

Class
2

Answer Key

Computer Genius 2.1

1. Working of a Computer

LET'S RECAP ► (Page no. 7)



2



1



3



QUEST

(Page no. 9)

1.



O



I



P

2.



P



I



O

1. P U I N T

I N P U T

2. O U P U T T

O U T P U T

3. O C E S S P R

P R O C E S S

EXERCISE

- A.** 1. (ii) 2. (i) 3. (iii)
- B.** 1. T 2. F 3. T 4. F
- C.** 1. Input Process Output 2. Keyboard, Mouse
3. Monitor, Headphones
- D.** 1. O 2. I 3. O 4. P



FUN ZONE

- A.** 1. MOUSE 2. CPU 3. SPEAKERS

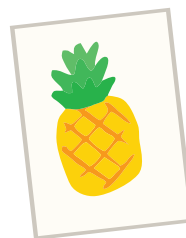
B.



I



P



O

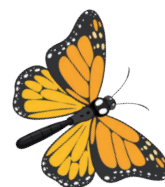
- C.** Do it yourself.

2. More on Paint

LET'S RECAP ► (Page no. 14)

1. Brushes 2. Pencil 3. Eraser 4. Rectangle





EXERCISE

- A.** 1. (iii) 2. (iii) 3. (i) 4. (iii)
- B.** 1. T 2. T 3. F 4. F
- C.** 1. Zoom out command is used to reduce the view of the image.
 2. Rotate command is used to change the position of the drawing at different angles.
 3. Cut/Paste are used to delete the image from its original place and paste it to another place.
 4. Rectangular selection, Free-form selection



FUN ZONE

1. Cut 2. Zoom in 3. Zoom out 4. Copy
5. Rotate 6. Free-form selection

Periodic Assessment 1

(Based on chapters 1 & 2)

- A.** 1. Cut command is used to delete the image from its original place and paste it to another place.
 2. Free-form selection is used to select the drawing in freehand form as per need.
 3. Rotate command is used to change the position of the drawing at different angles.
- B.** 1. Monitor 2. Mouse 3. Printer 4. CPU Box
- C.** 1. Water 2. Milk 3. Sugar



3. Introduction to Word 2016

LET'S RECAP ▶ (Page no. 23)

Do it yourself.

 **QUEST** (Page no. 32)

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

EXERCISE

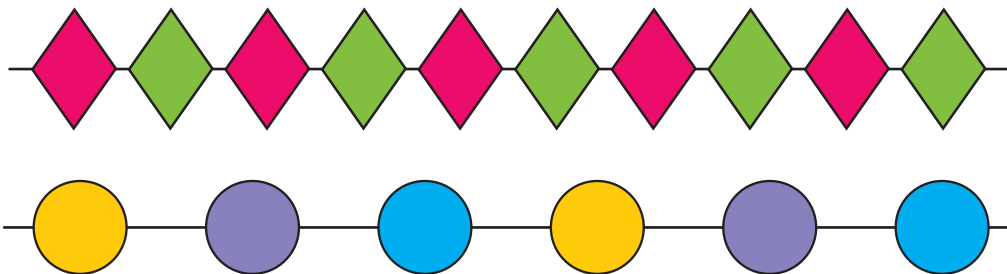
- A.** 1. (iii) 2. (iii) 3. (i) 4. (iii)
- B.** 1. Backspace 2. File tab 3. Status bar
4. Window control buttons 5. Zoom slider
- C.** 1. F 2. F 3. T 4. F 5. T
- D.** 1. Word can be use to type letters, stories, reports, etc.
2. Quick Access Toolbar, Tabs, Title Bar
3. Press the Backspace key to remove the text from the left of the cursor.
Press the Delete key to remove the text from the right of the cursor.
4. The blinking vertical line in the upper left corner of the text area is the cursor.

