

COMPUTER

A WONDER MACHINE

Includes
AI

Aligned
with
NEP

TEACHER'S MANUAL

Computer: A Wonder Machine

BOOK 2

Chapter 1

Types of Computers

1. Rearrange the jumbled words to get the names of different types of computers:

- (a) TABLET (b) LAPTOP (c) MAINFRAME (d) DESKTOP
(e) SMARTPHONE

2. Tick (✓) the correct option:

- (a) (iii) Computers
(b) (iii) Easy
(c) (ii) Difficult
(d) (ii) Notebooks
(e) (i) Touchscreen

3. Write T for true and F for false statements:

- (a) F (b) F (c) T (d) F (e) T

4. Fill in the blanks:

- (a) Desktops (b) Laptops (c) Smartphones
(d) Mainframes (e) Super

Chapter 2

Computer—An Electronic Device

1. Solve the crossword:

Across

1. Speed 2. Accurate 3. Memory 4. Tireless

Down

1. Security 5. Easy

Chapter 3

Input and Output Devices

1. Define the following terms:

1. **Input Devices**—Input devices are the devices through which we give commands or data to a computer. For example, keyboard, mouse, joystick, etc.
2. **Processing Device**—Processing device understands and tells other parts of computers what to do. All parts of the computer—the monitor, keyboard and mouse are attached to the processing device by electric wires. CPU is a processing device.
3. **Output Devices**—Output devices are the devices which display or print the processed data or the results. For example, monitor, printer, speakers, etc.
4. **Storage Devices**—Storage devices are the devices that are used by a computer to store data, instructions and information. For example, pen drive, compact disc, etc.

2. Classify the following devices and write their names in the columns given below:

Input Devices	Processing Device	Output Devices	Storage Devices
Mouse	CPU	Monitor	Compact Disc
Keyboard		Printer	Pen Drive
Camera		Speakers	Hard Disk
Joystick			Micro SD Card

3. Complete the following:

1. MOUSE 2. KEYBOARD 3. SPEAKER 4. JOYSTICK
5. HARD DISK 6. PEN DRIVE 7. COMPACT DISC
8. VISUAL DISPLAY UNIT

Chapter 4

More about Keyboard

1. Choose your answers from the choices given and write them in the blank spaces.

- | | |
|-------------------|-------------------------|
| (a) alphabet keys | (b) cursor control keys |
| (c) caps lock key | (d) enter key |
| (e) symbol keys | (f) backspace key |

4. Some keys are missing in the keyboard shown below. Write their names in the given spaces:

- | | |
|---------------------|---------------------|
| 1. Caps lock key | 2. 'Q' Alphabet key |
| 3. Backspace key | 4. Enter key |
| 5. Spacebar | 6. Shift key |
| 7. Delete key | 8. Up arrow key |
| 9. Left arrow key | 10. Down arrow key |
| 11. Right arrow key | 12. Num Lock key |

6. Match the following:

- | | | |
|-----|--------|---|
| (a) | (x) | Goes to the end of the document |
| (b) | (ix) | Undo last action |
| (c) | (viii) | Redo last action |
| (d) | (vi) | Pastes |
| (e) | (vii) | Copies the selected text |
| (f) | (v) | Cuts the selected text |
| (g) | (iii) | Saves the current document |
| (h) | (ii) | Selects text |
| (i) | (i) | Creates a new or blank document |
| (j) | (iv) | Converts the small letter to Capital letter |

Chapter 5

Mouse—An Input Device

1. Fill in the blanks by choosing the correct word:

- (a) Dragging and Dropping
- (b) Mouse is of the following types:
- | | |
|----------------------------|--------------------|
| (i) Two buttons | (ii) Three buttons |
| (iii) Two buttons + Scroll | (iv) Wireless |
- (c) Releasing

2. Put a Smiley (☺) for the correct sentence and a frown (☹) for the incorrect sentence.

- | | | |
|-----------|------------|-----------|
| (a) Frown | (b) Smiley | (c) Frown |
|-----------|------------|-----------|

