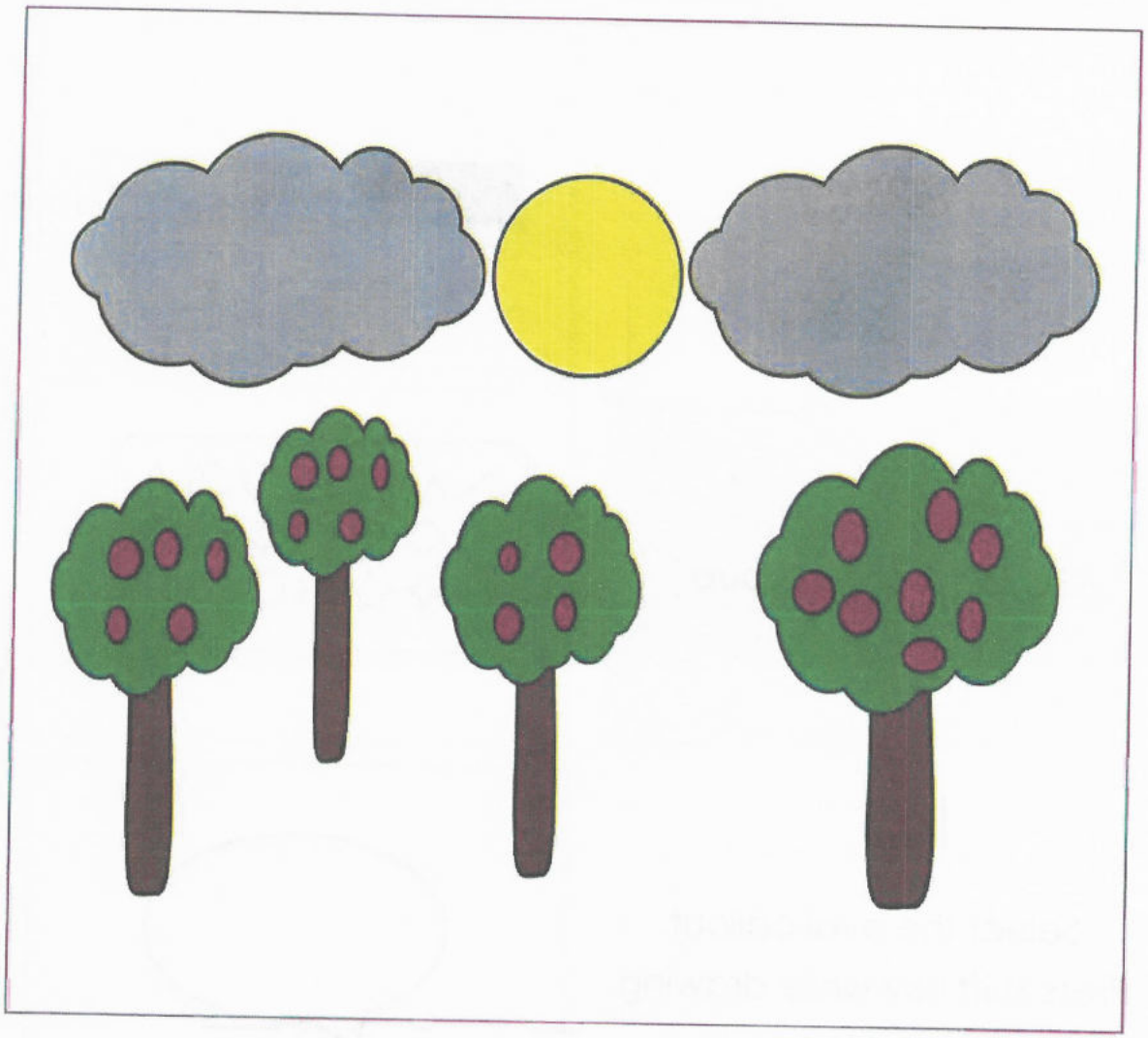
B. **Paint the Image**

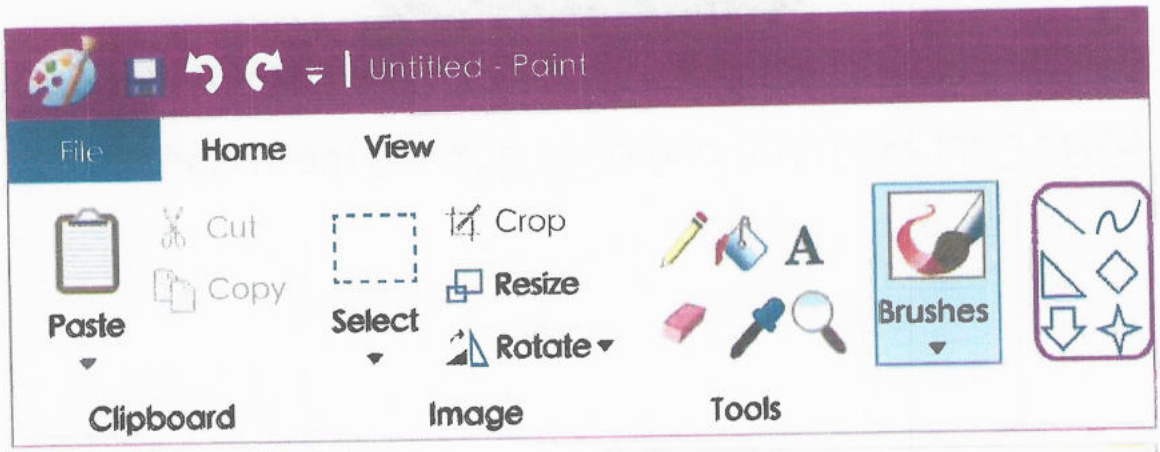
- **Open** the file "Garden" on your desktop.
- **Note: Open** the file with **Paint** program.



