

Name: _____
 Roll No: _____
 Class: _____ Section: _____ Date: _____

WORKING OF A COMPUTER

A. Rearrange the letters to get the meaningful words.

1. SEAKEPRS
 2. NITROMO
 3. INPRTRE
 4. OTUPTU
 5. ROPSECSGNI

B. Write Input, Process and Output under the pictures given below:

1.



2.



3.



C. Answer the following questions:

1. What is the use of output devices?

2. What is the use of a processing device?

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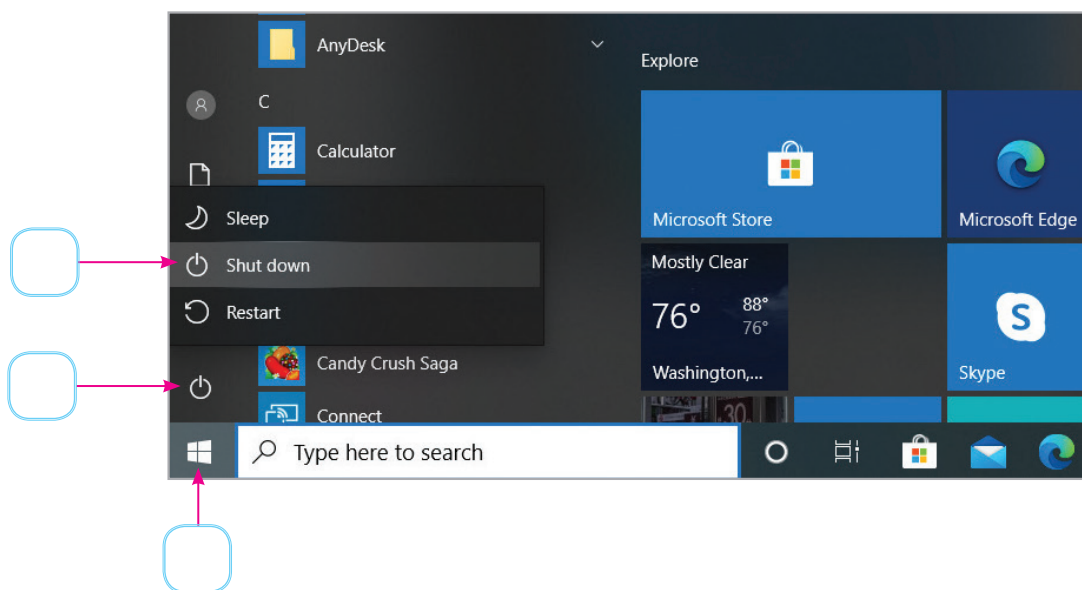
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Chapter-1

CLASS 2

WORKING OF A COMPUTER

A. Number the steps to shut down a computer.



B. Write 'T' for true and 'F' for false.

- Shutting down a computer means to switch it off.
- The first screen that appears when we start a computer is called desktop.
- Start button opens a start menu.
- The small pictures on the desktop are called icons.

C. Fill in the blanks using the hints given below:

Hints: Start, OFF, UPS, ON

- Shutting down a computer means switching it
- After switching the main power supply, you need to switch the monitor.
- You need to turn on the before turning on the CPU.
- Click on the button to shut down the computer.

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Chapter-2






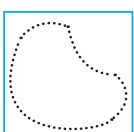
CLASS 2

MORE ON PAINT

A. Write the shortcut keys:

1. To copy a part of the drawing
2. To Zoom In
3. To rotate an image
4. To cut a part of the drawing

B. Look at the icons and write their names.

- | | |
|--|---|
| 1.  | 2.  |
| 3.  | 4.  |
| 5.  | 6.  |

C. Answer the following questions:

1. Write the use of Rotate Command.
.....
2. What is the use of Flip image?
.....
3. Write the steps to select an image in rectangular form.
.....

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MORE ON PAINT

A. Tick (✓) the correct option.

- To get the mirror image of a drawing, we use command.

a. Skew	<input type="checkbox"/>	b. Resize	<input type="checkbox"/>
c. Flip	<input type="checkbox"/>	d. Image	<input type="checkbox"/>
- Which command gives a closer and bigger look of an image?