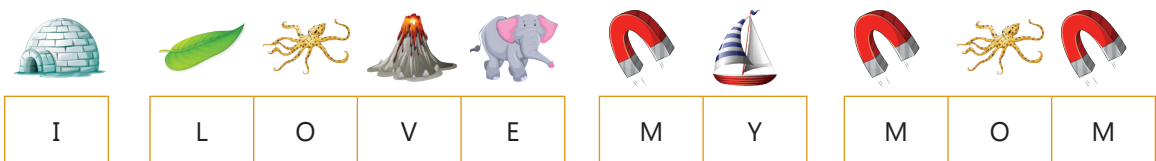
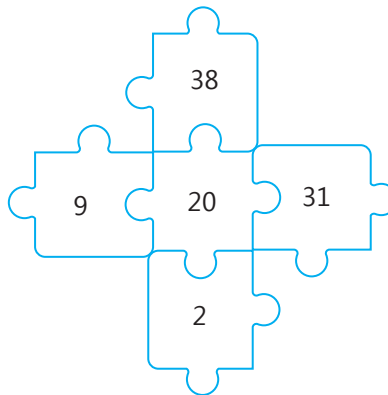
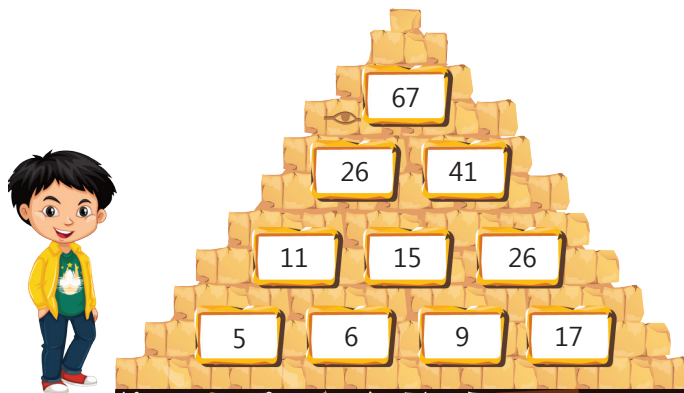
FUN ZONE

- A.** 1. Ctrl + S. 2. Ctrl + O. 3. Ctrl + P. 4. Alt + F4. 5. Ctrl + N.
- B.** 1. Vertical scroll bar 2. Ribbon 3. Quick Access Toolbar 4. Status Bar

4. Reasoning and Analysis

LET'S RECAP ▶ (Page no. 36)





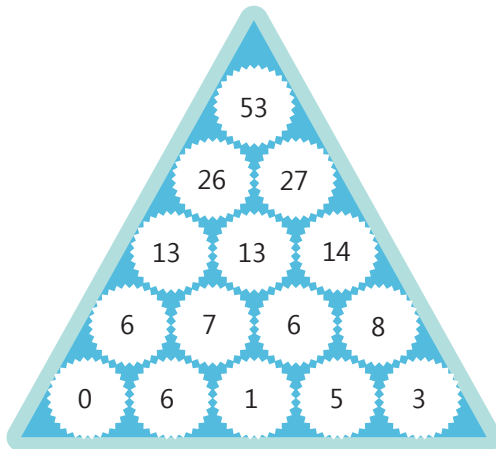
EXERCISE

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

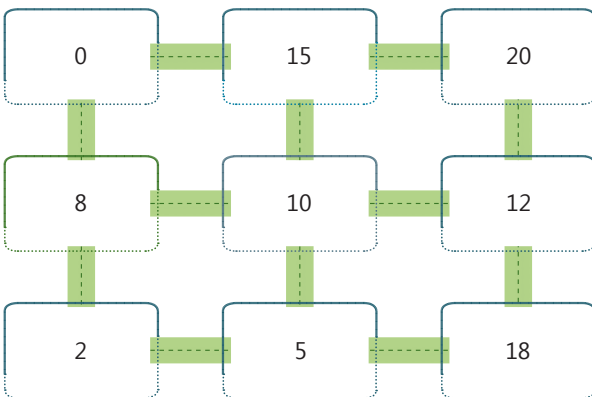
- C. 1. The hidden message can be in the form of a symbol, number, picture, letter, or a pattern.
2. We usually start with the number at the centre.



A.



B.



