# **ANSWER KEY**

Touchpad PLUS Ver 2.0 Class-2

## 1. More about a Computer

#### LET'S PLUG-IN



Mouse



Keyboard



Monitor

### © LET'S CATCH UP

- C can work for long hours
- M has feelings

- C cannot take its own decision
- M doesn't need instructions to work

### TEST YOUR SKILLS



- 1. a. (i)
- b. (iii)
- c. (ii)

- 2. a. Desktop
- b. Decisions
- c. Speed
- d. Palmtop

- 3. a. T
- b. T
- c. T

- 4. a. Smartphone
- b. Tablet
- c. Palmtop
- 5. 1. A man has feeling and emotions whereas a computer has no feelings and emotions.
  - 2. Desktop Computer, Laptop, Tablet and Smartphone







Do it yourself.

## **Places where Computers are Used**

#### LET'S PLUG-IN $\sim$

write in a notebook

listen to music



solve sums

iron the clothes



cook food

learn about new things

watch movies

play games

### (O) LET'S CATCH UP

1. prepare medical reports.

2. research about diseases.

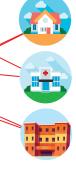
## TEST YOUR SKILLS



b. (i)

c. (ii)

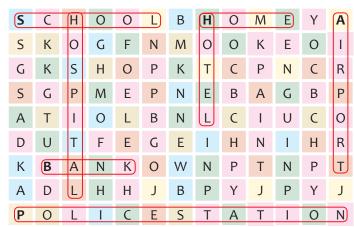
- 2. a. Research about diseases
  - b. Timetable
  - c. Treat patients-
  - d. Teaching different subjects
  - e. Listening to music
  - f. Homework



- 3. a. Home
- b. School
- c. Hospitals
- d. Weather

- e. Police station
- 4. a. Computers are used to keep fee records of students at school (any one).
  - b. Computers are used to: treat patients and keep their record.







Do it yourself.

## **Periodic Assessment–1**

(Based on chapters 1 & 2)

- A. 1. Laptop
- 2. Palmtop
- 3. Tablet
- 4. Desktop

В.



Keep fee records of students Help teachers in teaching



Make bills of the goods sold Keep record of goods



Keep an eye on the area Catch thieves



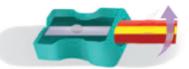
Make bills Store the de tails of guests

## 3. Working of a Computer













1

### LET'S CATCH UP

















## TEST YOUR SKILLS



- b. (i) b. T
- c. (i) c. F
- d. T

2. a. T

3.









- 4. a. Input -Process Output.
  - b. The devices that are used to enter data into the computer and give orders are called input.
  - c. The devices that are used to get the results are called output devices.

### FUN ZONE





- 1. Input
- 2. Output
- 3. Process
- 4. Device

5. Computer



Do it yourself.

# 4. Parts of a Computer

#### LET'S PLUG-IN

Do it yourself

### O LET'S CATCH UP

- 1. Mouse
- 2. Scanner
- 3. Headphone

### TEST YOUR SKILLS

- **L**3
- a. (i)
- b. (i)
- c. (iii)

- 2. a. Mouse
- b. Printer
- c. DVD
- d. CPU

- 3. a. F
- b. T
- c. F
- d. F

- 4. a. Headphones
  - b. Input Device Mouse and Keyboard
  - Output Device Monitor and Printer
  - c. Storage devices
- 5. a. Scanner



b. Speakers



c. Keyboard



d. DVD



e. Hard disk









- 1. a. Mouse
- b. Scanner
- c. Microphone
- d. Printer
- e. Speakers





Do it yourself.

## **Periodic Assessment–2**

(Based on chapters 3 & 4)

- **A.** 1. Monitor
- 2. Mouse
- 3. Headphones

- 4. Speakers
- 5. Pen drive
- 6. Keyboard

В.