Chapter 6

More about Paint

1. Find and color the names in the grid below:

C	O	N	T	R	O	L	B	U	T	T	O	N
D	K	O	H	U	O	O	L	F	U	T	T	O
R	X	Y	Z	R	W	W	E	T	I	I	Y	R
A	R	A	A	S	S	E	R	Y	T	T	M	S
W	R	I	B	B	O	N	R	U	O	I	A	C
I	R	T	Y	E	R	T	T	T	O	T	X	R
N	R	T	R	E	E	U	I	O	L	L	I	O
G	M	I	N	I	M	I	Z	E	B	E	M	L
A	W	W	E	R	T	Y	U	I	O	B	I	L
R	C	O	L	O	R	B	O	X	X	A	Z	B
E	O	T	R	R	E	E	W	W	E	R	E	A
A	Y	E	R	C	L	O	S	E	R	Y	I	R

2. Fill in the blanks:

- (a) pencil, brush (b) erase
(c) fill color (d) selection

5. Complete the names of icons given in the stalk with the help of their picture given below. Then select and write the correct number in the boxes in front of each icon name.

- | | | |
|------------------|---------------|----------------------|
| 1. ERASER | 2. PAINT | 3. ROUNDED RECTANGLE |
| 4. POLYGON | 5. TEXT | 6. BRUSH |
| 7. CURVE | 8. PENCIL | 9. LINE |
| 10. RECTANGLE | 11. ELLIPSE | 12. CLOUD CALLOUT |
| 13. COLOR PICKER | 14. MAGNIFIER | 15. SELECTION |



Chapter 7

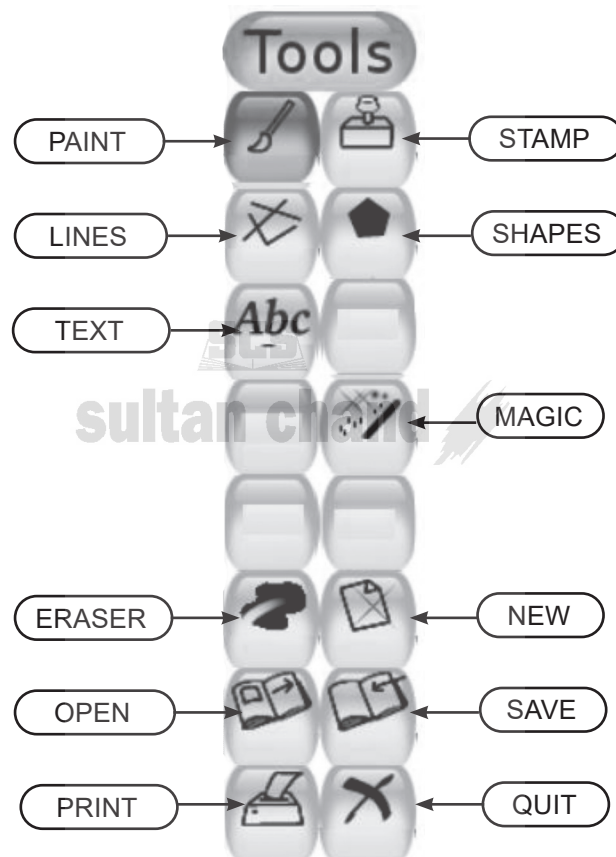
Let's Paint on Tux

1. Fill in the blanks with correct option from the box:

- (a) Drawing area (b) Colors (c) Stamps (d) Lines
(e) Eraser

2. Tick (✓) the correct option:

- (a) (ii) Brushes
 (b) (iii) 
 (c) (ii) Close
 (d) (i) 
 (e) (ii) Rotation handle

4. Label the tools in the Tools pane:

Chapter 8

File Management

1. Fill in the blanks:

- (a) Storage device (b) backup (c) lose
 (d) meaningful (e) left

2. Explain the following:

- (a) **Backup**—Backup means keeping our files in more than one location.
- (b) **Storage devices**—Storage devices are the devices that are used by a computer to store data, instructions and information. For example, pen drive, compact disc, etc.
- (c) **Purpose of saving a file**—The various reasons for saving a file are as follows:
 - (i) Not to lose our important work
 - (ii) Not to lose our time
 - (iii) To get it back when required
 - (iv) To share it with others

Chapter 9

Introduction To Artificial Intelligence

1. Fill in the blanks with the words given in the box:

- (a) Artificial
- (b) (i) Thinking
- (ii) Learning
- (iii) Problem-solving
- (iv) Decision-making
- (c) Artificial Intelligence

- 2.** Artificial Intelligence (AI) is a branch of science and technology that makes devices which mimic human intelligence.