

e-CODE

Windows 10 & MS Office 2016



Author

Dr. Kamal Upreti
*Associate Professor
Dept. of CSE
ADGITM, New Delhi*

Suraj Gupta
B.Sc. M.Sc



Computational Thinking

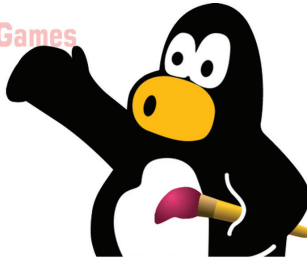
Cyber Ethics

Artificial Intelligence

Data Science

Coding

Board Games



Teacher Manual



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1. COMPUTER- A MACHINE



Brain Tuner

A.



B. 1. (c) 2. (b) 3. (a) 4. (c) 5. (a)

C. 1. sun 2. fuel 3. remote 4. play 5. human

D. 1. (F) 2. (T) 3. (T) 4. (T) 5. (T)

E. **Natural things** Water, clouds, rain, sky, flowers

Human-made things houses, buildings, furniture, books, cycles

Coding Time

Identify the following pictures and write their first letter in the box.



C



O



M



P



U



T



E



R

Now, write the letters in the same sequence and find out which word is formed. COMPUTER

Lab Activity

Computer

1. A computer does not make any mistake.
2. A computer works very fast.
3. A computer does not get tired.

Human

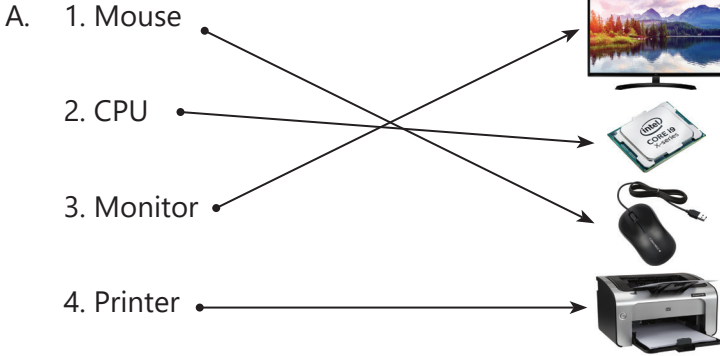
1. A man can make mistakes.
 2. Man works slower than computer.
- A man get tired after sometime.



2. PARTS OF A COMPUTER



●●● Brain Tuner ●●●



B. 1. (c) 2. (b) 3. (b) 4. (c)

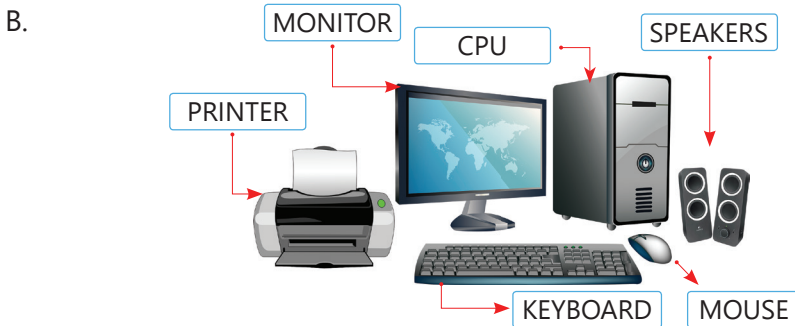
C. 1. monitor 2. mouse 3. Speakers 4. helping 5. brain

D. 1. (F) 2. (F) 3. (F) 4. (T)

Fun Time

A.

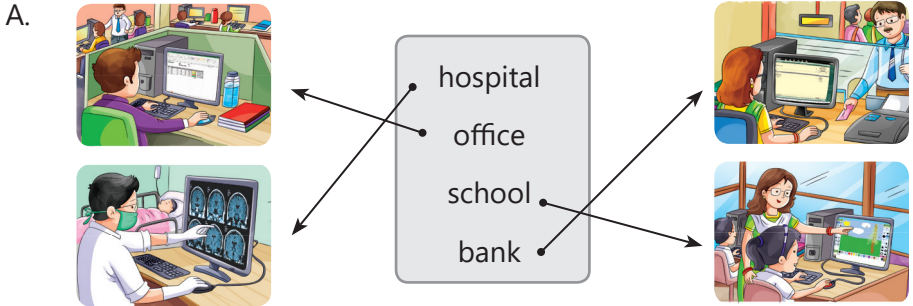
E	K	S	M	T	M	R	U
M	O	N	I	T	O	R	A
E	Q	K	X	C	U	D	U
T	C	P	U	R	S	E	C
Q	D	R	O	Q	E	U	P
E	P	R	I	N	T	E	R
I	S	P	E	A	K	E	R