Input	Processing	Output
1. Apples	Chopping and mixing	
2. Orange		
3. Banana		
4. Papaya		
5. Salt		

## **Test Sheet–1**

(Based on chapters 1 to 4)

- **A.** 1. (iii)
- 2. (i)
- 3. (ii)

3. Output

4. (ii)

- B. 1. Input
- 2. Desktop

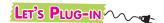
4. CPU

- 5. Hard disk
- 6. Home
- **C.** 1. A pen drive is a very small storage device.
  - 2. In keeping fee records of students.
  - 3. Input → Process → Output
- **D.** 1. (any example)

Steps to make mango shake:

- a. She puts the mango pieces, sugar and milk in the blender. This is the input.
- b. The blender mixes all the things. This is the process.
- c. She pours the mango shake in the glass. You can drink it now!! This is the output.
- 2. A scanner is an input device that is used to send document or images from paper to the computer
- 3. Pen drive and Memory card (any two).

## 5. Operating a Computer



Do it yourself

#### TEST YOUR SKILLS



- 1. a. (ii)
- b. (i)
- c. (iii)

- 2. a. Shut Down
- b. UPS
- c. Monitor
- d. Power

- 3. a. T
- b. F
- c. F

- 4. a. Desktop
- b. Power button

#### FUN ZONE



Do it yourself.



Touchpad PLUS (Version 2.0)-II (Answer Key)



Do it yourself.

## 6. The Keyboard and Mouse

### LET'S PLUG-IN



### LET'S CATCH UP

- 1. Caps Lock
- 2. Shift Key
- 3. Arrow Keys
- 4. Symbol Key

## TEST YOUR SKILLS

- 1. a. (iii)
- b. (iii)
- c. (iii)
- d. (ii)

2. a

a. Optical Mouse

- Window Mouse
- b. Wireless Mouse ii.
- c. Ball Mouse
- 3. a. T
- b. T
- c. F



d. F

- 4. a. Double-click is used to open the programs.
  - b. Shift key is used to type letters in capital.
  - c. Optical Mouse, Wireless Mouse, Ball Mouse





- 1. a.@
- b. &
- 2. a. 🗸
- b. **X**
- C. 🗸
- d. **X**

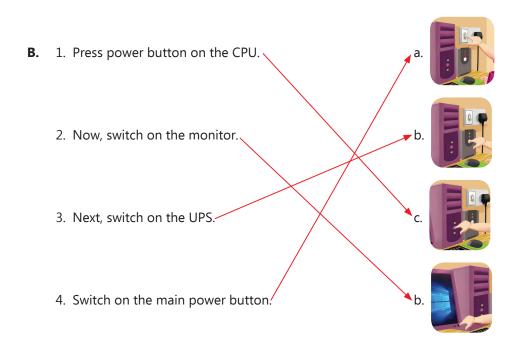


Do it yourself.

## **Periodic Assessment–3**

(Based on chapters 5 & 6)

- A. 1. Wireless Mouse 2. Spacebar
- 3. Up arrow key
- 4. Scrolling



## 7. More on Paint

#### LET'S PLUG-IN

Do it yourself

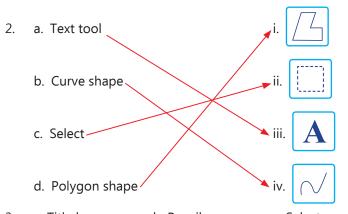
### LET'S CATCH UP

- 1. Ribbon
- 2. Home
- 3. Color Picker
- 4. Text
- 5. Pencil

#### TEST YOUR SKILLS



- 1. a. (iii)
- b. (iii)
- c. (i)
- d. (iii)



- 3. a. Title bar
- b. Pencil
- c. Select
- d. Crop
- 4. a. Quick access toolbar is located on the left side of the title bar. It contains the most frequently used tools in paint.
  - b. Select tool is used to select a complete drawing or a part of a drawing.
  - c. To magnify the image, follow these steps:
    - Step 1: Click on Home tab.
    - Step 2: Click on Magnifier tool in the Tools group.
    - Step 3: Move the pointer to the drawing area. You will see that the pointer changes to a rectangular outline box. Click on the part of the drawing you want to zoom.



- 1. TOOLBAR
- 2. TITLE
- 3. PENCIL
- 4. GROUP

5. TEXT

- 6. BRUSHES
- 7. RIBBON
- 8. SELECT



Do it yourself.