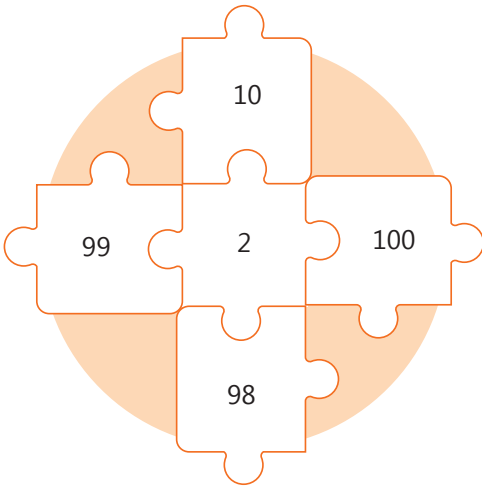
C. I AM HUNGRY



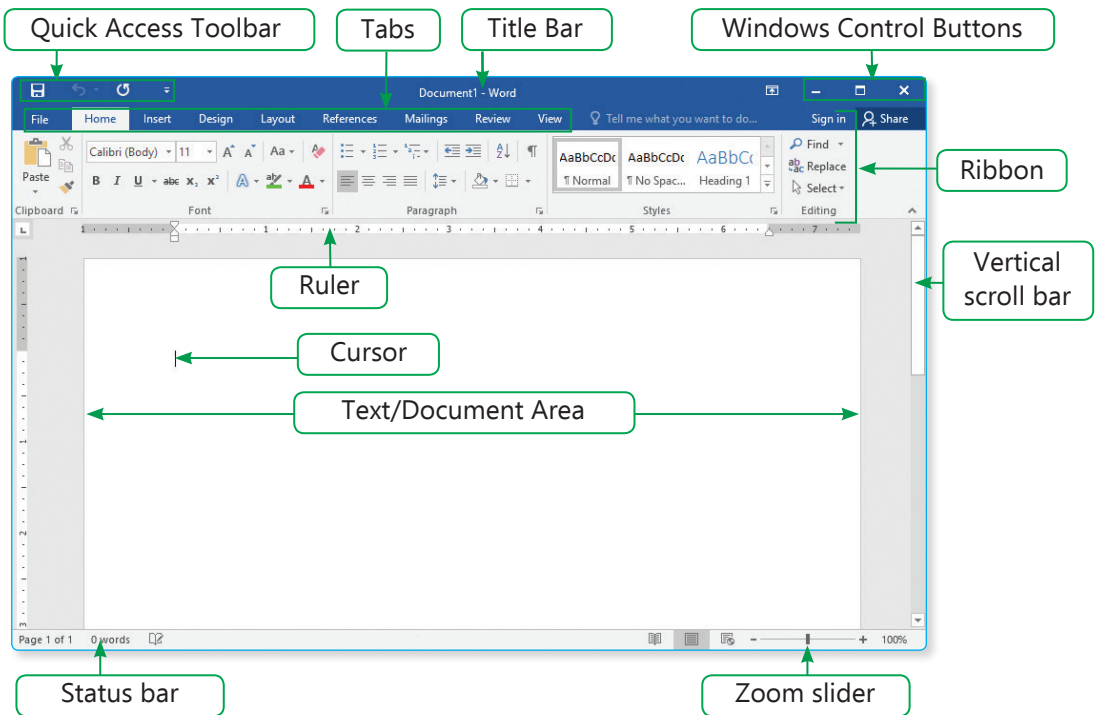
Periodic Assessment 2

(Based on chapters 3 & 4)

A.



B.



Test Sheet 1

(Based on chapters 1 to 4)

- A.** 1. (iv) 2. (iii) 3. (iii) 4. (iii)
B. 1. three 2. Flip 3. File
C. 1. T 2. T 3. F
D. 1. We usually start with the number at the centre.
2. The blinking vertical line in the upper left corner of the text area is the cursor.
3. Word can be used to type letters, stories, reports, etc.

5. More on Google Blockly Games

LET'S RECAP ▶ (Page no. 45)

1. Move the object in the forward direction from the direction it is facing.
2. Turn the object in the left direction from the direction it is facing.
3. Turn the object in the right direction from the direction it is facing.



QUEST

(Page no. 49)

1. heading
2. does not have worm
3. Bird Game

EXERCISE

- A.** 1. (ii) 2. (iii) 3. (ii) 4. (ii)
B. 1. Turtle 2. two 3. turn...by 4. Run Program
C. 1. T 2. T 3. F 4. T
D. 1. Turtle category and Loops category
2. Heading Block is used to turn the object by the given angle.
3. The Turtle game teaches the concept of drawing by moving the pen (in the form of turtle) across the drawing board.
4. If do else: The condition that allows the bird to move in the direction in do section of the block till the condition is true otherwise move in the direction in the else section of the block when the condition becomes false.



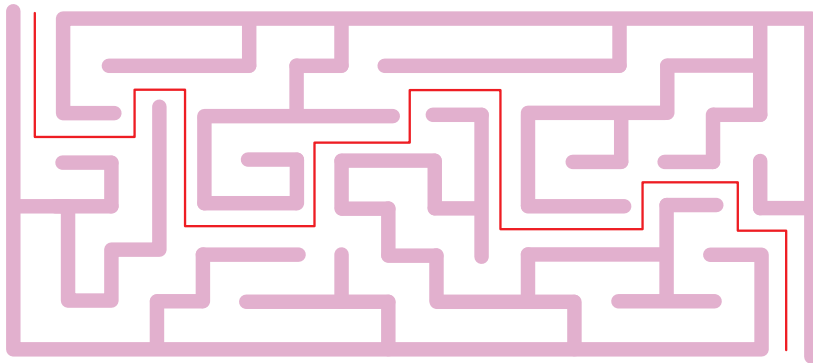
FUN ZONE

1.

2.