ACTIVITY

- **Use** the mouse to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.

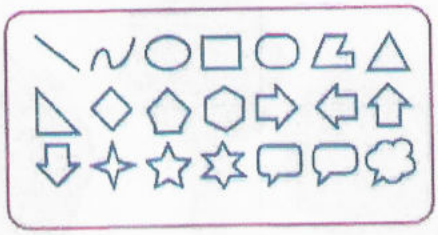




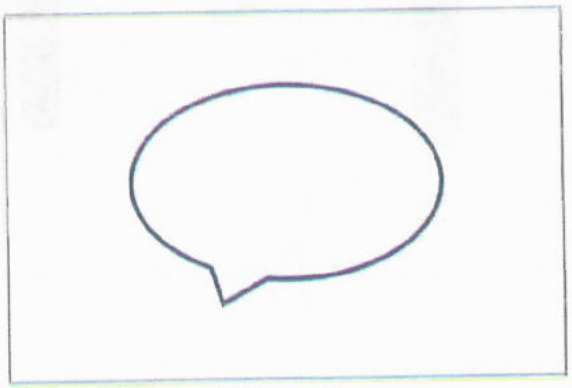
Home Tab



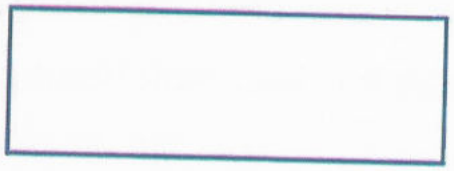
Go to "Shapes Group".



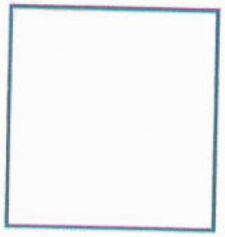
Select the oval callout.
Press Shift key while drawing.



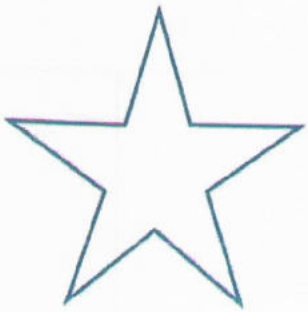
Select the rectangle.
Press Shift key while drawing.



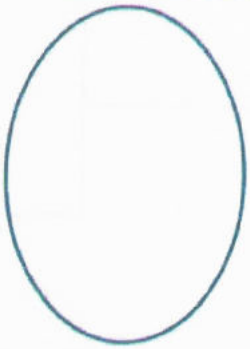
Select the square.
Press Shift key while drawing.



Select the star.
Press Shift key while drawing.



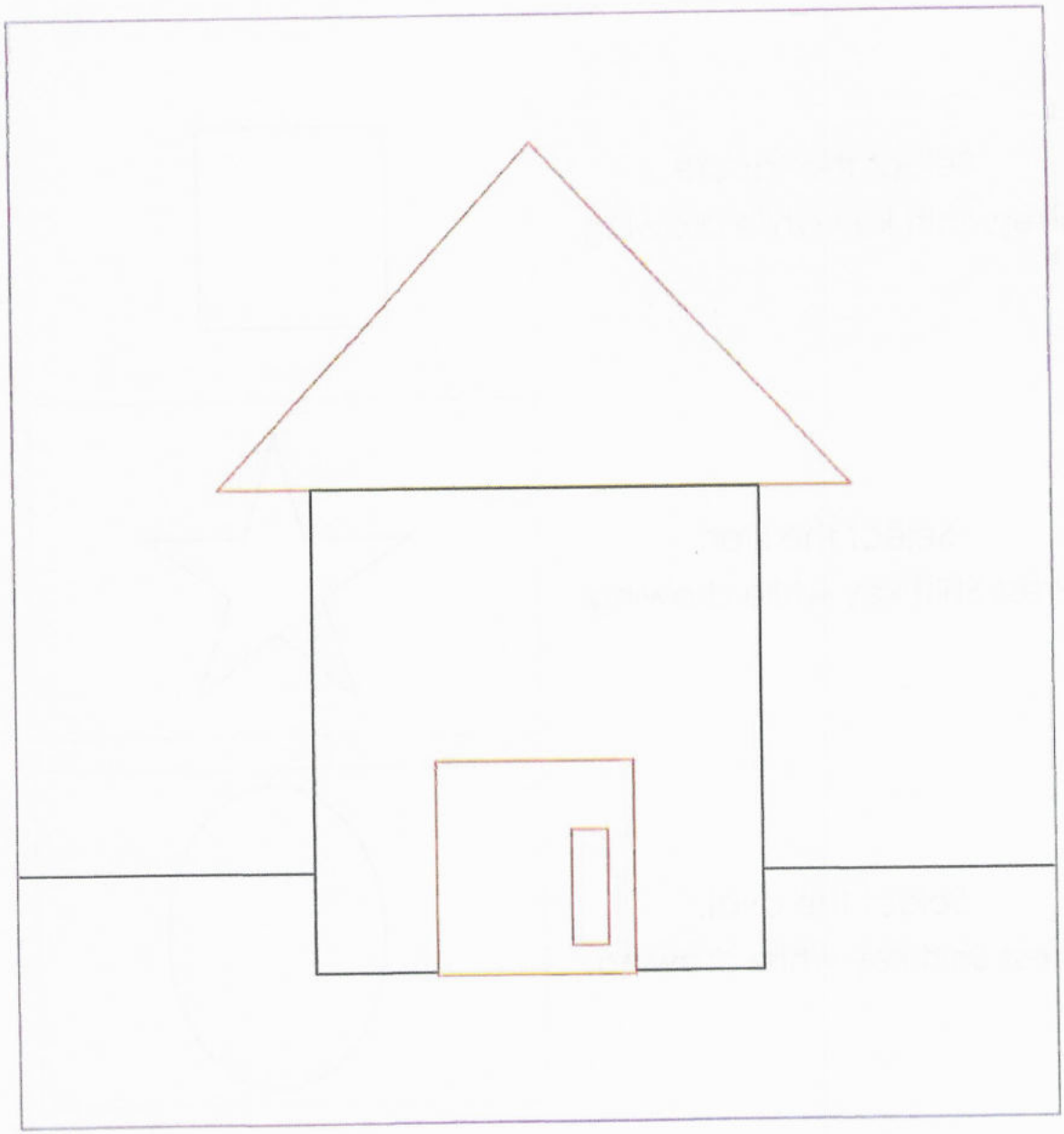
Select the oval.
Press Shift key while drawing.



