ORANGE

WORKSHEET

DIGICODE AI
Ver. 2.1

Chapter-1

CLASS 2

Name: _____

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# WORKING OF A COMPUTER

**A. Tick (✓) the correct option.**

1. Which of the following do we get after a computer processes an input?

   a. Process ☐          b. Input ☐

   c. Output ☐          d. Desktop ☐

2. Which of the following performs an action on the input?

   a. CPU ☐          b. Printer ☐

   c. Mouse ☐          d. Monitor ☐

3. Which of the following is processing device?

   a. Headphones ☐          b. Speakers ☐

   c. CPU ☐          d. Printer ☐

**B. Match the following:**

1.           a. Mouse

2.           b. Monitor

3.           c. Keyboard

**C. Answer the following questions:**

1. What is processing?

   ...........................................................................................................

2. Which device is the main processing device?

   ...........................................................................................................

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CLASS 2

## MORE ON PAINT

**A. Tick (✓) the correct option.**

1. Which command is used to change the position of the drawing at different angles?

   a. Rotate ☐     b. Crop ☐

   c. Zoom ☐     d. Skew ☐

2. Which of these commands is used to change the size of an image in Paint?

   a. Resize ☐     b. Zoom ☐

   c. Crop ☐     d. None of these ☐

3. The Flip/Rotate command is present in the ...................... group.

   a. Colors ☐     b. Image ☐

   c. Shapes ☐     d. Tools ☐

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

1. Cut and Paste commands are used to delete the image from its original place and paste it to another place. ............

2. Rotate command is used to get the mirror image of a drawing. ............

3. Free-Form selection is used to select the drawing in rectangular form as per need. ............

**C. Answer the following questions:**

1. What is the use of copy/paste command?

   ......................................................................................

2. Where is the Zoom command present in Paint window?

   ......................................................................................

3. What is Free-Form selection?

   ......................................................................................

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Chapter-3

CLASS 2

# INTRODUCTION TO WORD 2016

**A.  Tick (✓) the correct option.**

1.   To save a document in Word 2016, the shortcut keys are ................................. .

   a.  Ctrl + O ☐       b.  Ctrl + P ☐

   c.  Ctrl + S ☐       d.  Ctrl + N ☐

2.   Which of the following is used to insert text in a document?

   a.  Cursor ☐       b.  Spacebar ☐

   c.  Ribbon ☐       d.  Quick Access Toolbar ☐

3.   Which feature of Word 2016 helps in checking for spelling and grammar mistakes?

   a.  Text Area ☐       b.  Zoom Slider ☐

   c.  Ribbon ☐       d.  Spelling and Grammar Checker ☐

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

1.   The horizontal ruler appears at the top of the document ...........................

2.   The shortcut key to print a document is Ctrl + P. ...........................

3.   Ribbon is made up of words and text. ...........................

4.   Title Bar shows the detailed information of the document, like page number, number of pages, lines, words, etc. ...........................

**C.  Fill in the blanks using the hints:**

1.   Click on the Print button on Quick Access Toolbar to ........................... (print / save) the document.

2.   Word is a/an ........................... (system / application) software.

3.   The ........................... (horizontal / vertical) ruler appears on the left of the document.

4.   Ribbon is made up of Tabs and ........................... (Groups / Tools) in Word.

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CLASS 2

## REASONING AND ANALYSIS

**A. Tick (✓) the correct option.**

1. In a number pyramid, the number in each space is the sum of the two numbers below it.

   a. Four ☐     b. Five ☐

   c. Three ☐     d. Two ☐

2. If a number has 7 tens and 12 ones, then the number is ............................
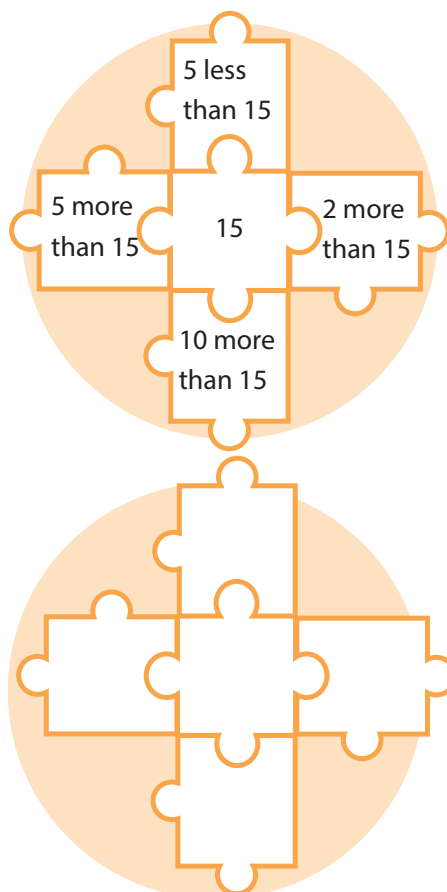
   a. 27 ☐     b. 72 ☐

   c. 82 ☐     d. 28 ☐

**B. Read the instruction and solve the puzzle.**



5 less than 15

5 more than 15

15

2 more than 15

10 more than 15

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Chapter-5

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# MORE ON GOOGLE BLOCKLY GAMES

