

Class
2

Answer Key

DigiCode AI (Ver. 2.1)

1. Working of a Computer

TECH SET GO (Page no. 7)



2



1



3



BYTE QUEST

(Page no. 9)

1.



O



I



P

2.



P



I



O



BYTE QUEST

(Page no. 10)

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

TECH READY

A.

1. (ii)

2. (i)

3. (iii)

B.

1. T

2. F

3. T

C.

1. Input Process Output

2. Keyboard, Mouse

3. Monitor, Headphones

D.

1. O

2. I

3. O

4. P



TECH TWISTER

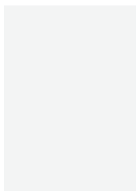
A.

1. MOUSE

2. CPU

3. SPEAKERS

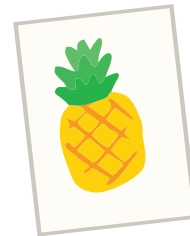
B.



I



P



O

C.

Do it yourself.

2. More on Paint

TECH SET GO (Page no. 14)

1. Brushes

2. Pencil

3. Eraser

4. Rectangle



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





TECH READY

- 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 command is used to delete the image from its original place and paste it to another place.
 4. Flip Horizontal and Flip Vertical

TECH TWISTER

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. It 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.** 2. Water 3. Milk 4. Sugar

3. Introduction to Word 2016

TECH SET GO (Page no. 23)

Do it yourself.



BYTE QUEST (Page no. 32)

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

TECH READY

- A.** 1. (iii) 2. (iii) 3. (i) 4. (iii)
- B.** 1. Enter 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 used to type letters, stories, reports, etc.
2. The blinking vertical line in the upper left corner of the text area is the cursor.
3. Quick Access Toolbar, Tabs, Title Bar
4. Backspace key is used to remove the text from the left of the cursor. Delete key is used to remove the text from the right of the cursor.

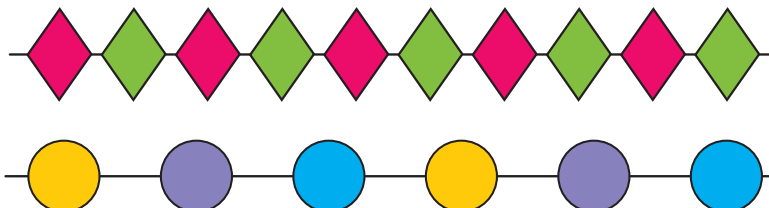


TECH TWISTER

- 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

TECH SET GO (Page no. 36)



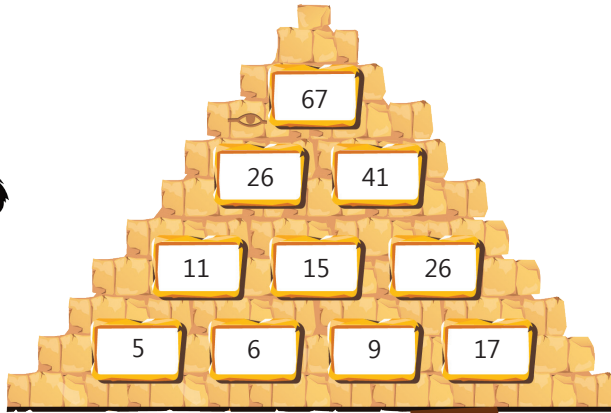
DigiCode AI (Ver. 2.1)-II (Answer Key)





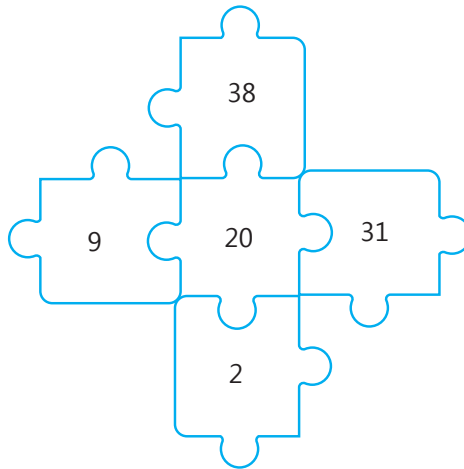
CODE QUEST

(Page no. 37)



CODE QUEST

(Page no. 38)



CODE QUEST

(Page no. 39)