ACTIVITY

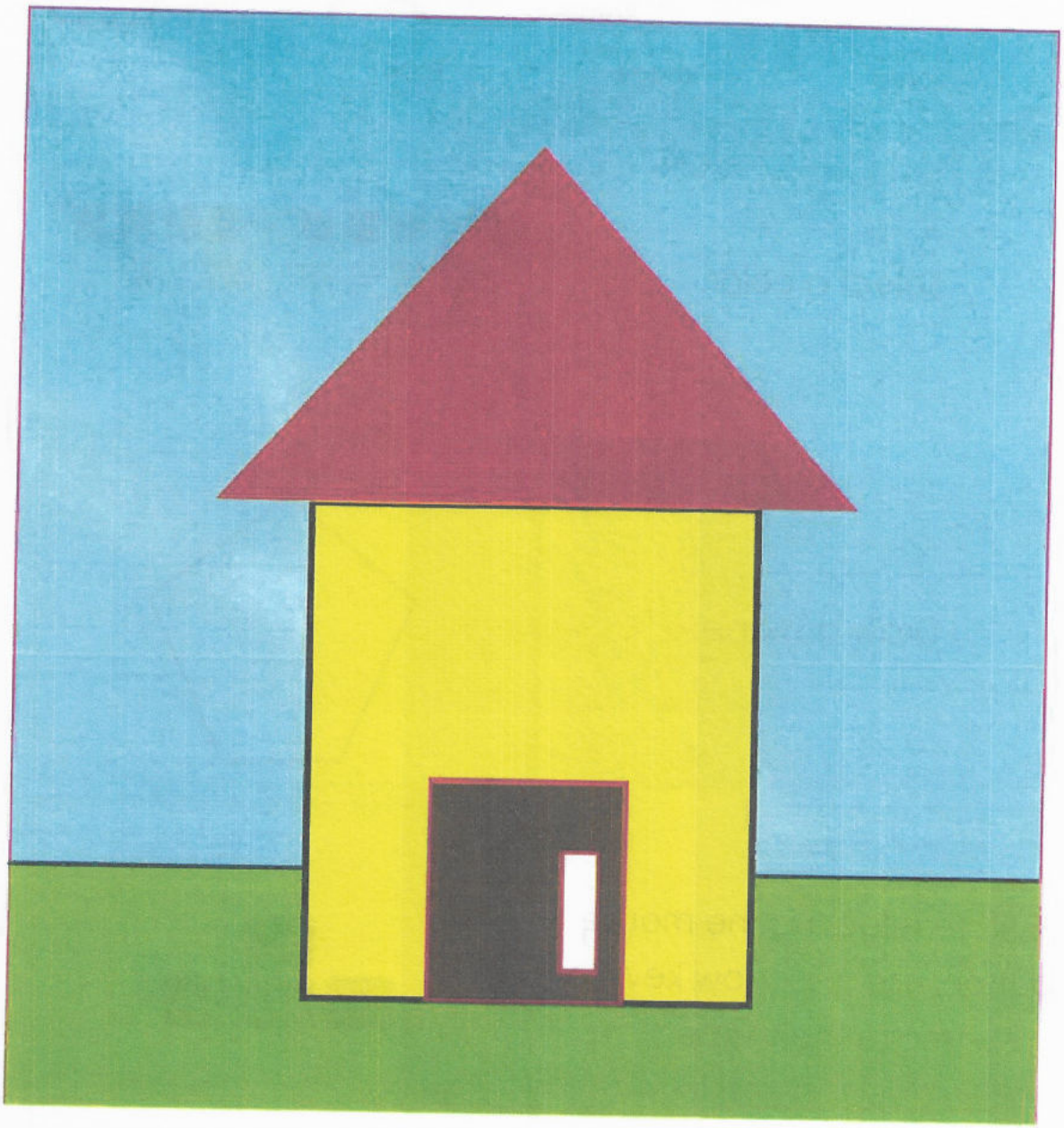
A. **Draw and Paint the Image**

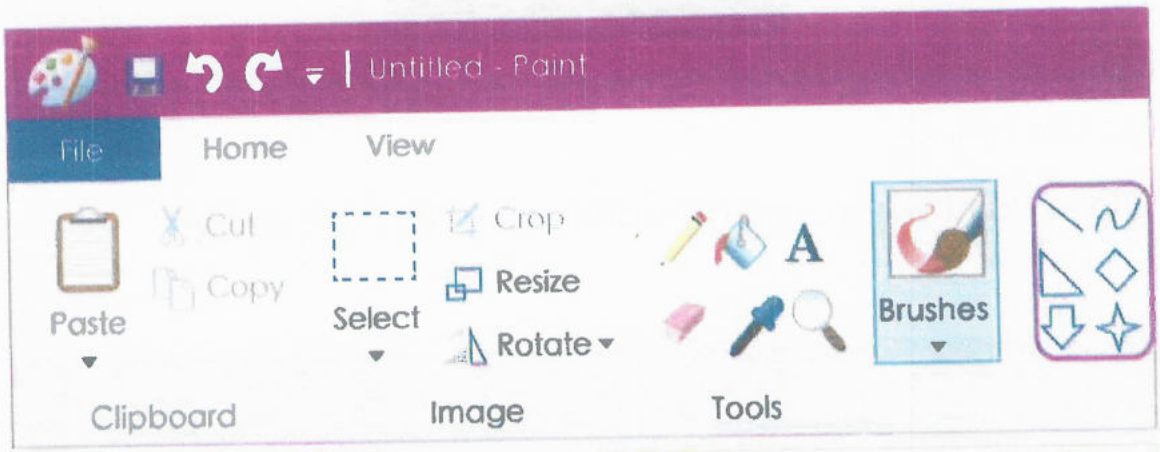
- **Open** the Microsoft Paint program, and then **draw** the following image with its details.



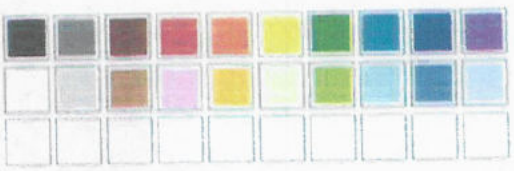