**A.  Tick (✓) the correct option.**

1.  Which of the following game is used to apply different conditions used in programming?

    a.  Bird game ☐          b.  Turtle game ☐

    c.  Cat game ☐           d.  Mouse game ☐

2.  The act of repeating an action again and again is called ..................... .

    a.  Repetition ☐         b.  Looping ☐

    c.  Statement ☐          d.  None of these ☐

3.  The turtle game has ..................... Levels.

    a.  4 ☐                  b.  5 ☐

    c.  8 ☐                  d.  10 ☐

**B.  Answer the following questions:**

1.  What is the main objective of the Bird game in Blockly?

    ............................................................................................................

2.  What is the use of Reset button in the Bird game?

    ............................................................................................................

3.  What does the 'heading block' do in the Bird game?

    ............................................................................................................

**C.  Write the use of following blocks:**

1.  `heading 90°`          ............................................................

2.  `move forward ▾ by 100 ▾`   ............................................................

3.  `turn right by ↻ ▾ 90° ▾`   ............................................................

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Chapter-6

CLASS 2

# MORE ON SCRATCHJR

**A. Tick (✓) the correct option.**

1. Which of the following blocks is used to turn right?

   a. [image] ☐     b. [image] ☐

   c. [image] ☐     d. [image] ☐

2. Which of the following blocks decreases the character's size?

   a. Grow ☐     b. Shrink ☐

   c. Hide ☐     d. Show ☐

3. Which of the following blocks are used to repeat the tasks and pause the character?

   a. Motion ☐     b. Looks ☐

   c. Control ☐     d. Events ☐

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

**Hints:** Show, Motion blocks, Move Down

1. ....................... are blue in colour.

2. ....................... block deepens in the character until it is visible.

3. ....................... block moves the character down.

**C. Identify the following blocks and write their names in the given space.**

1. [image]     2. [image]     3. [image]     4. [image]     5. [image]

............................     ............................     ............................     ............................     ............................

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Chapter-7

CLASS 2

# AI MACHINE AROUND US

**A.   Tick (✓) the correct option.**

1.   Artificially intelligent machines used in factories are capable of.........................

   a.   making cartoons ☐

   b.   cooking food ☐

   c.   lifting, moving, and packing objects ☐

   d.   painting pictures ☐

2.   Artificial Intelligence in television can .........................

   a.   change channels by itself randomly ☐

   b.   recognise your voice and natural language ☐

   c.   display cartoons only ☐

   d.   record TV shows ☐

3.   ......................... can do many things that a dog can do.

   a.  ☐

   b.  ☐

   c.  ☐

   d.  ☐

**B.   Draw or paste pictures of two machines that are artificially intelligent.**

☐

☐

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Chapter-8

# AI IN GAMES AND MOVIES

**A. Tick (✓) the correct option.**

1. Which game helps kids learn coding using blocks?

   a. AutoDraw ☐          b. CodeMonkey Jr. ☐

   c. Rock, Paper, Scissors ☐     d. Shadow Art ☐

2. AutoDraw is developed by ....................... .

   a. Apple ☐          b. Samsung ☐

   c. Google ☐          d. Microsoft ☐

3. Which of the following is a kind-hearted garbage collector robot?

   a. Wall-E ☐          b. Baymax ☐

   c. Microbots ☐          d. All of these ☐

4. Which game uses a mobile phone's camera to find objects shown as emojis?

   a. Shadow Art ☐          b. Emoji Scavenger Hunt ☐

   c. AutoDraw ☐          d. Rock, Paper, Scissors ☐

**B. Fill in the blanks with the hints.**

**Hints:** 12, Emoji Scavenger Hunt, The Iron Giant, Artificial Intelligence

1. The ............... game uses Computer Vision tool to identify and capture image from the Camera App.

2. The game Shadow Art teaches how to make animal shapes using your ........................

3. ...................... is a movie about a "Kid Robot" who has real emotions.

4. ...................... is a giant "killer" robot from outer space has landed on Earth.

**C. Write 'T' for true and 'F' for false statements.**

1. Shadow Art allows kids to learn how to make shadow puppets just by using their hands. ....................

2. AutoDraw is a powerful tool used for learning coding. ....................

3. The I robot is a killer robot. ....................

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