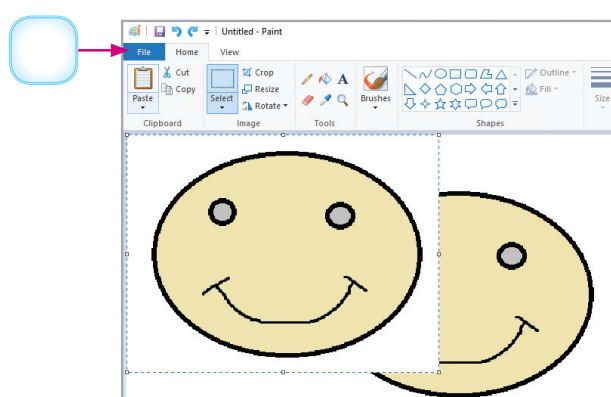
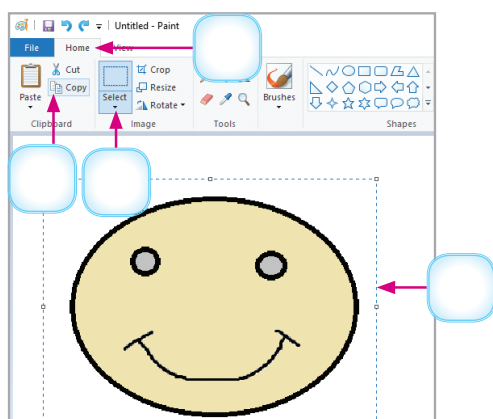
a. Crop	<input type="checkbox"/>	b. Skew	<input type="checkbox"/>
c. Zoom	<input type="checkbox"/>	d. None of these	<input type="checkbox"/>
- Which command is used to change the position of an image?

a. Resize	<input type="checkbox"/>	b. Flip	<input type="checkbox"/>
c. Crop	<input type="checkbox"/>	d. Zoom	<input type="checkbox"/>

B. Write 'T' for true and 'F' for false.

- Cut and Paste commands delete the image from one place and paste it to another place.
- Zoom tool is used to get the closer and bigger look of the drawing.

C. Label the steps to Copy/Cut and Paste the image in Paint.



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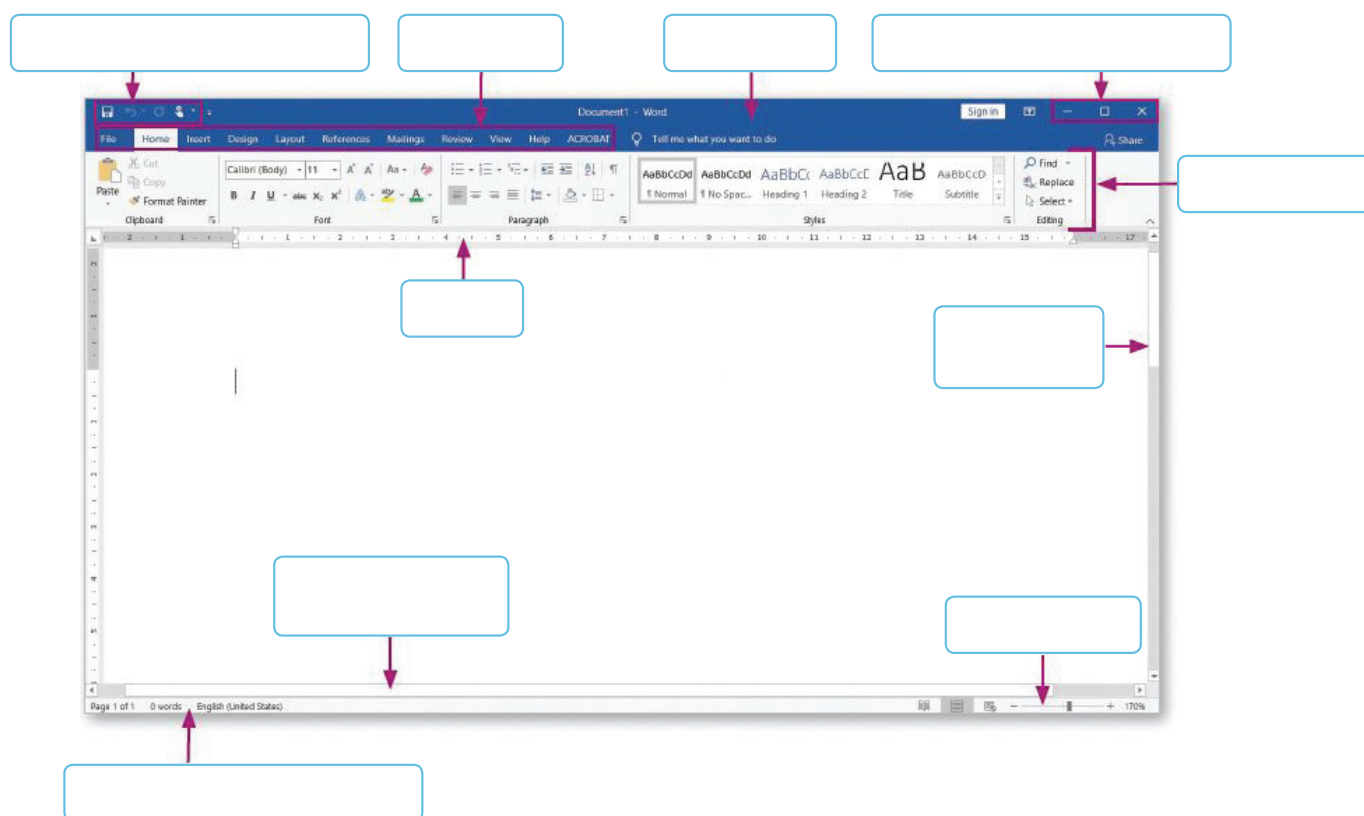
Computer Genius!