ACTIVITY

- **Use** the required tools and colors to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.

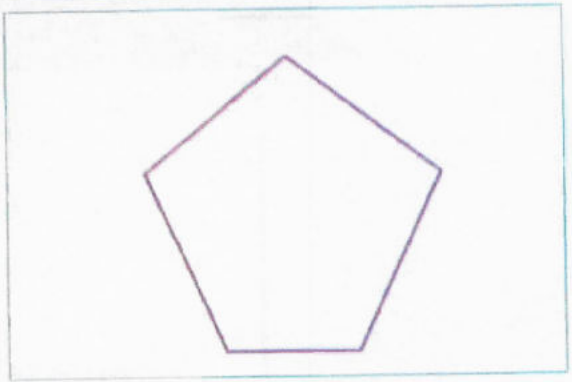




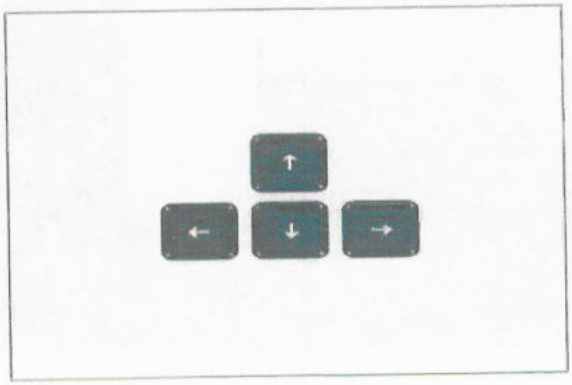
Select a color.



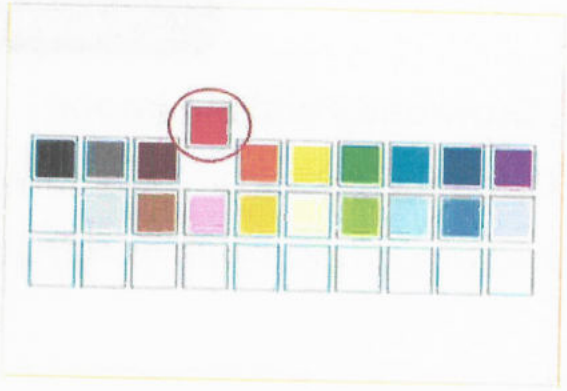
Draw a shape.



