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APPLICATIONS OF A COMPUTER

A. Tick (✓) the correct option.

1. Computers can difficult sums very quickly.

a. draw

☐

b. calculate

☐

c. search

☐

d. draw

☐

2. Which of these can be kept on a desk?

a. Laptop

☐

b. Tablet

☐

c. Desktop

☐

d. None of these

☐

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

1. Computer cannot dance or sing.

.....

2. We can play lot of games on a computer.

.....

3. We can type letters and messages on computer.

.....

4. Computer don't make mistakes.

.....

5. Computer can work non-stop for many hours.

.....

C. Match the following:

1. Desktop Computer

a.



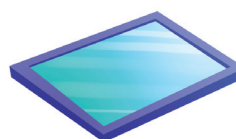
2. Tablet

b.



3. Laptop Computer

c.



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APPLICATIONS OF A COMPUTER

A. Identify the given pictures and write their names.



1.



2.



3.



4.

B. Rearrange the letters top to get the correct words.

1. E F E L I G N S

.....

2. I S N T U R T C O I N

.....

3. E C D I I S O N

.....

4. S O T A R E G

.....

C. Rearrange the letters to make correct words.

1. ARTOONSC

○ ○ ○ ○ ○ ○ ○ ○

2. SAGME

○ ○ ○ ○ ○

3. SESMSGEA

○ ○ ○ ○ ○ ○ ○ ○

4. IAMCG

○ ○ ○ ○ ○

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OPERATING A COMPUTER

Chapter-2

CLASS 2

A. Tick (✓) the correct option.

- Icons on the desktop are present in the form of
 a. small pictures ☐ b. small tool ☐
 c. small sections ☐ d. None of these ☐
- button on the title bar is used to close the window.
 a. Close ☐ b. Minimize ☐
 c. Maximize ☐ d. Start ☐
- makes a computer work when electricity goes off.
 a. CPU ☐ b. UPS ☐
 c. Both ☐ d. None of these ☐

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

- Start button is present at the right corner of the screen.
- Icons are present on the desktop.
- UPS is called convertor of the computer.
- Start menu is not used to shut down the computer.

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

Hints: Clock, CPU, Desktop

- The first screen appears on the monitor is called the
- The switches off itself when you shut down a computer.
- The taskbar contains Start button and

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OPERATING A COMPUTER

Chapter-2

CLASS 2

A. Match the following:

- | | |
|-------------|-----------------------------|
| 1. Icons | a. Control Button |
| 2. Desktop | b. Small picture on Desktop |
| 3. Windows | c. At the desktop |
| 4. Minimize | d. First display screen |
| 5. Taskbar | e. Rectangle box |

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

- | | |
|---|-------|
| 1. Taskbar is located at the top of the desktop. | |
| 2. Desktop is the one that appears on the monitor screen. | |
| 3. Icons are big pictures on the desktop. | |
| 4. Switch ON or OFF is a step-by-step process. | |

C. Write the name of the buttons of window.

- | | | |
|----|---|-------|
| 1. |  | |
| 2. |  | |
| 3. |  | |

D. Answer the following questions:

- What are icons?
.....
- Name any two things present on the Taskbar.
.....

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WORKING OF A COMPUTER

Chapter-3

CLASS 2

A. Tick (✓) the correct option.

1. Which of these is an output device?

a. CPU

☐

b. Monitor

☐

c. Keyboard

☐

d. Mouse

☐

2. Which of these devices are used to give data to the computer?

a. Input

☐

b. Output

☐

c. Processing

☐

d. Storage

☐

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

Hints: Monitor, Keyboard, Mouse, Three

1. shows us the result after processing.

2. and are the examples of input devices.

3. A computer works in steps.

C. Answer the following questions:

1. Name two input devices.

.....

2. What is the full form of CPU?

.....

3. Give an example of IPO cycle.

.....



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WORKING OF A COMPUTER

Chapter-3

CLASS 2

A. Rearrange the letters to get the meaningful words.

1. SEAKEPRS

2. NITROMO

3. INPRTRE

4. UUTPOT

5. ROPSECSGNI

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

1.



.....



.....



.....

2.



.....



.....



.....

3.



.....



.....



.....

C. Answer the following questions:

1. What are Output devices?

.....

2. What are Processing devices? Write one examples of it.

.....