Chapter-3

CLASS 2

INTRODUCTION TO WORD 2016

A. Label the components of Word 2016 Window.



B. Answer the following questions:

1. Name any three components of the Word 2016 window.

.....

2. Write one difference between inserting text and deleting text.

.....

3. Write steps to exit from Word 2016.

.....

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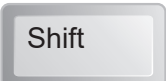

Chapter-3

CLASS 2



INTRODUCTION TO WORD 2016

A. Match the following:

1. To select a letter on the right or left of the cursor

a.  +  + 

2. To select one line up or down

b.  + 




3. To select a word on the right of the cursor

c.  + 

4. To select a word on the left of the cursor

d.  + 

5. To select entire document

e.  +  + 

B. Complete the steps to copy text in a document.

Step 1 the text.

Step 2 Click on tab.

Step 3 Click on from the group.

Step 4 Move the cursor to the place where you want to paste your text and click on from the Clipboard group.

C. Answer the following questions:

1. What do the red and green wavy lines under the text indicate?

.....

2. How will you select a single word and a sentence using the mouse click?

.....

3. Write the steps to create a new document.

.....

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Chapter-4

CLASS 2

REASONING AND ANALYSIS

A. Tick (✓) the correct options.

1. Which of the following is not a direction?

a. South

☐

b. West

☐

c. Out

☐

2. What is 7 less than 56?

a. 45

☐

b. 49

☐

c. 50

☐

3. If a number has 3 tens and 9 ones, then What will be the number?

a. 93

☐

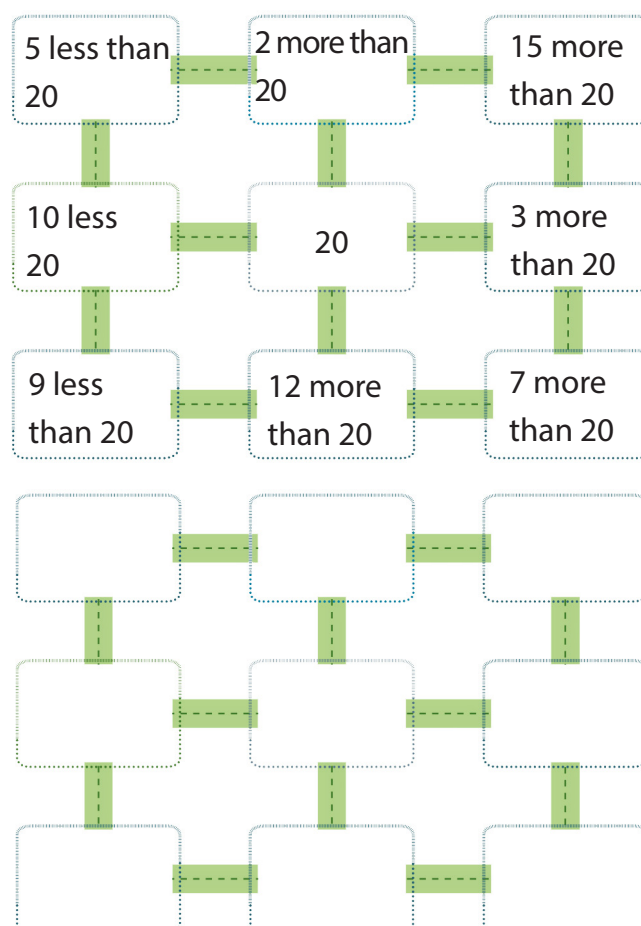
b. 49

☐

c. 39

☐

B. Read the instruction and solve the puzzle.



Grade:



Teacher's Signature: _____

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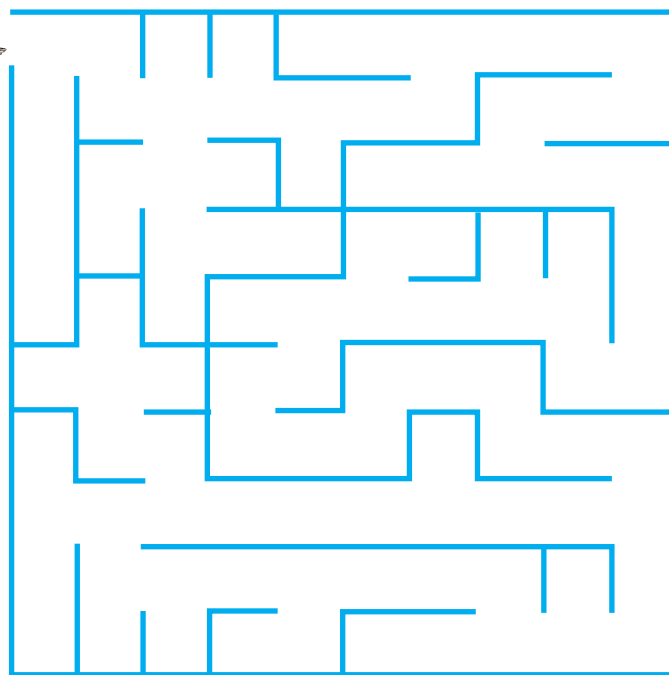
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Chapter-4

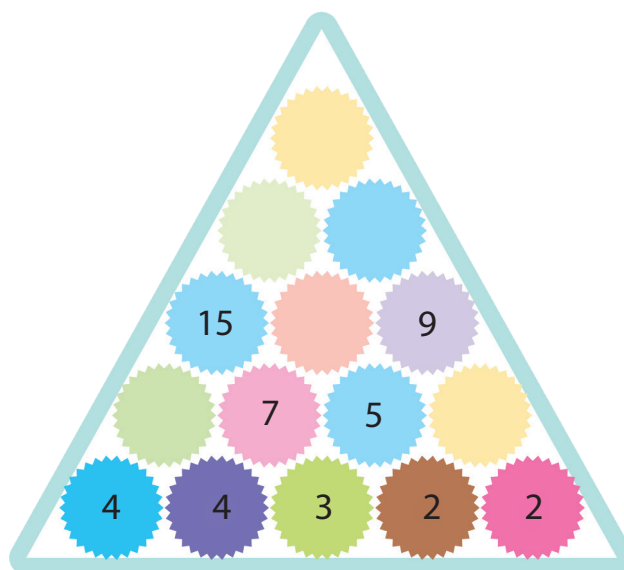
CLASS 2

REASONING AND ANALYSIS

A. Help the boy reach home.



B. Fill in the missing numbers in the pyramids below.



Grade:



Teacher's Signature: _____

MORE ON GOOGLE BLOCKLY GAMES

A. Fill in the blanks using the hints given below:



Hints: Rotate the pen, Two, Run Program, Home page

1. Click on button to see if the drawing is complete or not.
2. The turtle game is used to
3. The turtle category has Blocks.
4. After completing the ten levels of the Bird, the automatically appears on the screen.