3. USES OF A COMPUTER



••• Brain Tuner •••



- B. 1. (b) 2. (c) 3. (c) 4. (a) 5. (c)
 C. 1. memory 2. document 3. play 4. sums 5. offices
 D. 1. (F) 2. (T) 3. (T) 4. (F) 5. (F)
 E. 1. Schools 2. Playing games 3. Solving sums

Fun Time



I can work very fast.



I can play music for you.



I help you buy many things.



I made a mistake.



I can store a lot of data.



Oh! I am tired.

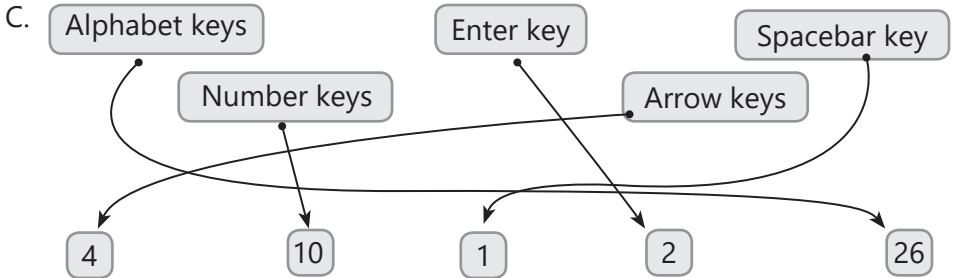


4. KNOW ABOUT KEYBOARD



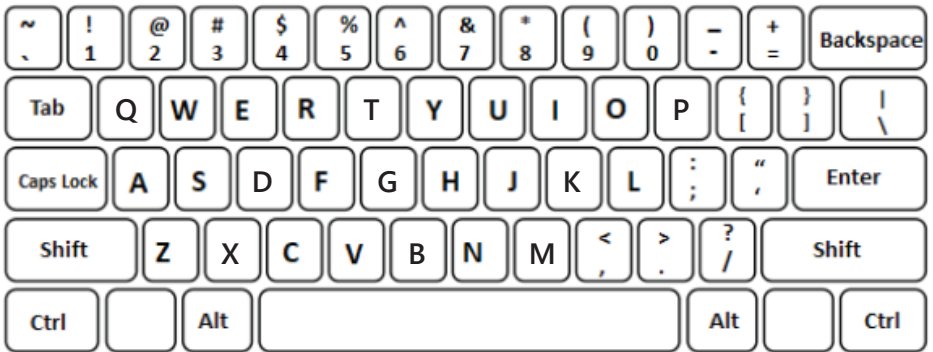
Brain Tuner

- A. 1. (c) 2. (a) 3. (a) 4. (a) 5. (b)
 B. 1. Alphabet 2. right 3. Spacebar 4. QWERTY 5. cursor



- D. 1. (T) 2. (F) 3. (F) 4. (T) 5. (F)

Fun Time



Coding Time

The first line of the keyboard contains the following letters:



Make as many three letter words as you can, using the above letters only.

PIT

QUIET

TRIP

TRUE

YOU

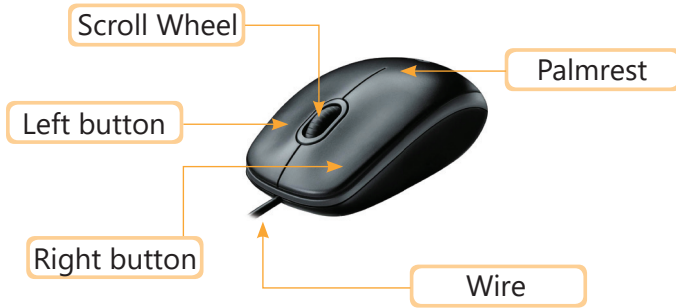
TOWER

5. PLAYING WITH A MOUSE



Brain Tuner

- A. 1. (c) 2. (a) 3. (c) 4. (b) 5. (a)
 B. 1. pointing 2. wireless 3. middle 4. click 5. dragging
 C. 1. (F) 2. (T) 3. (T) 4. (F) 5. (T)
 D.