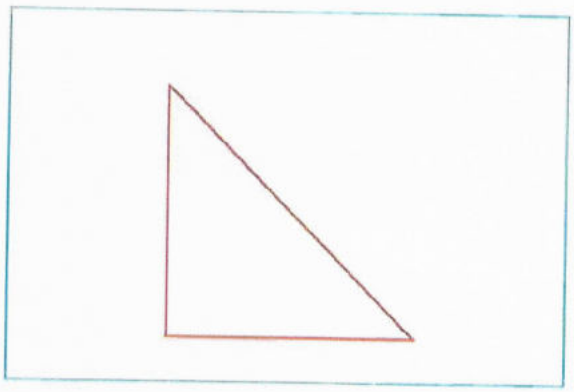
Before releasing the mouse button, use the arrow keys to move the shape.



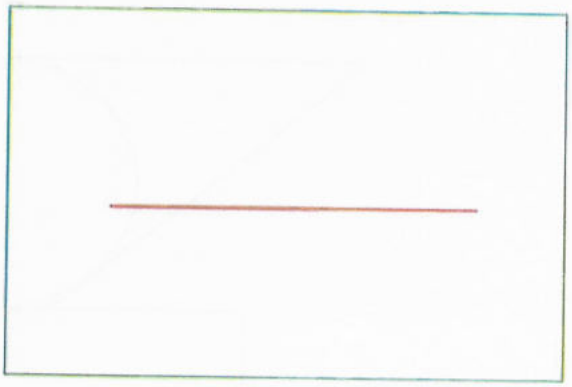
Select red color.



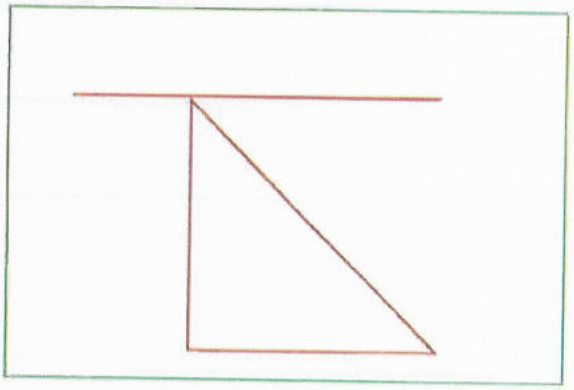
Draw a triangle.



Draw a line.



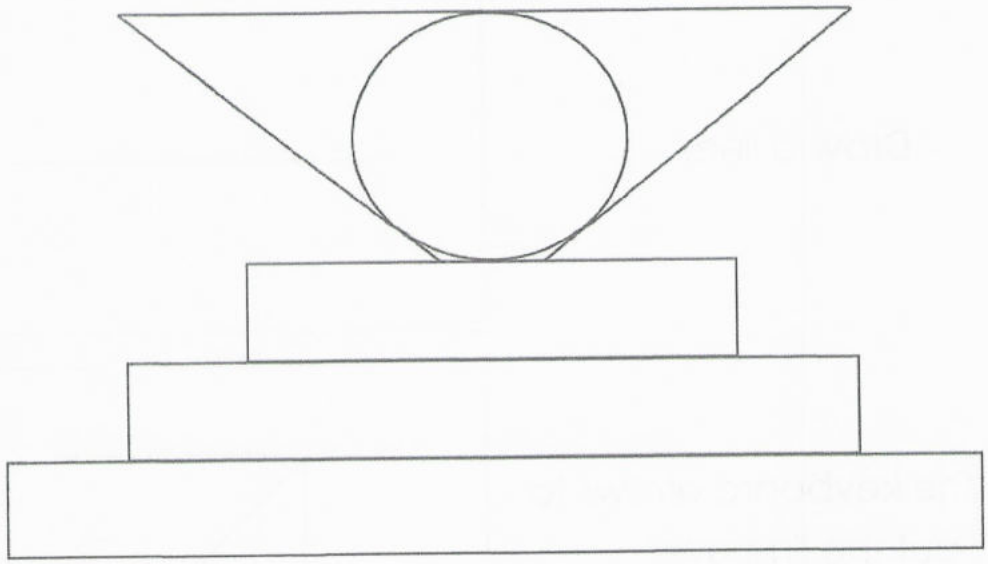
Press the keyboard arrows to put the line over the triangle.