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KEYBOARD AND MOUSE

Chapter-4

CLASS 2

A. Tick (✓) the correct option.

1. How many function keys are there at the top of keyboard?

a. 12

☐

b. 10

☐

c. 9

☐

d. 8

☐

2. Which key is used for special sign and symbols?

a. Symbol

☐

b. Function

☐

c. Shift

☐

d. Enter

☐

3. Which of these is used to select an icon?

a. Single-click

☐

b. Double-click

☐

c. Scroll

☐

d. None of these

☐

4. Pressing and releasing any button of a mouse is called

a. pointing

☐

b. dragging

☐

c. clicking

☐

d. dropping

☐

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

Hints: Buttons, Dragging, Enter, Cursor

1. Mouse has two on it.

2. is used to move any object on the screen.

3. Arrow keys are also known as keys.

4. key is used to move to next line.

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

1. Right click is used to display shortcut menu.

2. We cannot point to things on the computer.

3. To hold a mouse properly, middle finger is placed on the right button.

4. Tab key is not used for move the cursor.

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KEYBOARD AND MOUSE

Chapter-4

CLASS 2

A. Rearrange the letters to get correct name of the keys.

1. LPAHTBEA EYKS
2. ACBCSKAPE EKY
3. UMNBRE SEKY
4. APCS OCLK EYK
5. NETRE YEK
6. PS CAEBAR KYE

B. Match the following:

- | | |
|------------------|---|
| 1. Shift key | a. Type capital letters. |
| 2. Caps Lock key | b. At top of keyboard key of each function. |
| 3. Symbol key | c. Used along with other keys. |
| 4. Function key | d. have special sign and symbols. |

C. Answer the following questions:

1. What is a mouse pointer?
.....
2. Write a use of a computer mouse.
.....
3. How many scroll wheels does a computer mouse have?
.....
4. What is meant by dragging?
.....

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TOOLS OF TUX PAINT

A. Tick (✓) the correct option.

- Which tool is used to add special effects to a drawing in Tux Paint?

a. Save	☐	b. Magic	☐
c. Text	☐	d. New	☐
- Stamp tool can be used to insert different from the selector.

a. Save	☐	b. Stamp	☐
c. Start	☐	d. None of these	☐
- Which of the following is used to draw in Tux paint?

a. Area	☐	b. Canvas	☐
c. Sheet	☐	d. Selector	☐
- Which tool is used to type text?

a. Magic	☐	b. Stamp	☐
c. Text	☐	d. Save	☐
- Tux paint is an easy to use

a. Drawing	☐	b. Tools	☐
c. Program	☐	d. None of these	☐

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

- In Tux Paint, New tool contains color palette.
- The text tool can be used for drawing pictures.
- Tux Mascot can guides us to draw.
- Stamp tool cannot be used to adjust the size of stamp.
- Save tool is used to save your drawing.

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TOOLS OF TUX PAINT

Chapter-5

CLASS 2

A. Look at the given pictures and fill the missing letters.

1.  S _ _ A _ _ _ _ O O _ _
2.  _ P _ _ T _ O _
3.  _ _ W _ _ O _
4.  _ _ G _ C _ O _ L _
5.  T _ _ T _ O _ _

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

Hints: Tools, Open, Text, Help Area, Canvas, Selector

1. tool is used to open the existing drawing.
2. We can click on the drawing to get the cursor.
3. is used to select the desired options.
4. Toolbar contains a variety of
5. tool is used to add text of our choice like name, caption etc.
6. gives you tips and details of the selected tool.

