

Class 7

Worksheet

Q1 Multiple Choice Questions (MCQ)

1. Which technology alters the real-world environment by overlaying digital information?
 - A) Augmented Reality (AR)
 - B) Virtual Reality (VR)
 - C) Mixed Reality (MR)
 - D) Holographic Reality (HR)
2. What technology creates a simulated environment that replaces the real world?
 - A) Augmented Reality (AR)
 - B) Virtual Reality (VR)
 - C) Mixed Reality (MR)
 - D) Extended Reality (XR)
3. What type of content can be added through Augmented Reality?
 - A) Virtual objects
 - B) Only sound effects
 - C) Text-based information
 - D) Both A and C
4. What is the primary purpose of Virtual Reality technology?
 - A) Enhancing the real-world environment
 - B) Creating an entirely simulated experience
 - C) Augmenting objects in real-time
 - D) Displaying holographic images
5. Which technology seamlessly integrates digital content into the user's physical environment?
 - A) Augmented Reality (AR)
 - B) Virtual Reality (VR)
 - C) Mixed Reality (MR)
 - D) Extended Reality (XR)
6. What is the primary function of the Internet?
 - A) Sending letters through postal services
 - B) Sharing information and connecting people globally
 - C) Controlling local traffic signals
 - D) Broadcasting television programs
7. What technology allows for sending and receiving emails over the Internet?

- A) Chatbots
- B) Web Services
- C) Instant messaging
- D) Email clients

8. Which device is used to access web pages and information on the Internet?

- A) Web server
- B) Web browser
- C) Email server
- D) Modem

9. What is the purpose of a modem in Internet connectivity?

- A) To convert digital signals to analog signals for transmission
- B) To store web data temporarily
- C) To manage emails
- D) To create websites

10. What is GIMP primarily used for?

- A) Video Editing
- B) Vector Graphics
- C) Image Manipulation
- D) 3D Modeling

11. Which of these is a feature commonly found in GIMP?

- A) Spreadsheets
- B) Filters and Effects
- C) Web Browsing
- D) Programming Language

12. What does GIMP stand for?

- A) Great Image Manipulation Program
- B) Graphic Interchange Modification Program
- C) GNU Image Manipulation Program
- D) Global Image Modification Platform

13. Which feature in GIMP allows users to undo multiple editing actions?

- A) History Panel
- B) Layers Panel
- C) Toolbox
- D) Filters

Q2 Fill in the Blanks

1. Virtual Reality creates an immersive _____ environment.
2. Augmented Reality enhances the real world by overlaying digital _____.
3. Augmented Reality often utilizes _____ or tablets for experiencing digital overlays.
4. The Internet is a global network of interconnected _____.
5. Wi-Fi is a technology that enables _____ connectivity.
6. An email client is a software used for _____ and receiving emails.
7. A modem helps to establish a connection between a computer and the _____.
8. GIMP provides a wide range of _____ and tools for image editing.
9. The _____ tool in GIMP is used for removing unwanted parts of an image.

Q3 True or False

1. Virtual Reality completely replaces the real-world environment.
2. Augmented Reality is limited to smartphones and cannot be experienced through other devices.
3. Augmented Reality and Virtual Reality technologies have no applications in education or training.
4. In Virtual Reality, users are aware of their physical surroundings while experiencing the virtual environment.
5. The Internet allows for real-time video communication through applications like Skype or Zoom.
6. HTML is a programming language used for creating web pages and defining their structure.
7. Social media platforms are not part of the Internet.
8. Email servers are used for accessing web pages and information online.
9. GIMP can only work with JPEG image formats.
10. GIMP is primarily used for audio editing.
11. GIMP has limited options for exporting images in different formats.

Q4 Short Answer Questions

1. Explain the difference between Augmented Reality and Virtual Reality.
2. Describe a practical application of Augmented Reality in daily life.
3. Discuss one potential benefit of Virtual Reality in education.
4. Explain the difference between the Internet and the World Wide Web (WWW).
5. Describe the function of a web browser in accessing the Internet.
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