ACTIVITY

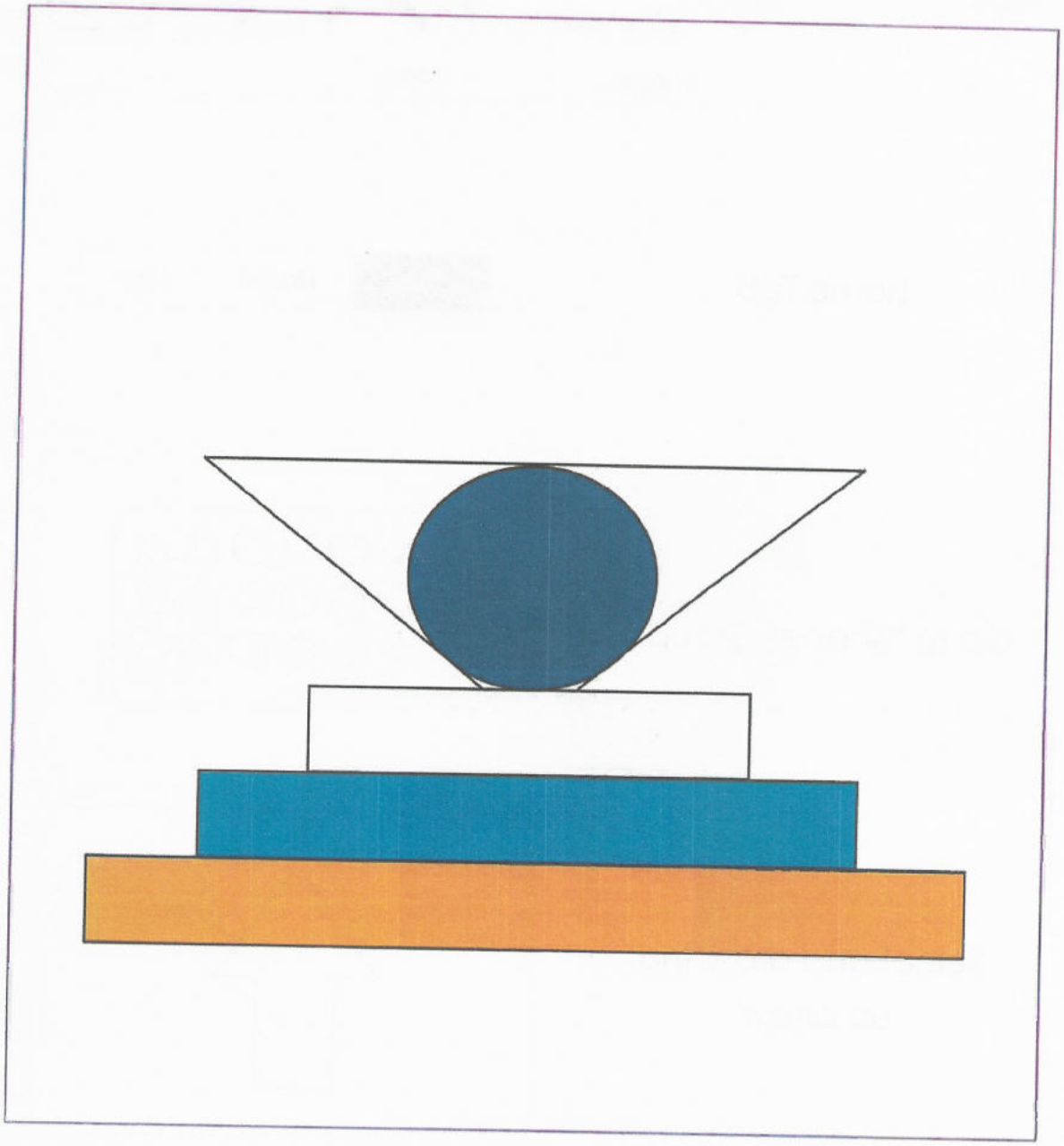
A. **Draw and Paint the Image**

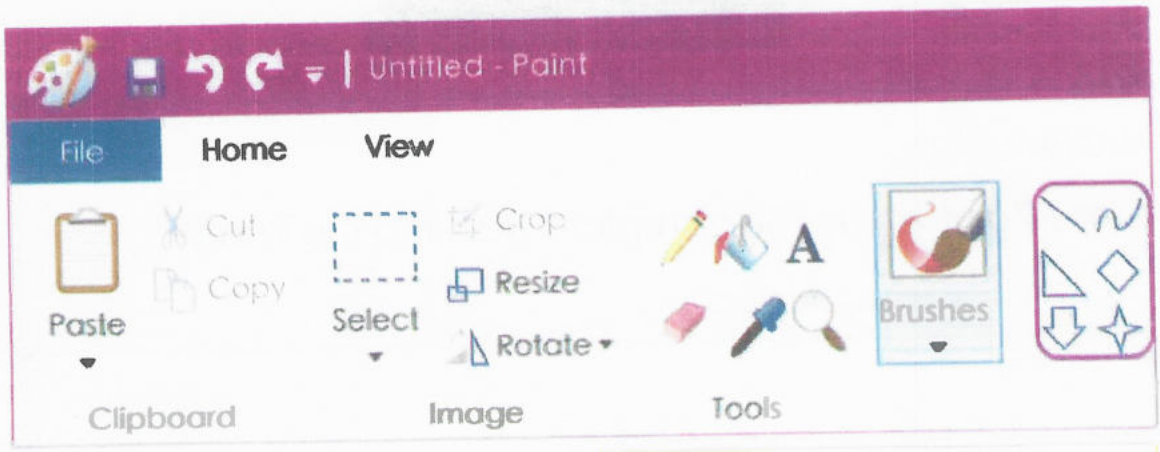
- **Open** the Microsoft Paint program, and then **draw** the following image with its details.



ACTIVITY

- **Use** the required tools and colors to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.

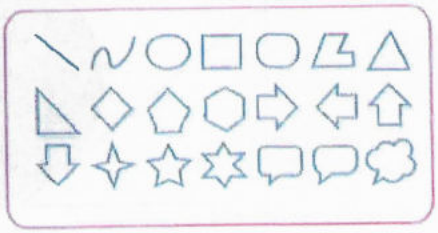




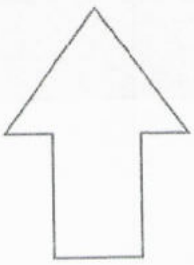
Home Tab



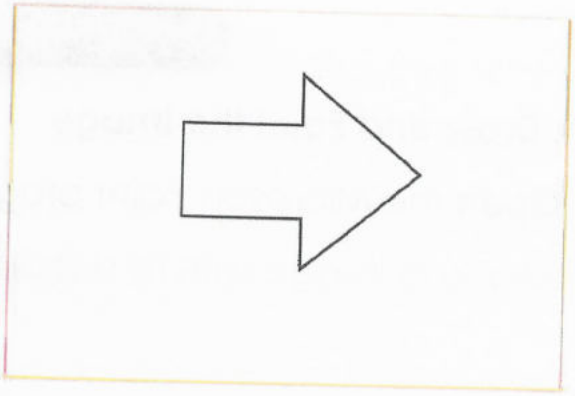
Go to "Shapes Group".