I

L

O

V

E

M

Y

M

O

M

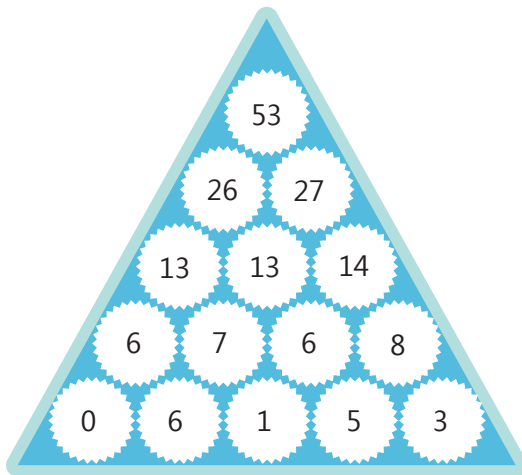


TECH READY

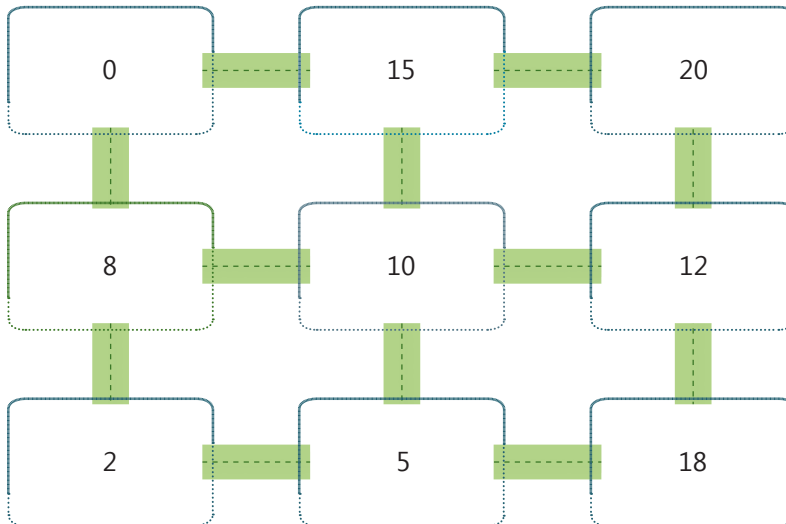
- A.** 1. (iii) 2. (ii) 3. (i) 4. (ii)
- B.** 1. T 2. F 3. T
- C.** 1. The hidden message can be in the form of a symbol, number, picture, letter, or a pattern.
2. We usually start with the number at the centre.

TECH TWISTER

A.



B.

