



Answer Key

DigiCode AI (Ver. 2.1)



1. Computer—A Smart Machine

TECH SET GO (Page no. 7)

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



BYTE QUEST (Page no. 8)

Do it yourself.

TECH READY

- A.** 1. (iii) 2. (ii) 3. (i)
- B.** 1. T 2. T 3. F 4. F 5. T 6. T
- C.** 1. (iv) 2. (iii) 3. (ii) 4. (i)
- D.** 1. Television and Washing machine

2.

Computer	Human
Computers can store a lot of information and never forget it.	Human works slowly and can do only one task at a time.

3. Desktop Computer, Laptop, Tablet, Smartphone.



TECH TWISTER

A. 1.



3.



5.



7.



B. 1. TREE

2. SMART

C. Natural things

D. 2.



4.



2.



4.



6.



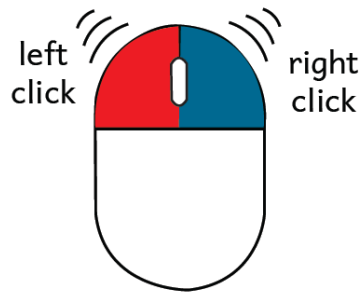
8.



2. The Mouse and The Keyboard

TECH SET GO (Page no. 17)





TECH READY

- A.** 1. (iii) 2. (iii) 3. (i) 4. (i)
- B.** 1. Mouse 2. Pointer 3. Keyboard 4. Number 5. Alphabet
- C.** 1. F 2. T 3. T 4. T 5. F
- D.** 1. Mouse pad 2. Index finger 3. Enter Key 4. Cursor



TECH TWISTER

A.

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

- B.** 1. Do it yourself.
2. Do it yourself.
- C.** 1. Single-click or Click
2. Double-click

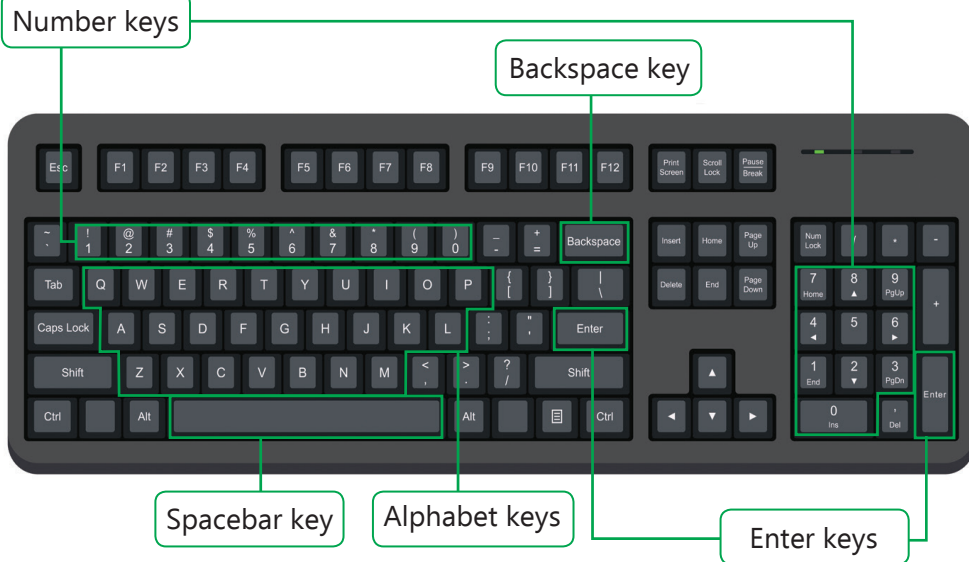


Periodic Assessment 1

(Based on chapters 1 & 2)

- A. 1. Desktop Computer 2. Laptop 3. Tablet

B.



- C. 1. Dragging
2. Mouse Pointer
3. Right-click

3. Introduction to Paint

TECH SET GO (Page no. 28)

Do it yourself.



BYTE QUEST (Page no. 32)

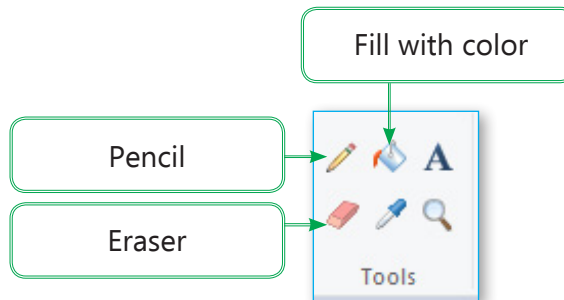
Line, Rectangle, Rounded rectangle.