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INTRODUCTION TO PAINT

Chapter-6

CLASS 2

A. Write the correct order of the steps in given boxes to draw a curve line.

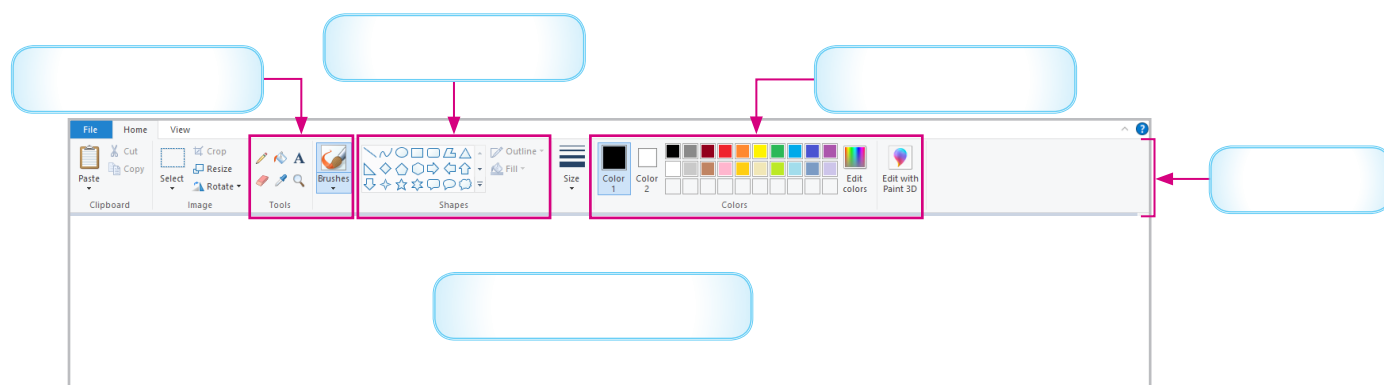
- ☐ Double-click to end.
- ☐ Now drag the mouse to make a line
- ☐ Now click on the line and drag to make a curve.
- ☐ Click on Curve shape.

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

Hints: Select, Text, Paint

1. _____ is used to select a drawing or a part of it.
2. The _____ is a program that can be used to draw.
3. A _____ box will appear with the cursor blinking in it.

C. Label the given window of Paint.



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INTRODUCTION TO PAINT

Chapter-6

CLASS 2

A. Tick (✓) the correct option.

1. Which of the following tool is used to pick a color from the picture?



2. Which of the following tool is used to draw with a freehand?



3. Which of the following tool is used to enlarge an image?



B. Guess my name.

- I let you pick colour from an image.
- I let you type text in the Drawing area.
- I let you draw freehand.
- Tabs groups are my part.
- I show all commands like Pencil, Line, etc.

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

- Curve shape is used to make the curved lines.
- Pencil tool is used to draw with a free hand.
- Select command is used to select a part of drawing.
- Magnifier tool is used to get a bigger and closer view of the drawing.



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FUN WITH PAINT

Chapter-7

CLASS 2

A. Tick (✓) the correct option.

1. Which tool is used for freehand drawing?

a. Line

☐

b. Brush

☐

c. Pencil

☐

d. Eraser

☐

2. Paint help us to on the computer.

a. Draw

☐

b. Paint

☐

c. Both a and b

☐

d. None of these

☐

3. Which group is used to select colour in the Paint?

a. Tools

☐

b. Shapes

☐

c. Colour

☐

d. Image

☐

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

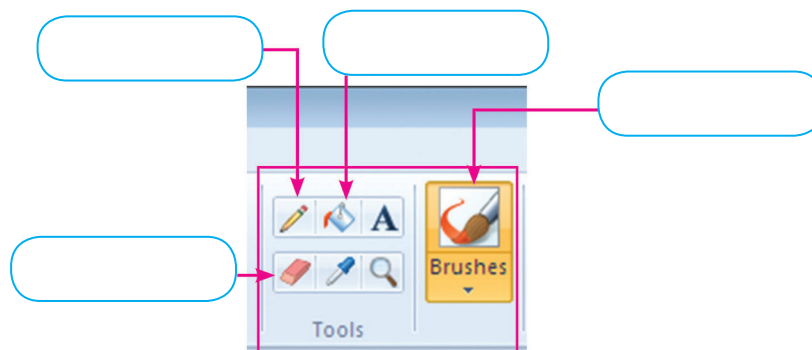
Hints: Fill, Colours, Paint, Line

1. is a program used to draw and colour.

2. We can colour in a closed shape or finger.

3. In Paint, with help of shape we can draw lines.

C. Label the different tools of the Tools Group.



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FUN WITH PAINT

Chapter-7

CLASS 2

A. Match the following:



a. Fill with color tool



b. Brushes Tool



c. Pencil Tool



d. Size group

B. Answer in one word.

- Which tool is used to draw a rectangle?
- Which group contains the Brushes tool?
- Write any one group of the paint window.
- Which group contains the Select color option?

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

- Paint helps us to draw and paint on the computer.
- Shapes group does not contains the shapes.
- Brushes tool is used for freehand.
- Colors group does not contain different colours for drawing.
- Paint window will appear on the computer screen.