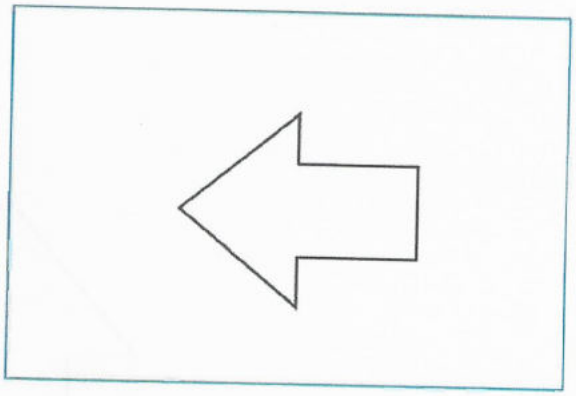
Select and draw the up arrow.



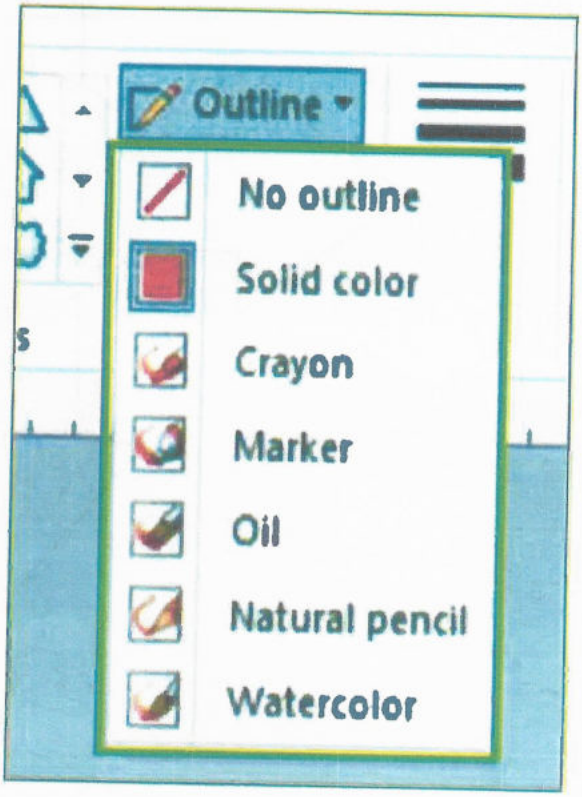
Select and draw the right arrow.



Select and draw the left arrow.



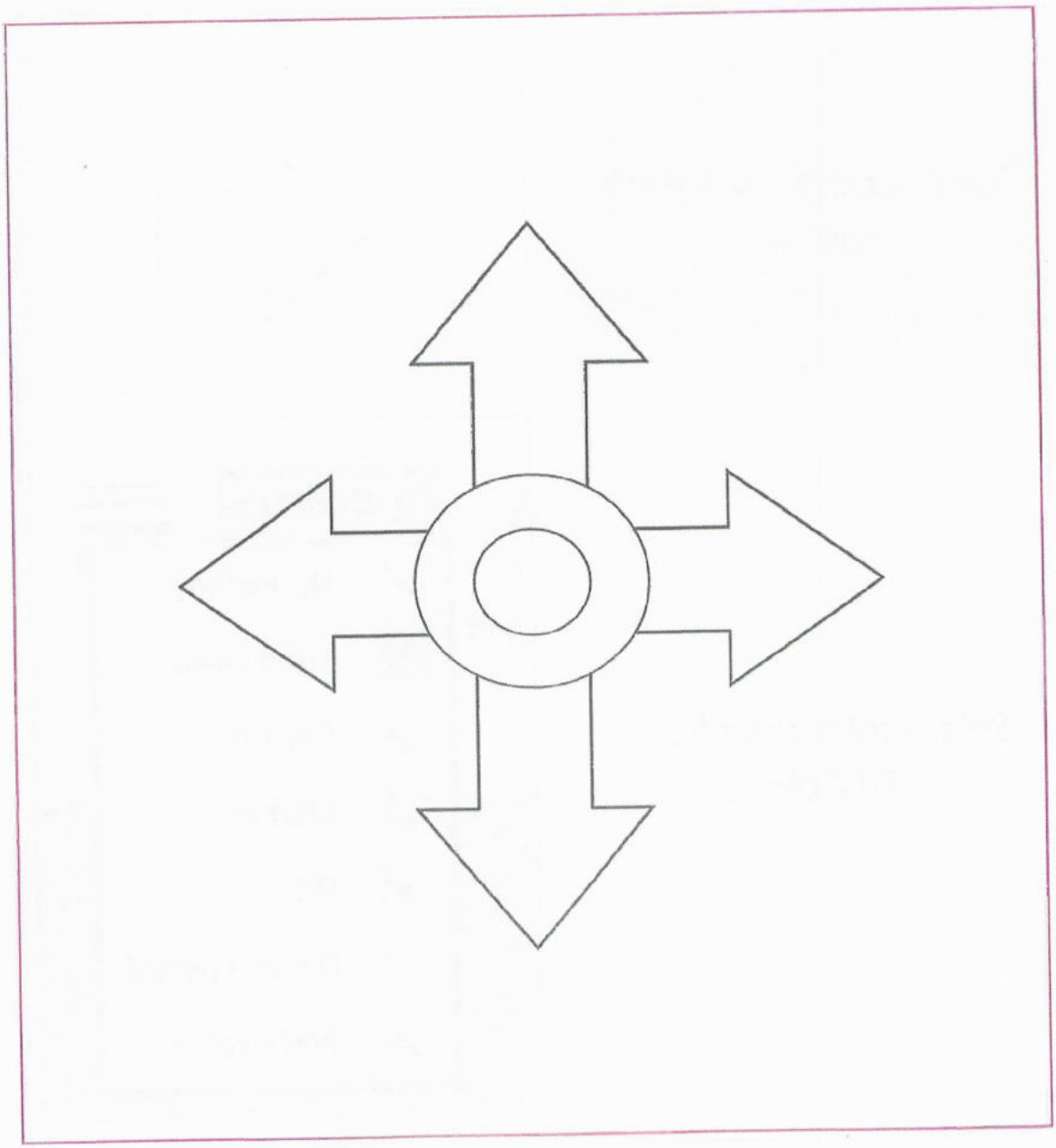
Select solid color from "Fill Color".