B. Write 'T' for true and 'F' for false.

1. The bird game has five levels.
2. In bird game, you can change the angle of turning.
3. Turtle game is used to repeat actions using variable blocks.
4. The blocks are dragged and dropped to give instructions.

B. Identify the icons and write the names of games in the blanks.

1. 
2. 
3. 
3. 

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MORE ON GOOGLE BLOCKLY GAMES

A. Match the following.

- | | |
|---|----------------------|
| 1. This game is used to change instructions in the variable blocks. | a. heading 90° |
| 2. This game is used to repeat actions using loops. | b. repeat...times do |
| 3. This block is used to make the turtle repeat tasks given inside the block for given number of times. | c. Turtle game |
| 4. This block turns the object in the left direction from the direction it is facing. | d. Bird game |

A. Define the following blocks:

- If...do...else block.

- move...by block.

- does not have worm block.

B. Write the output of the following codes.

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

 .....  
 .....
- ```
repeat 4 times
do
  move forward by 100
  turn right by 90°
```


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

 .....  
 .....

Name: \_\_\_\_\_

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Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

Chapter-6

CLASS 2

## MORE ON SCRATCHJR

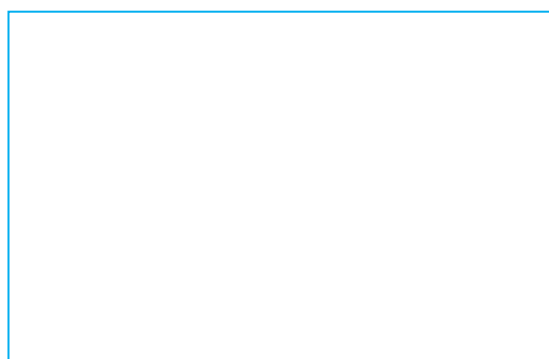
### A. Write 'T' for true and 'F' for false.

1. Motion blocks are used to control the movement of a Character. ....
2. Show block fades out the character until it is invisible. ....
3. Play Recorded Sound plays a "pop" sound. ....
4. ScratchJr is used to create animated stories and games. ....

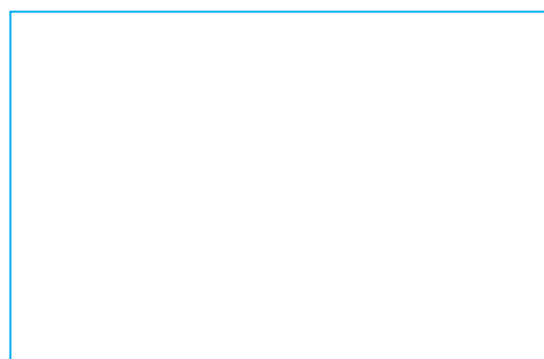
### B. Answer the following questions:

1. Write any three components of ScratchJr Window.  
.....
2. What is the use of Looks block?  
.....
3. What is the colour of Sound block?  
.....
4. What is the use of Events block?  
.....