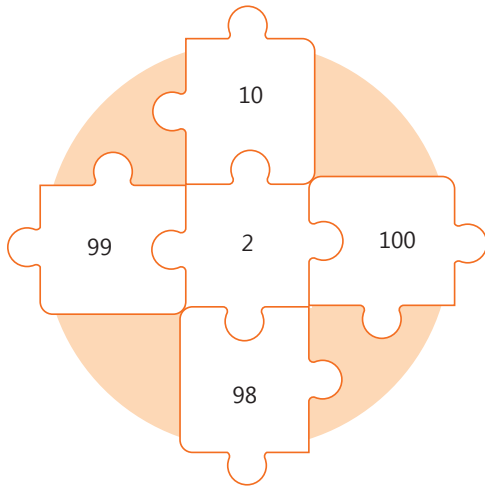


C. I AM HUNGRY

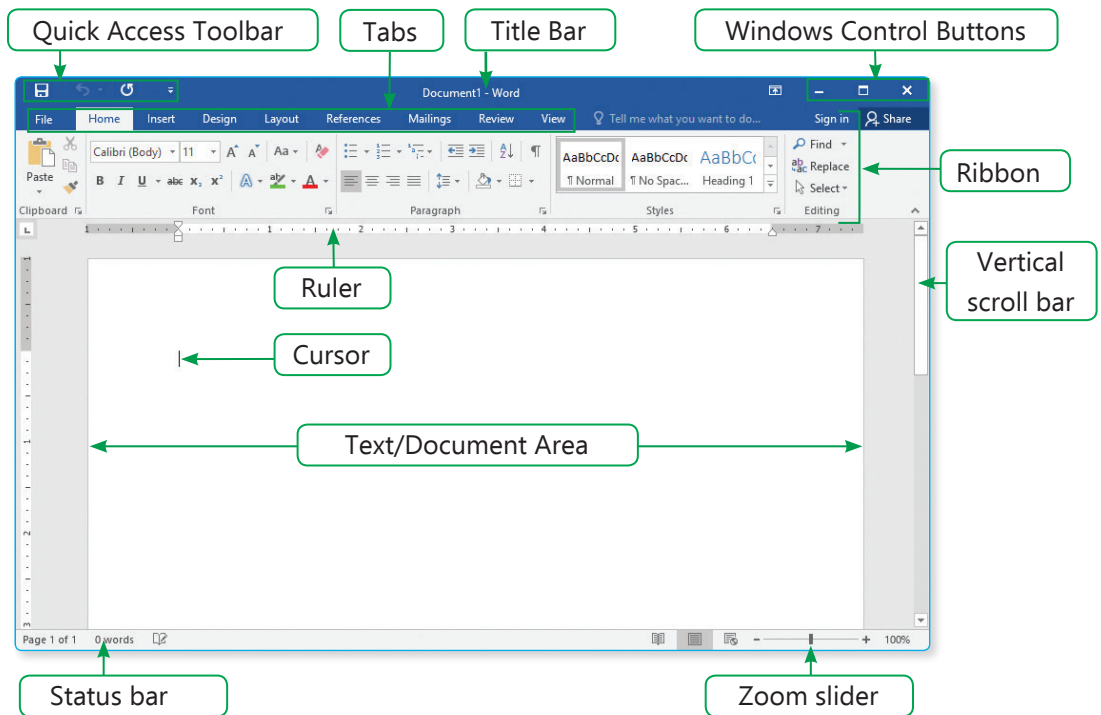
Periodic Assessment 2

(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.

5. More on Google Blockly Games

TECH SET GO (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



CODE QUEST (Page no. 49)

1. heading 90°
2. does not have worm
3. Bird Game

TECH READY

- 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 set the direction in which the object is facing. It specifies the angle or direction the object should turn to.
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: If a value is true in the if part of the block, then the value of do part will play. Otherwise, the value of else part will play.



TECH TWISTER

1.

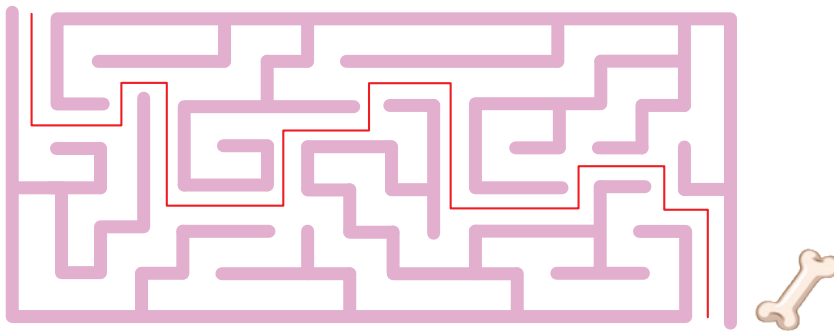
```
repeat 3 times
do
  move forward by 100
  turn right by 120
```

2.

```
repeat 5 times
do
  move forward by 100
  turn right by 72
```

6. More on ScratchJr

TECH SET GO (Page no. 55)



16 turns

CODE QUEST (Page no. 60)

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

TECH READY

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

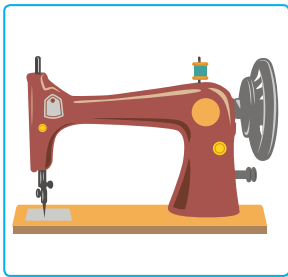
- A.**
1. This block turns the bird by the given angle.
 2. This block is a condition that is true till the bird has not gotten the worm.
 3. If a value is true in the if part of the block, then the value of do part will play. Otherwise, the value of else part will play.
 4. The move...by block is used to make the turtle move forward or backward to draw the shape.
 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

TECH SET GO (Page no. 64)

1.



2.

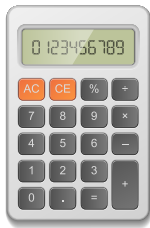


3.



AI QUEST

(Page no. 67)



TECH READY

- A. 1. (iv) 2. (iii)
- B. 1. Factories 2. Aibo 3. Smartphones
- C. 1. T 2. F 3. F

D. 1.



Lift



Eat



Sleep



Pack



Move



Bath

2.



Bark



Identify people



Cook



Play



Sleep



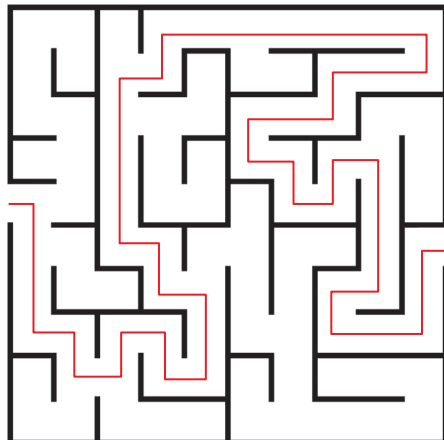
Read

E. 1. Artificially Intelligent Devices

2. Artificially intelligent machines in factories are similar to human beings because they can perform tasks such as lifting, moving, and packing objects, which are typically done by humans.

TECH TWISTER

A.



B. Do it yourself.

8. AI in Games and Movies

TECH SET GO (Page no. 72)

Do it yourself.



AI QUEST

(Page no. 75)

1. Emoji Scavenger Hunt
2. Shadow Art



AI QUEST

(Page no. 80)

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

TECH READY

- 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



TECH TWISTER

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

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