Fun Time

B.

C	L	I	C	K	M	L	B
D	E	G	A	P	F	A	U
F	F	B	D	X	D	K	T
M	S	C	R	O	L	L	T
D	M	E	A	T	L	K	O
B	A	D	G	S	F	P	N
M	O	U	S	E	P	A	D

Coding Time

- C O P Y
COPY
- D R A G
DRAG
- M O V E
MOVE



6. DRAWING USING PAINT



Brain Tuner

A. 1. (c) 2. (c) 3. (a) 4. (a)

B. 1. Eraser

2. Line

3. Oval

4. Fill with color

5. Rectangle



C. 1. Fill with color 2. drawing 3. Eraser 4. size 5. Microsoft Paint

D. 1. (T) 2. (T) 3. (F) 4. (T) 5. (F)

Coding Time

Rearrange the jumbled letters to make meaningful words:

R B B N O I RIBBON T T L E I A B R TITLE BAR

A R I R B S H U AIRBRUSH O A L V T L O O OVAL TOOL

REVISION SHEET-1

A. 1. (a) 2. (c) 3. (c) 4. (b) 5. (c)

B. 1. (T) 2. (F) 3. (F) 4. (F) 5. (T)

C. 1. solve 2. main 3. 104 4. tree 5. data

D. 1. Auto Rickshaw 2. Keyboard 3. CPU 4. School 5. Printer

E. 1. Monitor 2. CPU 3. Mouse

F. **Down**

1	S	P	E	A	K	E	R	S
---	---	---	---	---	---	---	---	---

2	C	P	U
---	---	---	---

5	M	O	U	S	E
---	---	---	---	---	---

Across

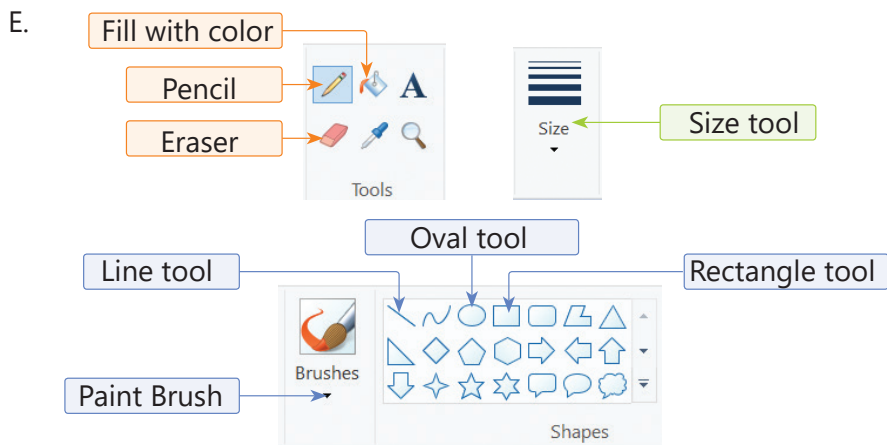
3	P	R	I	N	T	E	R
---	---	---	---	---	---	---	---

4	K	E	Y	S
---	---	---	---	---

6	M	O	N	I	T	O	R
---	---	---	---	---	---	---	---

REVISION SHEET-2

- A. 1. (c) 2. (a) 3. (b) 4. (c) 5. (a)
 B. 1. (F) 2. (T) 3. (T) 4. (T) 5. (T)
 C. 1. right click 2. data 3. circles 4. Spacebar 5. Brushes
 D. 1. Enter 2. Eraser 3. Left



F.

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

Cyber Olympiad

1. (b) 2. (a) 3. (a) 4. (d) 5. (a) 6. (d) 7. (b) 8. (a) 9. (b) 10. (a)
 11. (b) 12. (b) 13. (c) 14. (a) 15. (d) 16. (d) 17. (b) 18. (b)
 19. (a) 20. (a)