ANSWER KEY

Touchpad PLUS Ver 3.0
Class-2

1. Know Your Computer

Checkpoint ✓

A. 1. (c)   2. (b)   3. (b)
B. 1. T   2. F   3. T   4. T   5. T
C. 1. portable   2. decisions   3. feelings   4. speed
D. 1. Laptop, Desktop, Tablet   2. Desktop
     3. Do sums, watch movies and listen to music.

Mind Boggler

A. 1. C   2. C   3. C   4. M   5. M   6. M
B. 1. LAPTOP   2. DESKTOP   3. SMARTPHONE   4. TABLET

HANDS-ON

Do yourself
This is a **Laptop**

Lab Session   **SUBJECT ENRICHMENT**

Do yourself

2. Applications of a Computer

Checkpoint ✓

A. 1. (a)   2. (b)   3. (a)
B. 1. games   2. bills   3. timetables   4. diseases   5. police

C. 1. b   2. c   3. a   4. e   5. d
D. 1. Schools, Hospitals   2. Prepare medical report

2. BANK   3. ATM   4. SHOP

HANDS-ON

Do yourself

Lab Session   SUBJECT ENRICHMENT

Do yourself

Periodic Assessment-1
(Based on chapters 1 & 2)

A. 1. M   2. M   3. C   4. M   5. C
B. 1. Bank   2. Railway Station and Airport   3. Space Research and Science Lab
        4. Home   5. School   6. Hospital

3. Working of a Computer

Checkpoint

A. 1. (b)   2. (a)   3. (a)   4. (b)
B. 1. CPU   2. Monitor   3. Mouse, Keyboard
C. 1. T   2. F   3. F   4. F
D. Input   →   Processing
E. 1. A computer works on the Input-Process-Output cycle.
        2. Mouse, Keyboard
        3. Output is the result that we get after processing.
        4. Working of the computer on Input is called Process, we get output after processing.

Mind Boggler

1. Output   Input   Process
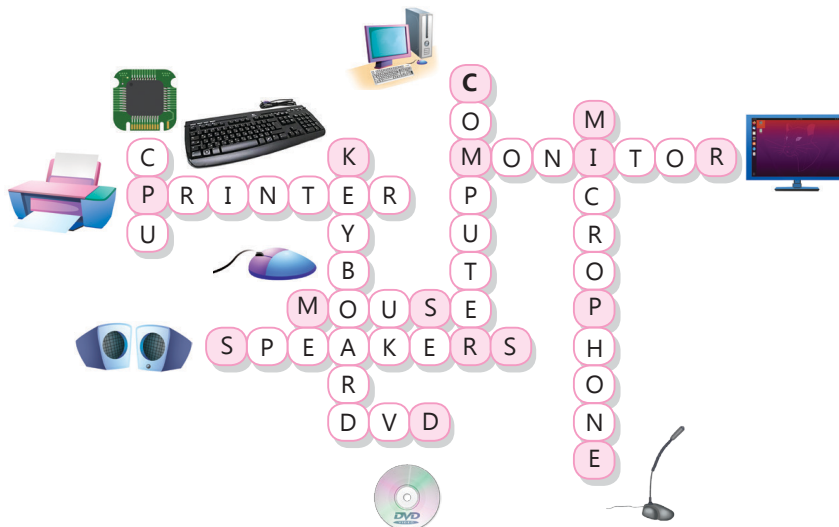2. Input   Process   Output

Do yourself

Do yourself

4. Computer Devices

Checkpoint

A. 1. (b)   2. (b)   3. (c)

B. 1. d   2. e   3. a   4. b   5. c

C. 1. F   2. T   3. F   4. F   5. T

D. 1. Mouse   2. Printer   3. DVD   4. CPU   5. Scanner

E. 1. Keyboard and Mouse   2. Monitor and Printer

       3. CD, DVD and Pen drive

F. Do yourself.

Mind Boggler

A.

B. 1. Mouse   2. Scanner   3. Microphone   4. Printer   5. Speaker

Do yourself

Do yourself

Periodic Assessment-2
(Based on chapters 3 & 4)

A. **Input** 1. Apples 2. Banana 3. Grapes 4. Orange 5. Salt
B. 1. I 2. O 3. S 4. O 5. I 6. S

Test Sheet-1
(Based on chapters 1 to 4)

Section A

A. 1. (ii) 2. (i) 3. (ii)
B. 1. T 2. T 3. F 4. T

Section B

A. 1. DVD and Pen drive 2. Inkjet Printer and Laser Printer
  3. Monitor 4. Microphone and Mouse
B. 1. Computers are used in schools for:
    (a) Making timetables and report cards (b) Teaching students
  2. Computers are used in police station for tracking the record of criminals and drawing their sketches.

5. Keyboard and Mouse

Checkpoint

A. 1. (a) 2. (a) 3. (a) 4. (c) 5. (a)
B. 1. single 2. tab 3. double 4. Spacebar 5. right
C. 1. (f) 2. (e) 3. (a) 4. (b) 5. (g) 6.(d) 7. (c)
D. 1. Caps Lock 2. Tab
  3. Drag means to move the mouse while keeping the mouse button pressed and move an item to another location on the computer.

4. Alphabet keys

E. 1. Ball Mouse   2. Wireless Mouse   3. Optical Mouse

A. 1. Opens   2. Selects

B.

B A C K S P A C E

S H I F T   E N T E R
C A P S L O C K
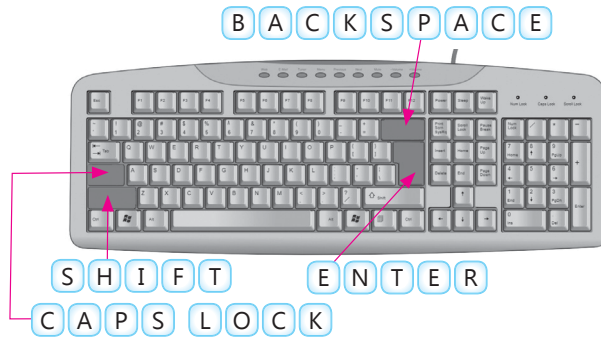
HANDS-ON

Do yourself

Lab Session .... **SUBJECT ENRICHMENT**

Do yourself

6. Operating a Computer

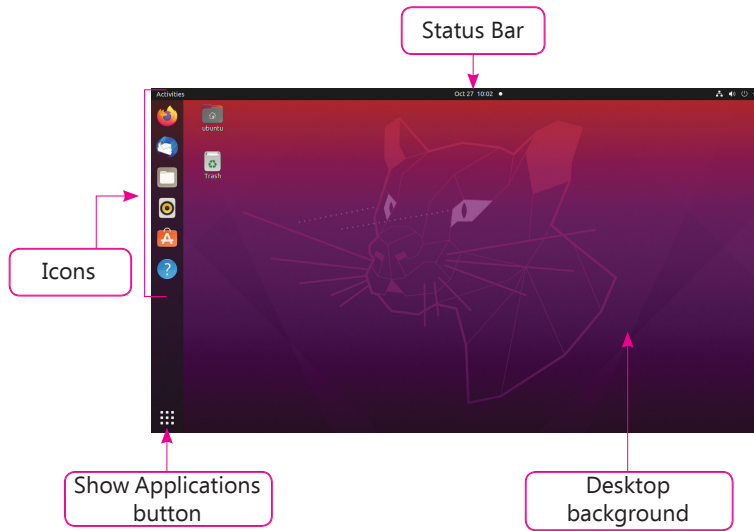**A.** 1. (c)   2. (b)   3. (a)

B. 1. desktop   2. icons   3. control   4. power off

C. 1. F   2. T   3. F   4. F

D. 1. d   2. c   3. a   4. b

E. 1. Trash
2. Show Applications
3. The first screen that appears on the monitor is called the desktop.

A. 3   4   1   2

B.

Status Bar

Icons

Show Applications button

Desktop background

HANDS-ON

Do yourself

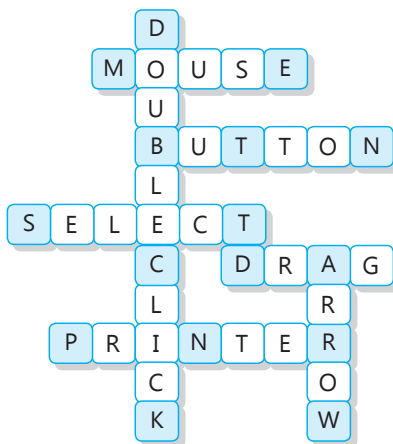**Lab Session** ·········· **SUBJECT ENRICHMENT**

Do yourself

Periodic Assessment-3
(Based on chapters 5 & 6)

A.

B. Icons,   Launcher

C. 1. Desktop   2. Shift key   3. Double-click

7. Tux Typing & Tux of Maths

A. 1. (b)   2. (c)   3. (a)

B. 1. Tux Typing   2. Tux Math

C. 1. penguin   2. letters   3. Tux Math   4. Quit

D. 1. Typing with all 10 fingers is known as touch-typing.

2. In comet Zap comets come from space and can hit area or city where Tux is guarding. Pressing the letters that appear on the comets tells Tux which one he should hit with its laser beam.

3. Tux of Math Command (Tux Math, for short) is an open source arcade-style video game for learning arithmetic, initially created for Linux.

4. **Steps to Open Tux of Math**
   Step 1   Click on the Show Application button.
   Step 2   Type Tux in the Search box.
   Step 3   Click on Tux on Math.

Characters   Character Per Minute   Words Per Minute

Lab Session   SUBJECT ENRICHMENT

Do yourself

8. Fun with Tux Paint

A. 1. (b)   2. (b)   3. (a)

B. 1. (c)   2. (d)   3. (a)   4. (b)

C. 1. text   2. magic   3. new   4. open

D. 1. Stamp tool.
   2. Magic tool is used to add special effects to the drawing.
   3. Open tool is used to open the existing drawing in Tux Paint.
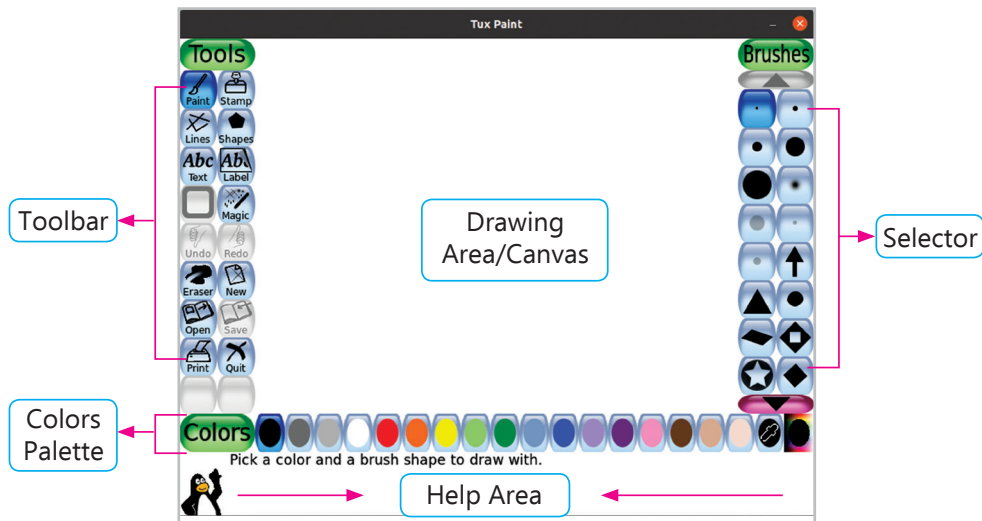   4. Text tool is used to type text.

Magic tool: Flower effect, Grass effect, Fill effect

Lab Session .... **SUBJECT ENRICHMENT**

Do yourself

Periodic Assessment-4
(Based on chapters 7 & 8)

A.

Toolbar

Drawing Area/Canvas

Selector

Colors Palette

Help Area

B. | 3 | | 1 | | 4 | | 2 |

C. 1. Text tool   2. Magic tool   3. Stamp tool

Test Sheet-2
(Based on chapters 5 to 8)

Section A

A. 1. (ii)   2. (i)   3. (a)

B. 1. F   2. T   3. T   4. F

Section B

A. 1. Tab key.

2. Paint is a program that can be used to draw and paint on the computer.

3. Play alone & Play with friend.

4. Tux the Penguin.

B. 1. Stamp tool.

2. In this comets come from space and can hit area or city where Tux is guarding. Pressing the letters that appear on the comets tells Tux which one he should hit with its laser beam.