

Tim@x

Approach to Computer

Teacher Manual



2



Teacher's Zone

- + E-Book
- + Elucidated Solutions
- + Free Online Support
- + Test Framer



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CLASS - II

CHAPTER 1

Execute Time

- A** 1. (b) 2. (a) 3. (a)

B	Computer	Human Being
	1. Works very fast.	1. Cannot work as fast as a computer does.
	2. Never gets tired.	2. Gets tired after doing some work and needs rest.
	3. Cannot think.	3. Can think.
	4. Does not make mistakes.	4. Can make mistakes.

- C** 1. draw picture 2. make bills
3. play games 4. listen to music

Activity

- A** Print bills
B Do yourself.

CHAPTER 2

Execute Time

- A** 1. Home 2. Office 3. Hospitals
4. Shops 5. School
- B** 1. To send rockets --- Research
2. To print bills --- Shop
3. To maintain records of patients --- Hospitals
4. To book tickets --- Airport
- C** 1. Playing games
2. Typing and printing letters
3. Doing homework

Activity

- Do yourself.

CHAPTER 3

Execute Time

- A** 1. (b) 2. (c) 3. (c)
B 1. CPU - Central Processing Unit
2. UPS - Uninterrupted Power Supply
C 1. Speakers 2. Mouse 3. Microphone
4. Printer 5. Monitor

Activity

1. Mouse 2. Keyboard
3. Monitor 4. System Unit

CHAPTER 4

Execute Time

- A** 1. 3 2. 7 3. 3 4. 7
5. 3
B 1. Computer 2. Geyser 3. Washing Machine
4. Juicer 5. Freezer
C Dirty Clothes, Washing, Clean Clothes
D Input Process Output
3 + 6 = Adding 9
2 × 3 = Multiplying 6
8 - 0 = Subtracting 8

Activity

- A** Do yourself.
B Input Processing Output
-8, 4 8 - 4 4
/36, 6 36/6 6
14, 16 + 16+14 30

CHAPTER 5

Execute Time

- A** 1. 26 2. 10 3. 2 4. 2

5. 4 6. 2

- B** 1. Number Key 2. Alphabet Key
3. Control Key 4. Arrow Key
- C** 1. K 2. \$ 3. b 4. A
- D** 1. Arrow Key is used to move the cursor in different directions.
2. False. Backspace Key erases character to the left of the cursor.

Activity

Do yourself.

CHAPTER 6

Execute Time

- A** 1. (c) 2. (a) 3. (b) 4. (a) 5. (c)
- B** 1. Mouse pad 2. wireless
3. left button, right button 4. Double-clicking
5. items
- C** To hold a mouse:
1. Put your index finger on the left button.
2. Put your middle finger on the right button.
3. Hold the mouse with rest of the fingers.
4. Rest your palm on the mouse.
- D** 1. (d) 2. (a) 3. (b) 4. (c)
- E** 1. Wired Mouse 2. Wireless Mouse

Activity

Do yourself.

CHAPTER 7

Execute Time

- A** 1. (c) 2. (b) 3. (a) 4. (c)
- B** 1. 7 2. 3 3. 3 4. 7
5. 7
- C** 1. Title bar: It is the topmost bar of the window.

2. Menu bar: It contains different menus.
3. Cursor: It is a vertical blinking line on the screen.
4. Text area: The area where you can type the text.

- D**
1. Click on file menu.
File menu will appear.
 2. Click on Save As....
The Save As dialog box will appear.
 3. Type a name for the file in the file name box.
 4. Click on save.
It will save your document in the computer. You can see your file name on the title bar.
- E** Do yourself.

Activity

- A** Do yourself.
- B**
- | | |
|------------------------|------------------------|
| 1. Entering text | 2. Saving the document |
| 3. Working on the text | |

CHAPTER 8

Execute Time

- A** 1. (a) 2. (b) 3. (a)
- B**
1. You can change the colour of your drawing many times.
 2. You can change the size of your drawing many times even after drawing it.
 3. You can select and move/copy any portion of your drawing.
- C** 1. (d) 2. (c) 3. (b) 4. (a)
- D**
1. Click on Home tab.
 2. Click on the arrowhead selection option to create the rectangular cutout.
- Or
- Select the Free form selection.
- E** Text tool

Activity

Do yourself.

CHAPTER 9

Execute Time

- A** 1. (b) 2. (c) 3. (a) 4. (b)
- B** 1. New tool 2. Lines tool
3. Stamp tool 4. Magic tool
- C** 1. New Button 2. Drawing
canvas
3. Line tool 4. Stamp tool

Activity

- A** 1. Rainbow 2. Foam
3. Rails 4. Grass 5. Edges
- B** Do yourself.

Worksheet 1

- A** Do yourself.
B Do yourself.

Worksheet 2

- A** Do yourself.
B 1. Play games 2. Listen to Music
3. Do homework 4. Prepare bills

Worksheet 3

- A** Do yourself.
B 1. Computer 2. Mouse 3. Start Button
4. Enter Key
- C** 1. Far 2. bed 3. Cat 4. Bag

Worksheet 4

1. Once there was a crow who was very thirsty.
2. He saw a pot near a well.
3. There was a little water in the pot.

4. The crow picked up stones and dropped them one by one into the pot.
5. The water level rose up.
6. The crow drank the water and felt very happy.