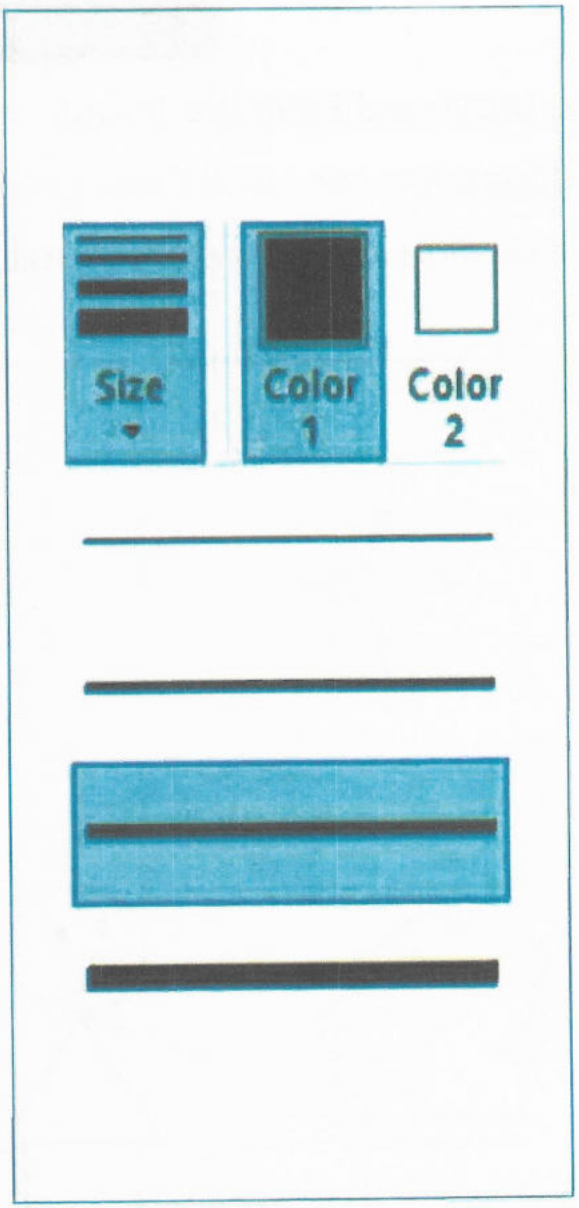
ACTIVITY

A. **Draw and Paint the Image**

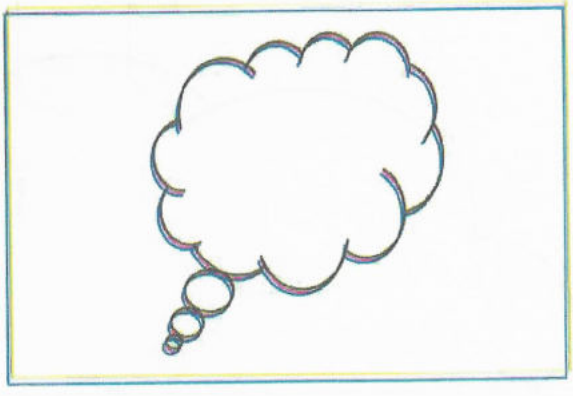
- **Open** the Microsoft Paint program, and then **draw** the following image with its details.



Select the size and color of the shape border.



Select and draw the cloud callout.



ACTIVITY

A. **Draw and Paint the Image**

- **Open** the Microsoft Paint program, and then **draw** the following image with its details.



ACTIVITY

- **Use** the required tools and colors to **paint** the image as shown below.
- **Close Paint** when you complete painting the image.



Notes: