

Class
2

ANSWER KEY

Touchpad PLUS Ver 2.1

1. More about a Computer

Let's PLUG-IN (Page no. 7)



Mouse



Keyboard



Monitor

Let's CATCH UP (Page no. 10)

- | | |
|----------------------------------|--|
| C can work for long hours | C cannot take its own decision |
| M has feelings | M doesn't need instructions to work |

Let's CATCH UP (Page no. 13)

State any two uses of a computer in the hospital.

1. Prepare medical reports
2. Research about diseases

TEST YOUR SKILLS

- | | | | | |
|---------------|----------|----------|-----------|--------------|
| 1. a. (iii) | b. (i) | c. (iii) | d. (ii) | |
| 2. a. Desktop | b. Speed | c. Home | d. School | e. Hospitals |
| 3. a. T | b. T | c. T | | |



4. a. Researching about diseases

b. Making timetable

c. Treat patients

d. Teaching different subjects

e. Listening to music

f. Doing Homework



5. 1. A man has feelings and emotions whereas a computer has no feelings and emotions.
 2. Desktop Computer, Laptop, Tablet and Smartphone
 3. In a Hospital, computers are used to:
 treat patients and keep their records
 prepare medical reports
 research about diseases
 research and find new medicines

FUN ZONE



LET'S SOLVE

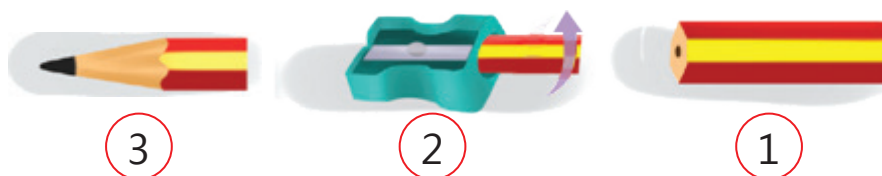
S	C	H	O	O	L	B	H	O	M	E	Y	A
S	K	O	G	F	N	M	O	O	K	E	O	I
G	K	S	H	O	P	K	T	C	P	N	C	R
S	G	P	M	E	P	N	E	B	A	G	B	P
A	T	I	O	L	B	N	L	C	I	U	C	O
D	U	T	F	E	G	E	I	H	N	I	H	R
K	B	A	N	K	O	W	N	P	T	N	P	T
A	D	L	H	H	J	B	P	Y	J	P	Y	J
P	O	L	I	C	E	S	T	A	T	I	O	N



Touchpad PLUS (Version 2.1)-II (Answer Key)

2. Working of a Computer

LET'S PLUG-IN  (Page no. 20)



LET'S CATCH UP (Page no. 22)



TEST YOUR SKILLS 

1. a. (ii) b. (i) c. (i)
2. a. T b. T c. F d. T
- 3.



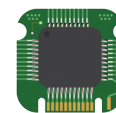
O



I



I



P

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



LET'S SOLVE

1. Input

2. Output

3. Process

4. Device

5. Computer



LET'S EXPLORE

Do it yourself.

Periodic Assessment-1

(Based on chapters 1 & 2)

A.



Keep fee records of students
Help teachers in teaching



Keep an eye on the area
Catch thieves



Make bills of the goods sold
Keep record of goods



Make bills
Store the details of guests

B.

Input
1. Apples
2. Orange
3. Kiwi
4. Pear
5. Salt

Processing
Chopping and mixing

Output



3. Parts of a Computer

LET'S PLUG-IN (Page no. 27)

Do it yourself

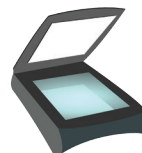
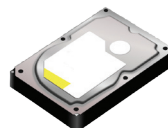
LET'S CATCH UP (Page no. 30)

1. Mouse
2. Scanner
3. Headphone

TEST YOUR SKILLS

1. 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. Storage devices - Compact Disc (CD), Hard disk, Digital Versatile Disc (DVD), Pen drive
c. Input Device - Mouse and Keyboard
Output Device - Monitor and Printer

5. a. Scanner
- b. Speakers
- c. Keyboard
- d. DVD
- e. Hard disk



i.

ii.

iii.

iv.

v.

FUN ZONE



LET'S SOLVE

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



LET'S EXPLORE

Do it yourself.

4. Operating a Computer

LET'S PLUG-IN (Page no. 35)

- 6 Close your bag.
- 1 Open the shelf or cupboard where you keep all your books and notebooks.
- 3 Put the books and notebooks in your bag.
- 2 Open the timetable.
- 4 Check pencils, eraser, etc. and keep your pencil box.
- 5 Keep your diary.

TEST YOUR SKILLS



1. a. (ii) b. (i) c. (iii) d. Power
2. a. Shut Down b. UPS c. Monitor



Touchpad PLUS (Version 2.1)-II (Answer Key)

3. a. T b. F c. F
4. a. Desktop b. Power button

FUN ZONE



LET'S SOLVE

Do it yourself.



LET'S EXPLORE

Do it yourself.

5. The Keyboard and The Mouse

LET'S PLUG-IN

(Page no. 41)



Keyboard

2

Mouse

3



LET'S CATCH UP

(Page no. 45)

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

TEST YOUR SKILLS



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

2. a. Optical Mouse

i.



b. Wireless Mouse

ii.



c. Arrow key

iii.



3. a. T

b. T

c. F

d. F

4. a. Double-click is used to open the program.

b. Shift key is used to type letters in capital when Caps Lock is off.

c. Optical Mouse, Wireless Mouse, Ball Mouse

FUN ZONE



LET'S SOLVE

1. a. @

b. &

2. a. ✓

b. ✗

c. ✓

d. ✗



LET'S EXPLORE

Do it yourself.

Periodic Assessment-2

(Based on chapters 3 to 5)

A. 1. Monitor
4. Speakers

2. Mouse
5. Pen drive

3. Headphones
6. Keyboard



B. 1. Press power button on the CPU.

2. Now, switch on the monitor.

3. Next, switch on the UPS.

4. Switch on the main power button.

a.



b.



c.



d.



Test Sheet-1

(Based on chapters 1 to 5)

A. 1. (iii)

2. (ii)

3. (ii)

4. (ii)

B. 1. Input

2. Desktop

3. Shut Down

4. CPU

5. Hard disk

6. Home

C. 1. Two parts of the mouse are Left button and Right button.

2. In keeping fee records of students.

3. Input → Process → Output

D. 1. An example of input, output and process are Keyboard, Monitor and CPU.

2. There are various uses of the mouse:

(i) Single-Click (ii) Double-Click (iii) Right-Click (iv) Drag (v) Scroll





3. Two examples of storage devices are Hard Disk and Compact Disk.

6. More on Tux Paint

LET'S PLUG-IN  (Page no. 53)

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

LET'S CATCH UP  (Page no. 58)

- | | | |
|-------------------------|---|--|
| 1. Stickers | → | a.  |
| 2. Open a saved drawing | → | b.  |
| 3. Special effects | → | c.  |
| 4. Type name | → | d.  |

TEST YOUR SKILLS 

- | | | | |
|----------|--------|---------|---------|
| a. (iii) | b. (i) | c. (ii) | d. (ii) |
|----------|--------|---------|---------|
- | | | | |
|-----------|------------|--------------|--------|
| a. Canvas | b. Toolbar | c. Tux paint | d. New |
|-----------|------------|--------------|--------|
- | | | | |
|------|------|------|------|
| a. T | b. F | c. F | d. T |
|------|------|------|------|
- Toolbar, Drawing Canvas, Colors Palette, Help Area, Selector Pane, Up and Down arrows.
 - Click on Stamp tool from the Toolbar. Use the left or right arrow to see the categories of stamps. Use up or down arrows to look for more stamps.
 - Text tool is used to add text, captions and titles in the drawings.
 - Magic tool is a collection of tools to add a lot of special effects to your drawings.

FUN ZONE 

 **LET'S SOLVE**

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

 **LET'S EXPLORE**

Do it yourself.

7. More on Paint

Let's PLUG-IN

(Page no. 63)

Do it yourself



Let's CATCH UP

(Page no. 70)

1. Ribbon

2. Home

3. Color Picker

4. Text

5. Pencil

TEST YOUR SKILLS



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

2. a. Text tool i.
- b. Curve shape ii.
- c. Select iii.
- d. Polygon shape iv.
- e. Rounded rectangle shape v.
- f. Pentagon shape vi.



3. a. Title bar b. Pencil c. Select d. Crop
4. a. F b. F c. F d. T e. T
5. a. Select tool is used to select an area of a complete drawing or a part of a drawing.

b. Curve shape and Polygon shape

c. Foreground means the color that is in front. The foreground colour is used with Pencil, Line, Brushes and Shapes tools.

d. To draw rounded rectangle in Paint, follow these steps:

Step 1: Click on Home tab.

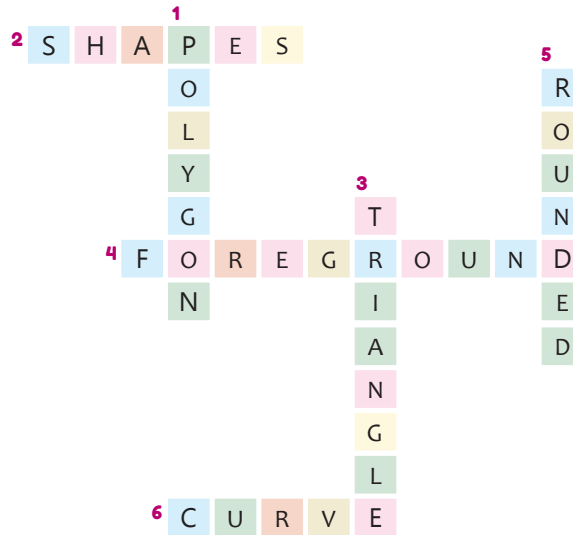
Step 2: In the Shapes group, click on Rounded Rectangle shape.

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.



LET'S SOLVE



LET'S EXPLORE

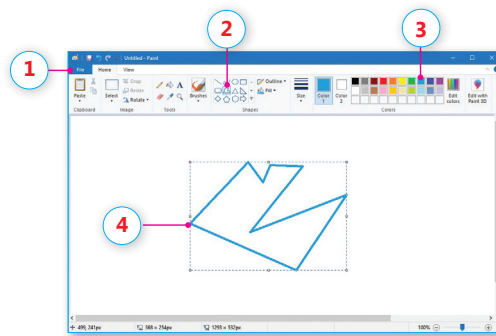
Do it yourself.

Periodic Assessment-3

(Based on chapters 6 & 7)

- 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.

B.



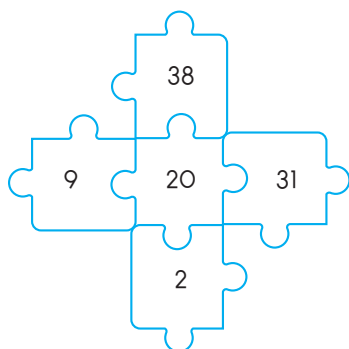
- C. 1. Color picker tool is used to pick colour from the picture and use it to colour other pictures.
2. Curve shape is used to draw curved lines and shapes.

8. Reasoning and Analysis

LET'S PLUG-IN  (Page no. 81)

1. 61 2. 49 3. 59

LET'S CATCH UP (Page no. 82)



LET'S CATCH UP (Page no. 83)

1. EAST 2. WEST 3. NORTH 4. SOUTH

TEST YOUR SKILLS 

1. a. (iii) b. (iii)
2.

0	15	20
8	10	12
2	5	18

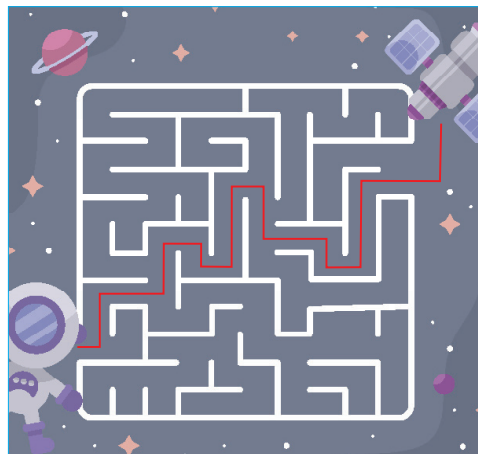
3.



FUN ZONE



LET'S SOLVE



9. Artificial Intelligence Around Us

LET'S PLUG-IN

(Page no. 86)

Write 'R' for real and 'A' for artificial.



R



A



A



R



R



TEST YOUR SKILLS

1. a. (i) b. (iii) c. (i)
2. a. Understand b. Recognise c. Voice assistant d. Face e. Easier

FUN ZONE



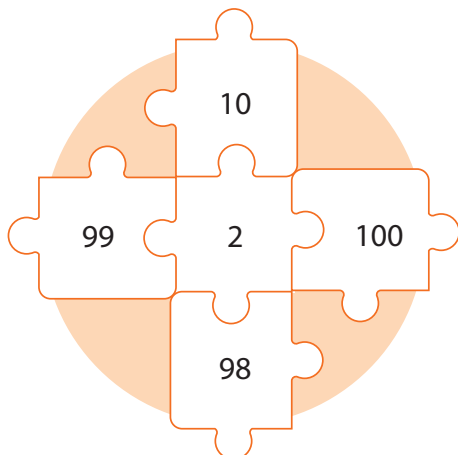
LET'S SOLVE

1. ROBOT 2. GOOGLE 3. SIRI

Periodic Assessment-4

(Based on chapters 8 & 9)

A.



- B. 1. (b) 2. (c) 3. (a)

Test Sheet-2

(Based on chapters 6 to 9)

- A. 1. (iii) 2. (iii) 3. (iii) 4. (iii) 5. (i)
- B. 1. Pencil 2. Voice Assistant 3. Canvas 4. Face 5. Crop
- C. 1. North, East
2. SIRI
3. Foreground means the color that is in front.
4. The Stamp tool is a unique tool in Tux Paint. It is a collection of stamps or stickers.