## 8. Let's Learn Scratch



Do it yourself

### LET'S CATCH UP

1. F

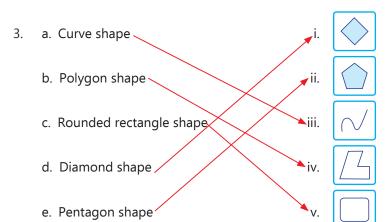
a. (ii)

2. F

### TEST YOUR SKILLS

- TEST TOUR SKILLS
  - b. (iii)
- c. (iii)

- 2. a. F
- b. F
- c. F
- d. T
- e. T

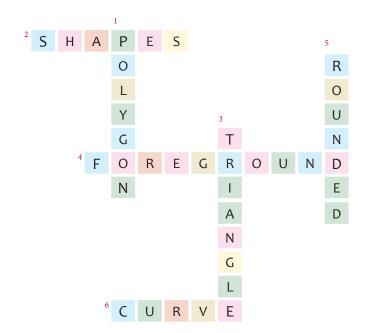




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- 4. a. Curve shape and Polygon shape
  - b. Foreground means the color that is in front. The foreground colour is used with Pencil, Line, Brushes and Shapes tools.
  - c. Shapes group.
  - d. To rounded rectangle the image, follow these steps:
    - Step 1: Click on Home tab.
    - Step 2: In the Shapes group, click on Rounded Rectangle shape.
    - Step 3: Click on the Size box and select the line thickness.
    - Step 4: Drag the mouse on the Drawing Area to draw a rounded rectangle.







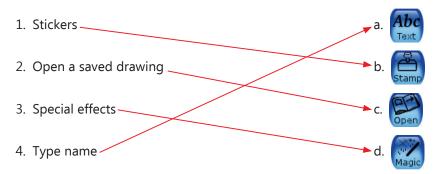
Do it yourself.

## 9. More on Tux Paint

#### LET'S PLUG-IN

- 1. PAINT
- 2. FILL
- 3. ERASER
- 4. QUIT
- 5. NEW

### LET'S CATCH UP



### TEST YOUR SKILLS

- 1. a. (iii)
- b. (i)
- c. (ii)
- d. (ii)

- 2. a. Canvas
- b. Toolbar
- c. Tux paint
- d. New

- 3. a. T
- b. F
- c. F
- d. T
- 4. a. Toolbar, Drawing Canvas, Colors Palette, Help Area, Selector Pane, Up and Down arrows.
  - b. Use the left or right arrow to see the categories of stamps like plants, animals, people etc. Use up or down arrows to look for more stamps.
  - c. Text tool is used to add text, captions and titles in the drawings.
  - d. Magic tool is a collection of tools to add a lot of special effects to your drawings.

#### FUN ZONE





- a. Text tool
- b. Stamp tool
- c. Magic tool
- d. Open tool
- e. Quit tool



Do it yourself.



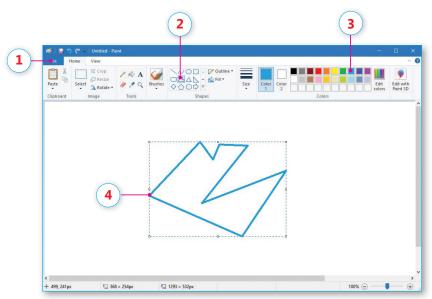
Touchpad PLUS (Version 2.0)-II (Answer Key)

## **Periodic Assessment-4**

(Based on chapters 7 to 9)

- A. 1. It helps to close Tux Paint.
  - 2. It helps to add special effects to the drawings.
  - 3. It helps to add text to your drawings.
  - 4. It shows the different options for each tool.

В.



- **C.** 1. Color picker tool is used to pick colour from more color options.
  - 2. Curve shape is used to draw curved lines and shapes.

## **Test Sheet–2**

(Based on chapters 5 to 9)

- **A.** 1. (i)
- 2. (iii)
- 3. (iii)
- 4. (ii)

- **B.** 1. Ball mouse
- 2. Title bar
- 3. Canvas
- 4. Toolbar

- **C.** 1. Left-mouse button and scroll wheel.
  - 2. Curve shape tool.
  - 3. Six sides.
- **D.** 1. Drag and drop means to select an item and move it to another location on the screen.
  - 2. ????
  - 3. To open Tux, follow these steps:
    - Step 1: Click on the Start button.
    - Step 2: Click on Tux Paint Folder.
    - Step 3: Click on Tux Paint.