6. More on ScratchJr

LET'S RECAP ► (Page no. 55)



16 turns

QUEST (Page no. 60)

1. (iii)
2. (i)
3. (ii)
4. (v)
5. (iv)

EXERCISE

- | | | |
|------------------------|------------------------|---------------|
| A. 1. (iii) | 2. (i) | 3. (i) |
| B. 1. T | 2. T | 3. F |
| C. 1. Pop Block | 2. Start on Green Flag | 3. Turn Right |



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

Periodic Assessment 3

(Based on chapters 5 & 6)

- A.**
1. This block turns the object by the given angle.
 2. This block allows the bird to fly in one direction till the condition is true and change direction when the condition becomes false.
 3. The condition that allows the bird to move in the direction in do section of the block till the condition is true otherwise move in the direction in the else section of the block when the condition becomes false.
 4. The move...by block is used to make the turtle move forward by the given number.
 5. The repeat...times do block is used to make the turtle repeat tasks given inside the block for given number of times.
- B.**
1. Move Right
 2. Grow
 3. Wait
 4. Move Left
 5. Shrink
 6. Stop



7. AI Machine Around Us

LET'S RECAP ► (Page no. 64)

1.



2.

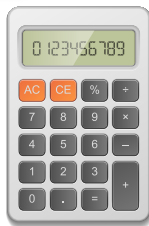


3.



QUEST

(Page no. 67)



EXERCISE

- A.** 1. (iv) 2. (iii)
B. 1. Factories 2. Aibo
C. 1. T 2. F
D. 1. 



- 2.



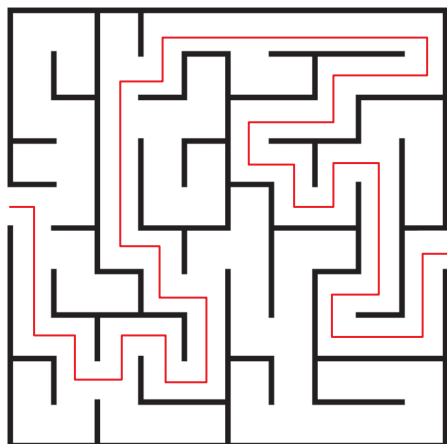
- | | | | |
|-------------------------------------|-------|-------------------------------------|-----------------|
| ☒ | Lift | ☐ | Eat |
| ☐ | Sleep | ☒ | Pack |
| ☐ | Move | ☐ | Bath |
| ☒ | Bark | ☒ | Identify people |
| ☐ | Cook | ☒ | Play |
| ☐ | Sleep | ☐ | Read |

- E.** 1. Artificially Intelligent Devices 2. Smartphones and Aibo



FUN ZONE

- A.**



- B.** Do it yourself.



8. AI in Games and Movies

LET'S RECAP ▶ (Page no. 72)

Do it yourself.

 **QUEST** (Page no. 75)

1. Emoji Scavenger Hunt
2. Shadow Art

 **QUEST** (Page no. 80)

Robots, Wall-E, The Iron Giant, Big Hero 6

EXERCISE

- | | | | | | |
|-----------|-------------------------|----------|--------|---------|----------|
| A. | 1. (i) | 2. (iii) | 3. (i) | 4. (iv) | 5. (iii) |
| B. | 1. T | 2. T | 3. F | 4. F | 5. F |
| C. | 1. I, Robot | | | | |
| | 2. Emoji Scavenger Hunt | | | | |

 **FUN ZONE**

- | | | | | |
|-----------|---------------|-------------|-------------------|-----------|
| A. | 1. Big Hero 6 | 2. I, Robot | 3. The Iron Giant | 4. Wall-E |
|-----------|---------------|-------------|-------------------|-----------|

Periodic Assessment 4

(Based on chapters 7 & 8)

- | | | | |
|-----------|---|-------------------------|---------------|
| A. | 1. Robots | 2. Wall-E | 3. Big Hero 6 |
| B. | 1. Aibo is an artificial dog with artificial intelligence. It can bark like a dog, play with toys, listen to your commands and identify different people. | | |
| | 2. Artificially intelligent machines used in factories are capable of lifting, moving, and packing objects, just like human beings. | | |
| | 3. Artificial Intelligence in television can recognise your voice and natural language to help you control it. | | |
| | 4. Artificial Intelligence in smartphones helps you control your applications and other smart devices. | | |
| C. | 1. CodeMonkey Jr. | 2. Emoji Scavenger Hunt | 3. Shadow Art |
| | 4. The Iron Giant | 5. I, Robot | |

Test Sheet 2

(Based on chapters 5 to 8)

- | | | | |
|-----------|-------------------------------------|--------------|-------------|
| A. | 1. (ii) | 2. (iii) | 3. (iii) |
| B. | 1. Turtle game | 2. factories | 3. Aibo |
| C. | 1. F | 2. T | 3. F |
| D. | 1. Artificially Intelligent Devices | 2. Pop Block | 3. I, Robot |

