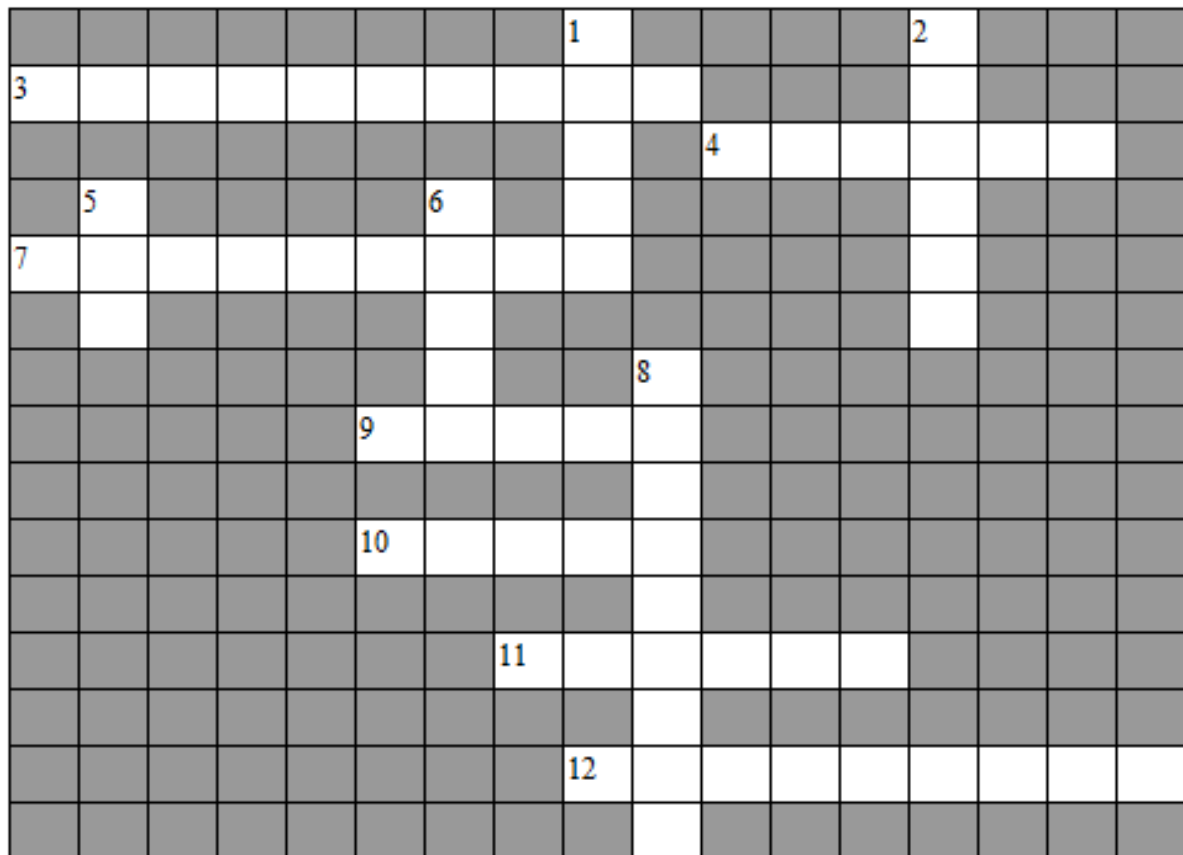


Starter- Test Your Graphics knowledge – 3min



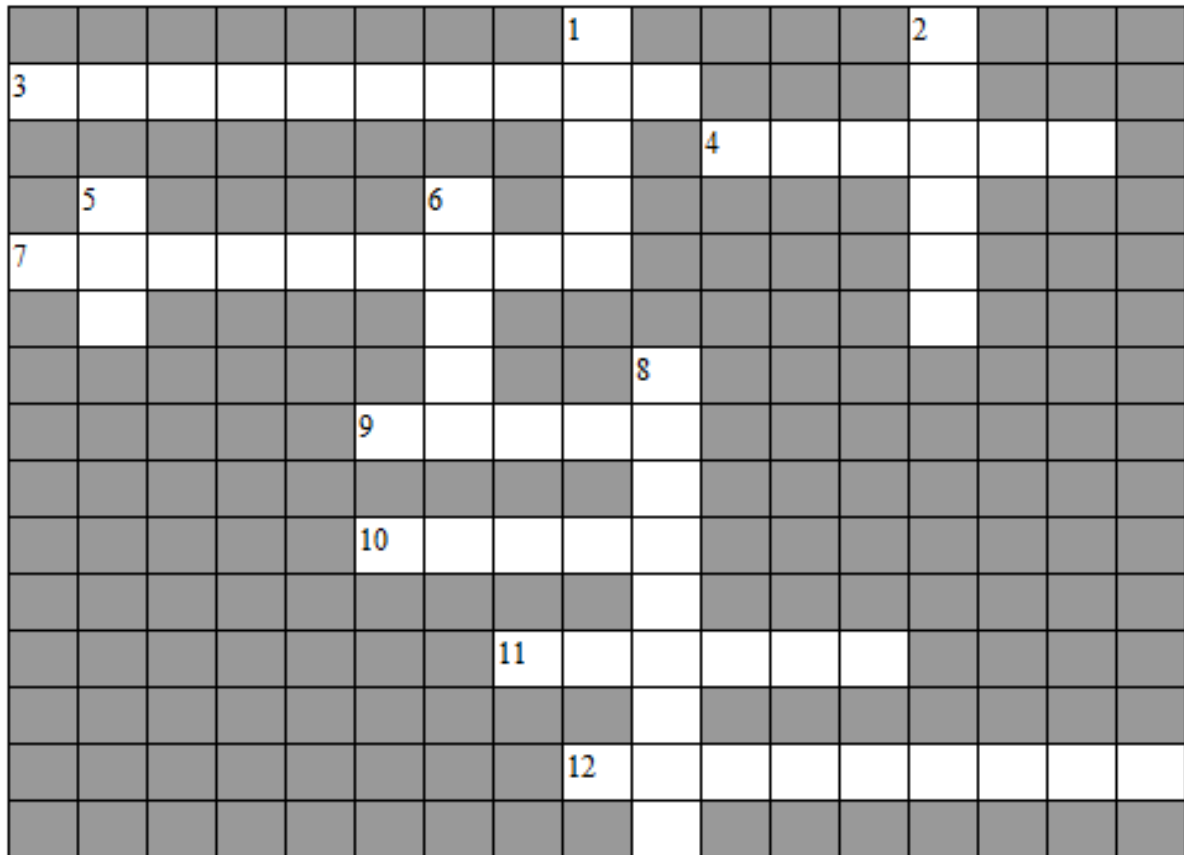
ACROSS

- 3. Number of pixels on a screen or other output device
- 4. Images stored as mathematical equations
- 7. Backing storage within a computer
- 9. Type of digital camera memory card
- 10. A bitmap software
- 11. Another name for Bitmap graphics
- 12. A vector graphics software

DOWN

- 1. Pointing device used to select applications and documents on the screen
- 2. Images stored as pixels
- 5. Temporary memory within a computer
- 6. Picture element within a screen
- 8. A Photo Manipulation software

Answers for the Teacher:



ACROSS

- 3. Number of pixels on a screen or other output device Ans. - Resolution
- 4. Images stored as mathematical equations Ans. - Vector
- 7. Backing storage within a computer Ans. - Harddrive
- 9. Type of digital camera memory card Ans. - Flash
- 10. A bitmap software Ans. - Paint
- 11. Another name for Bitmap graphics Ans. - Raster
- 12. A vector graphics software Ans. - CorelDraw

DOWN

- 1. Pointing device used to select applications and documents on the screen Ans. - Mouse
- 2. Images stored as pixels Ans. - Bitmap
- 5. Temporary memory within a computer Ans. - RAM
- 6. Picture element within a screen Ans. - Pixel
- 8. A Photo Manipulation software Ans. - PhotoShop