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BLOCKS IN SCRATCHJR

Chapter-8

CLASS 2

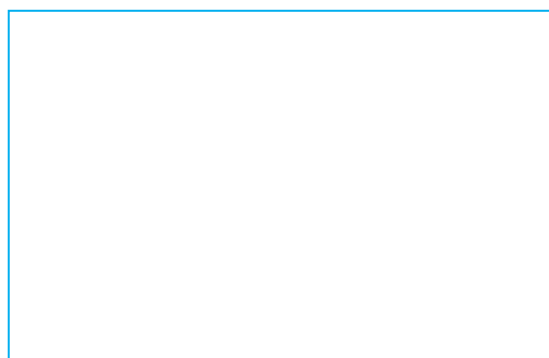
A. Write 'T' for true and 'F' for false.

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.

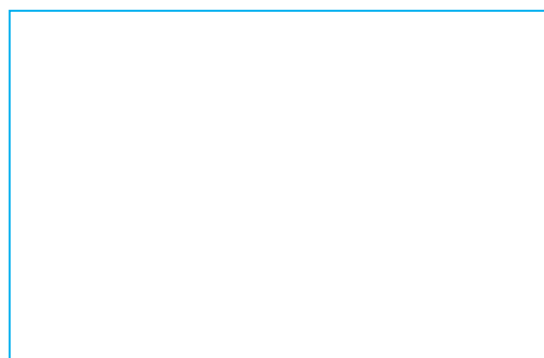
B. Answer the following questions:

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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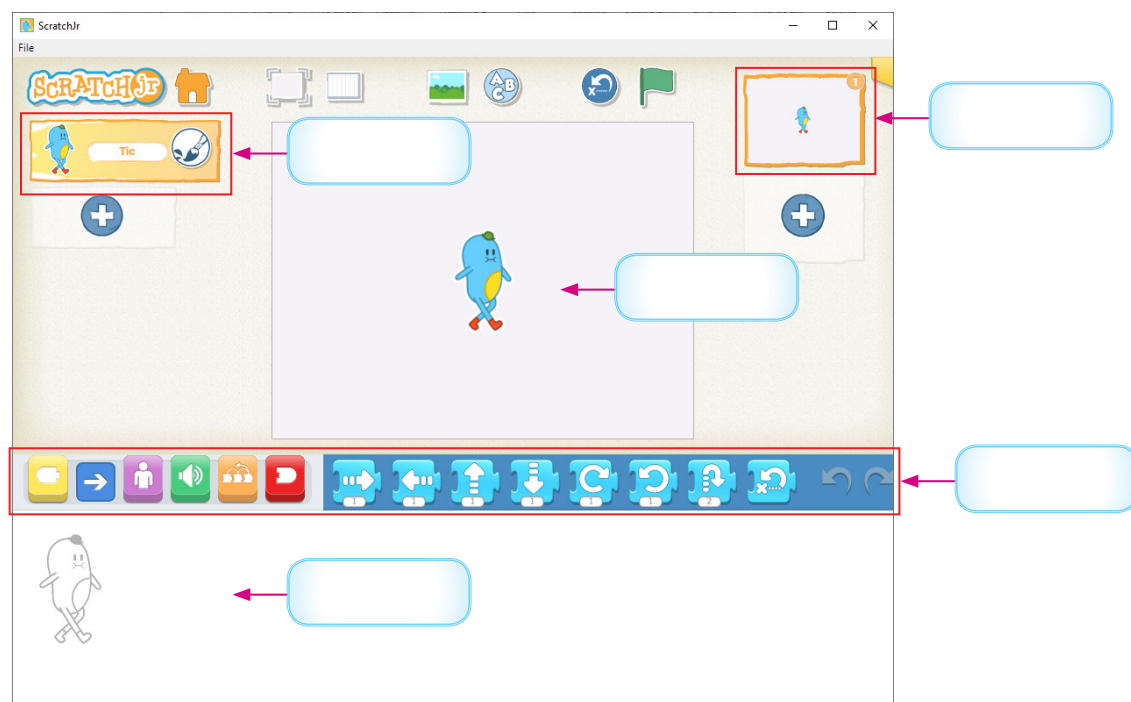
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BLOCKS IN SCRATCHJR

Chapter-8

CLASS 2

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 ScratchJr.

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