### C. Draw Show block and Wait block in the given space.



Show block



Wait block

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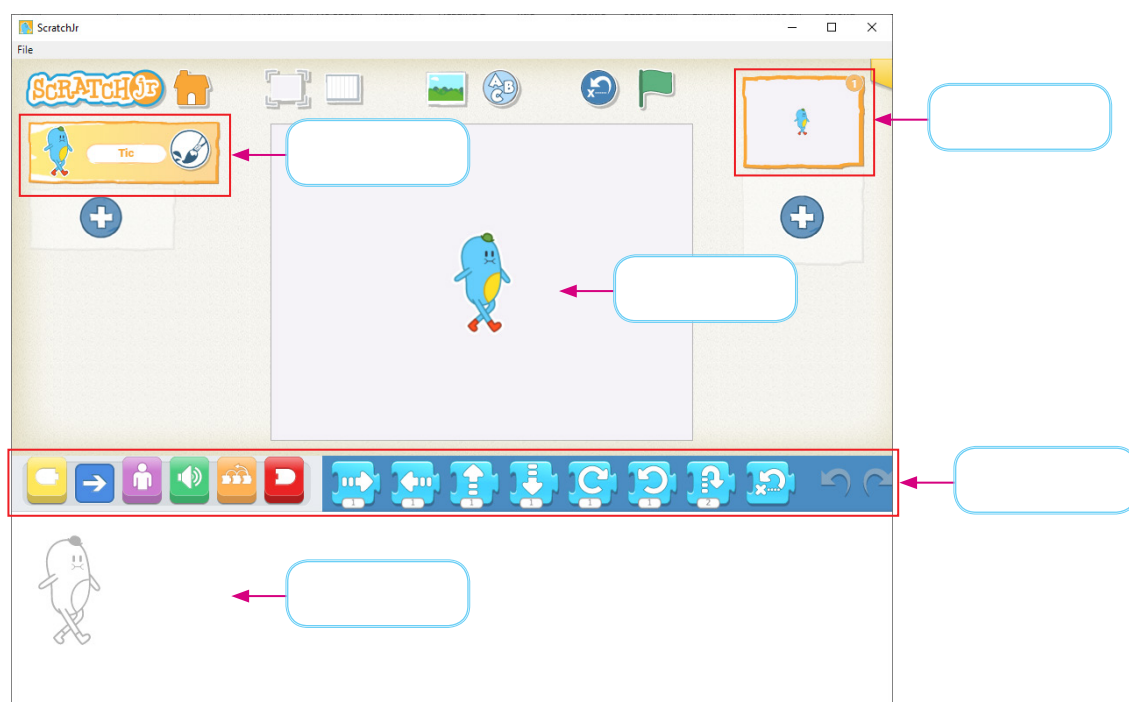
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Chapter-6

CLASS 2

### MORE ON SCRATCHJR

#### A. Label the window given below.



#### B. Match the given blocks with their colours.

- |            |           |
|------------|-----------|
| 1. Motion  | a. green  |
| 2. Looks   | b. orange |
| 3. Control | c. blue   |
| 4. Sound   | d. yellow |
| 5. Events  | e. purple |

#### C. Rearrange the following to complete the name of the blocks of Scratch Jr.

- |            |       |
|------------|-------|
| 1. SUODN   | ..... |
| 2. MITOON  | ..... |
| 3. SOLOK   | ..... |
| 4. CNRLOTO | ..... |

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

Chapter-7

CLASS 2

### AI MACHINE AROUND US

A. Circle the objects with natural intelligence with green crayon and the objects with artificial intelligence with red crayon.



B. Fill in the blanks using the hints given below:

**Hints:** Aibo, Animals, Smartphones, Two

1. Intelligence can be of ..... types.
2. Natural intelligence is gifted by nature to humans and some .....
3. .... can bark like a dog.
4. Artificial Intelligence in ..... helps you control your applications and other smart devices.

Grade:



Teacher's Signature: \_\_\_\_\_

## AI MACHINE AROUND US

### A. Write 'T' for true and 'F' for false.

1. Aibo can listen to your commands. ....
2. Intelligence can be of three types. ....
3. Natural Intelligence refers to the intelligence created by humans. ....
4. There are many devices or gadgets made by humans that have artificial intelligence. ....

### B. Identify the following and write their names:



### C. Rearrange the following to form a meaningful word.

1. ATFCRAILI ITNLELGINEEC .....  
.....
2. HNMUA .....  
.....
3. SARMT MCAIHEN .....  
.....



### AI IN GAMES AND MOVIES

#### A. Match the following:

1.



a. The Iron Giant

2.



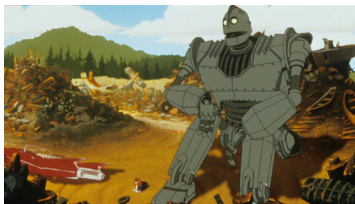
b. Shadow art

3.



c. Wall E

4.



d. I, Robot

#### B. Answer the following questions:

1. How does Shadow Art help kids?

.....

2. What is AutoDraw?

.....

3. What are the laws of robotics?

.....

## AI IN GAMES AND MOVIES

### A. Answer the following questions:

1. How does Shadow Art help kids?

.....

2. What is AutoDraw?

.....

3. What are the laws of robotics?

.....

### B. Look at the pictures given below and write the name of the movies.

1.



.....

2.



.....

### C. Rearrange the following and write the correct words in the space provided:

1. ATDA GMASE

.....

2. UATO DARW

.....

3. RTOBOS

.....

4. LLAW E

.....

5. MRICOTBS

.....