TECH READY

- A. 1. (ii) 2. (iii) 3. (iii) 4. (ii) 5. (ii)
B. 1. T 2. F 3. T 4. F 5. F



- C.
1. Save command
 2. It is a blank area where you can draw and colour.
 3. Colors Group
 4. Brushes and Pencil tool

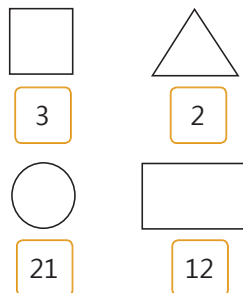


4. Reasoning and Critical Thinking

TECH SET GO (Page no. 38)

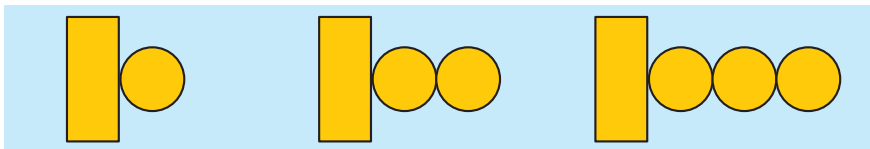
Do it yourself.

CODE QUEST (Page no. 39)

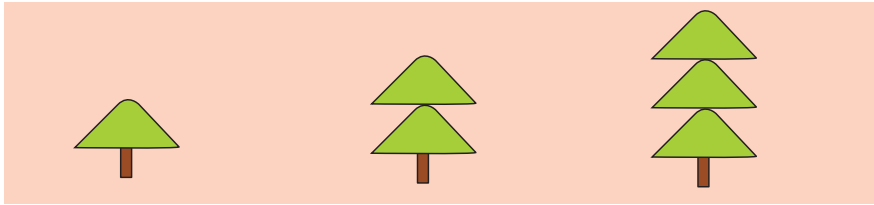


CODE QUEST (Page no. 40)

1.



2.



TECH READY

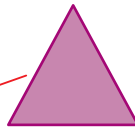
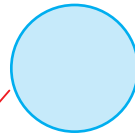
- A.** 1. (iii) 2. (ii) 3. (i) 4. (iii)
- B.** 1. Four 2. Triangle 3. Round 4. Again and again
5. Definite
- C.** 1. T 2. F 3. F 4. F 5. T

D. 1. Square

2. Rectangle

3. Triangle

4. Circle



E. 1. Square, Triangle, Rectangle 2. East, West, North, South



TECH TWISTER

- A.** 1.

2	4	6	8	10	12	14	16	18	20
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2.

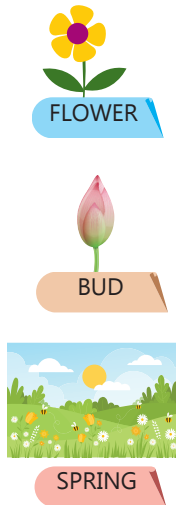
11	22	33	44	55	66	77	88	99	110
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3.

A	D	G	J	M	P	S	V	Y
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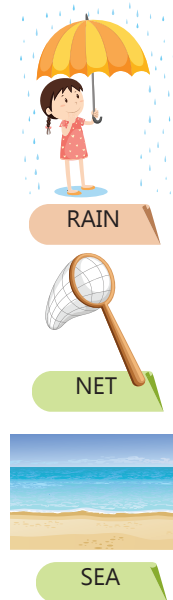


B. Do it yourself.

C.



F	L	O	W	E	R	B
N	U	N	M	S	S	X
E	W	A	D	M	P	Q
T	Z	E	Q	X	R	R
B	U	D	S	Q	I	A
Z	U	B	E	Y	N	I
A	C	L	A	Z	G	N

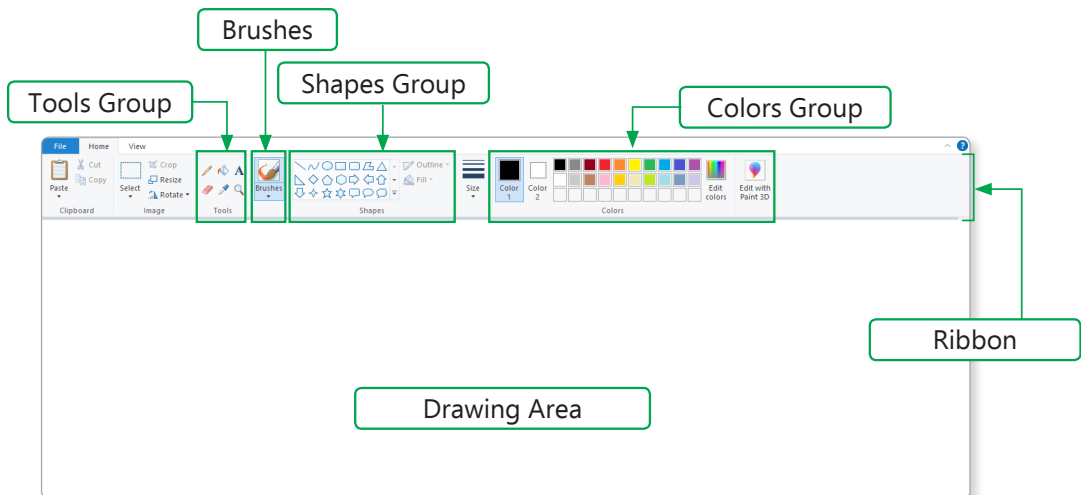


D. Do it yourself.

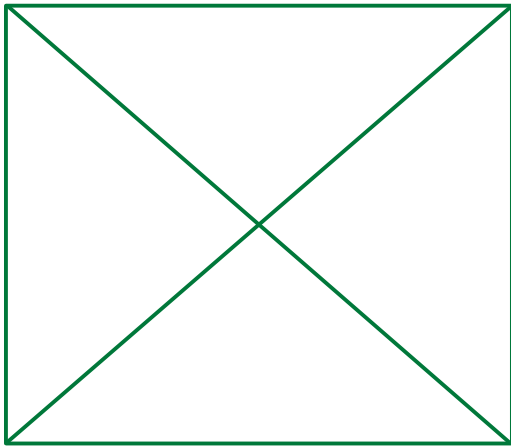
Periodic Assessment 2

(Based on chapters 3 & 4)

A.



B.



8

C.

4.

Double-click to end.

2.

Now drag the mouse to make a line.

3.

Now click on the line and drag to make a curve.

1.

Click on Curve shape.

Test Sheet 1

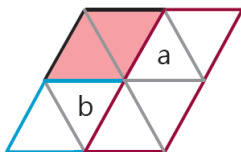
(Based on chapters 1 to 4)

- A. 1. (iii) 2. (iii) 3. (ii) 4. (iii)
- B. 1. Pointer 2. four 3. round
- C. 1. T 2. T 3. F
- D. 1. Draw pictures , Play games.
2. Save command

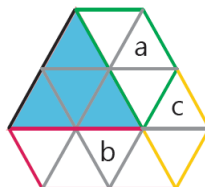
5. Google Blockly Games

TECH SET GO (Page no. 47)

1.



2.



DigiCode AI (Ver. 2.1)-I (Answer Key)





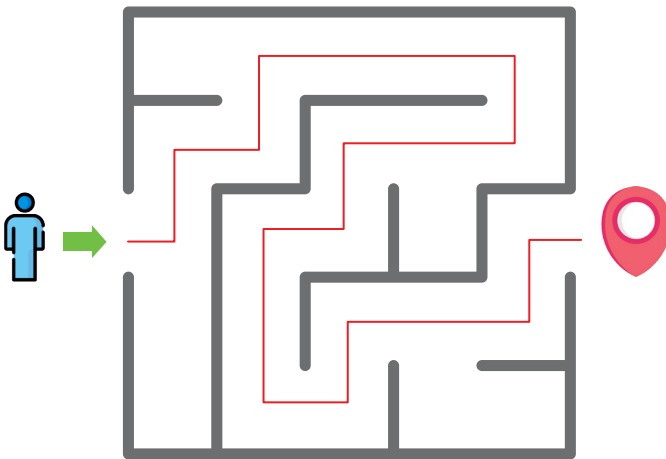
1. T 2. T 3. F

TECH READY

- A.** 1. (i) 2. (ii) 3. (ii) 4. (ii)
- B.** 1. Google Blockly 2. Puzzle 3. Maze 4. Reset
- C.** 1. T 2. T 3. F
- D.** 1. Google Blockly is a tool that helps the users to learn block-based programming quickly and easily.
2. If some answers are incorrect, a message appears on the screen.
3. The blocks used in the Maze game and their use are the following:
- move forward: This block move the object in the forward direction from the direction it is facing.
 - turn left: This block turn the object in the left direction from the direction it is facing.
 - turn right: This block turn the object in the right direction from the direction it is facing.

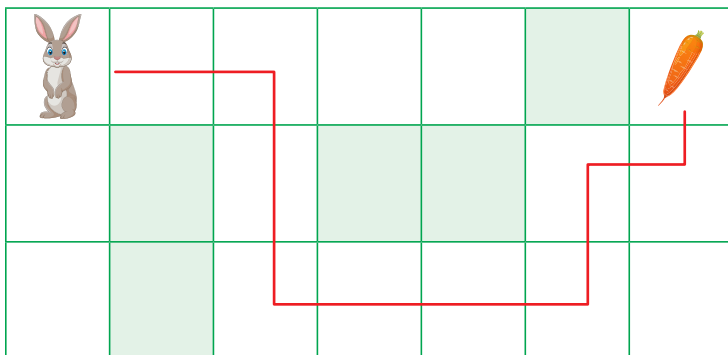


TECH TWISTER



6. Introduction to ScratchJr

TECH SET GO (Page no. 55)



CODE QUEST (Page no. 58)

1. b.
2. c.
3. a.

CODE QUEST (Page no. 59)



TECH READY

- A.
 1. (i)
 2. (iii)
 3. (ii)
- B.
 1. T
 2. F
 3. T
 4. F
- C.
 1. (c)
 2. (d)
 3. (a)
 4. (b)
 5. (f)
 6. (e)
- D.
 1. A group of joined blocks is called a **script**.
 2. Motion Blocks, Looks Blocks, Sounds Blocks, Control Blocks

TECH TWISTER

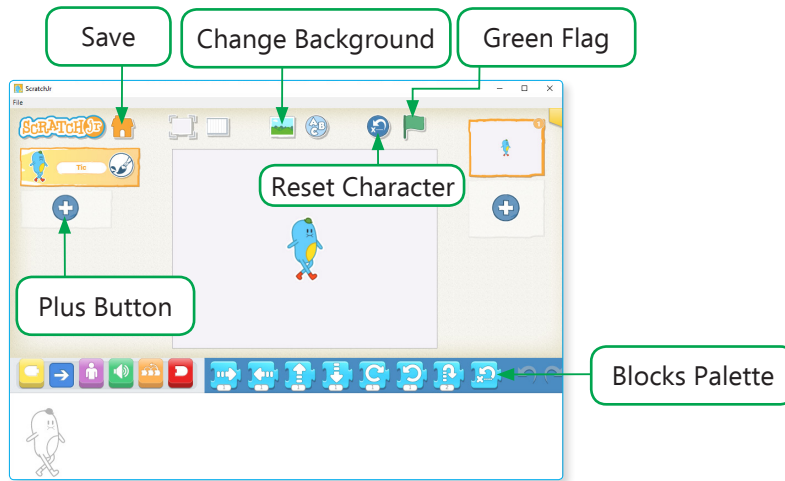
1. Plus Button
2. Green Flag
3. Change Background
4. Save



Periodic Assessment 3

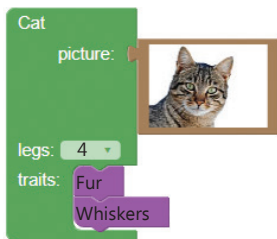
(Based on chapters 5 & 6)

A.

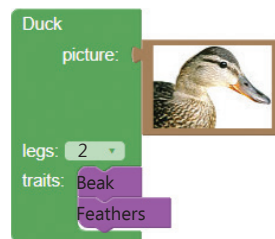


B.

1.



2.



C.

1. The Puzzle game teaches the concept of block joining to the users. In this game, the user has to match the picture of the animal/bird with its name.
2. The Maze game teaches the concept of programming to the users. In this game, the user has to move the person from the current position to the destination.

7. What is AI?

TECH SET GO (Page no. 63)

1. Banana
2. Car
3. Bus
4. Sun



AI QUEST

(Page no. 67)



TECH READY

- | | | | |
|-----------|----------------------------|-----------------------|------------|
| A. | 1. (ii) | 2. (ii) | 3. (i) |
| B. | 1. Robots | 2. Think | 3. YouTube |
| C. | 1. F | 2. T | 3. T |
| D. | 1. (c) | 2. (a) | 3. (b) |
| E. | 1. Artificial Intelligence | 2. YouTube, Face Lock | |



TECH TWISTER

1. ROBOT 2. YOUTUBE 3. FACE LOCK

8. Intelligent Machines Around Us

TECH SET GO (Page no. 71)

Do it yourself.



AI QUEST

(Page no. 73)



TECH READY

- A.** 1. (ii) 2. (i) 3. (i)
B. 1. F 2. T 3. F
C. 1. Smart Speaker 2. Smartwatch



TECH TWISTER

- A.** 1. (c) 2. (a) 3. (b) 4. (b)
B. 1. Washing Machine
2. Vacuum Cleaner
3. Smartwatch
4. Smart Speaker

Periodic Assessment 4

(Based on chapters 7 & 8)

- A.** 1. Google Maps 2. YouTube 3. Google Assistant
B. 1. Smart Vacuum Cleaners, smart vacuum cleaners automatically navigate themselves and move around to clean the floor.
2. Smart Washing Machine, you can operate the washing machine by using an app on your tablet or smartphone.
3. Smart Speaker, it can play songs, set alarms, answer calls, etc.
4. Smartwatch, it can measure your pulse rate, count your steps, etc.

Test Sheet 2

(Based on chapters 5 to 8)

- A.** 1. (ii) 2. (iii) 3. (i)
B. 1. Google Blockly 2. Think 3. Robots
C. 1. T 2. T 3. F
D. 1. Smart Speaker 2. Green Flag

