

# PLAYBOX

INFORMATION AND COMMUNICATIONS TECHNOLOGY

STANDARD 2



GOVERNMENT OF KERALA  
DEPARTMENT OF EDUCATION

STATE COUNCIL FOR EDUCATIONAL RESEARCH AND TRAINING (SCERT)

2017

## THE NATIONAL ANTHEM

Jana-gana-mana adhinayaka jaya he  
Bharatha-bhagya-vidhata,  
Punjab-Sindh-Gujarat-Maratha  
Dravida-Utkala-Banga  
Vindhya-Himachala-Yamuna-Ganga  
Uchchala-Jaladhi-taranga  
Tava subha name jage,  
Tava subha asisa mage,  
Gahe tava jaya gatha.  
Jana-gana-mangala-dayaka jaya he  
Bharatha-bhagya-vidhata,  
Jaya he, jaya he, jaya he,  
Jaya jaya jaya jaya he!

## PLEDGE

India is my country. All Indians are my brothers and sisters.

I love my country, and I am proud of its rich and varied heritage. I shall always strive to be worthy of it.

I shall give my parents, teachers and all elders respect, and treat everyone with courtesy.

To my country and my people, I pledge my devotion. In their well-being and prosperity alone lies my happiness.

*Prepared by :*

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Poojappura, Thiruvananthapuram-12, Kerala

for **State Council of Educational Research and Training (SCERT)**

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Dear children,

Here is a friend for you  
to play games, draw pictures,  
sing and speak  
like a companion.

This book will help you  
meet this friend  
and accompany him.

Wish you all success,

**Dr. J. Prasad**  
Director  
SCERT



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## To the teacher

Children always like to play. If we transact the content through various games, we can generate their interests. The second standard textbook is designed according to this purpose. This book will also help the learners to achieve the learning outcomes of various subjects like Malayalam, Maths and English through various games. The computer is rather presented as a friend, than as a subject meant for study.

Various games are included in this textbook using software like GCompris, Tux Paint, pySioGame, Omnitux etc. to enhance different skills of primary children. All the important textbook activities will be transacted through 12 simple games. This new method of ICT hopefully will attract the children.

The units on **Addition and Subtraction** and **Memory Games** help the learners to hone the mathematical skills. The games of **Money Box of Ramu** will help them familiarize with money transactions based on the topic 'Play House'. For drawing and colouring, the unit **Playhouse of Savithrikutty** can be used. To broaden their perspectives related to home and country, the lessons **My Country** and **Manikyachempazhukka** will be helpful.

Many activities are also included in this text to identify colours and images, classify fruits and vegetables and recognize creatures from their noises. While planning the transaction of contents of the second standard textbook, the activities meant for realizing the learning outcomes of the learners could be devised based on the games given here.





# COMPUTER FOR PLAYING AND LEARNING

Friends, do you like computer? What can you possibly do with a computer?



I know how to make everyone listen to music and view films.



I have a lot of games at hand...



Can you say who are there within me?

Do you like to play with a computer? See, the computer is here with lots of games. GCompris is one among them. Play GCompris with the help of your teacher.

## To open GCompris



## Buttons on GCompris



to get help



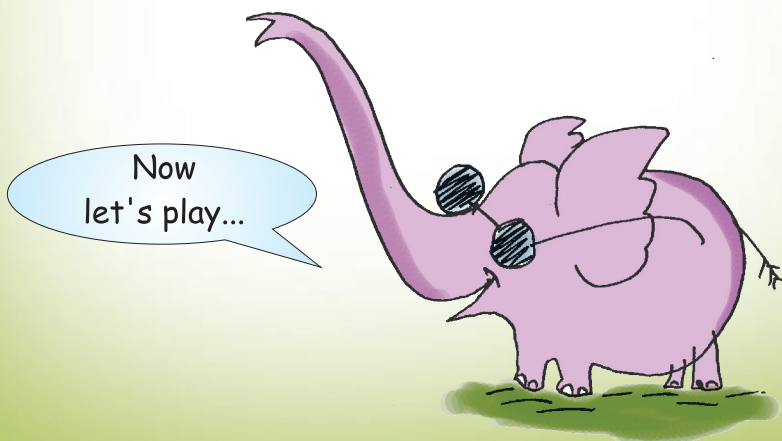
to change the level of the game



to return from the game



to repeat the game



# 1 WHAT COLOUR IS IT?

Black, red, green, blue .....friends, can you name some other colours?  
To know more about colours play the game "colour" with the help of your teacher.

Look what is written here...

Click on the violet duck

Click on the bird having the colour specified.

Don't forget to write the names of colours that you have found.



To play the game

Open GCompris

Go to discovery activities



Go to color activities



Colors



Read the directions given above. Click on the right colours.

# 2 ADDITION AND SUBTRACTION

Can you help Tux who is going to fall in to the water?



Play the game to type the sum of the numbers and help Tux.





To play the game

Open GCompris

Mathematics



Go to  
calculation  
activities



Go to  
Algebra  
activities



Practice  
the addition  
operation

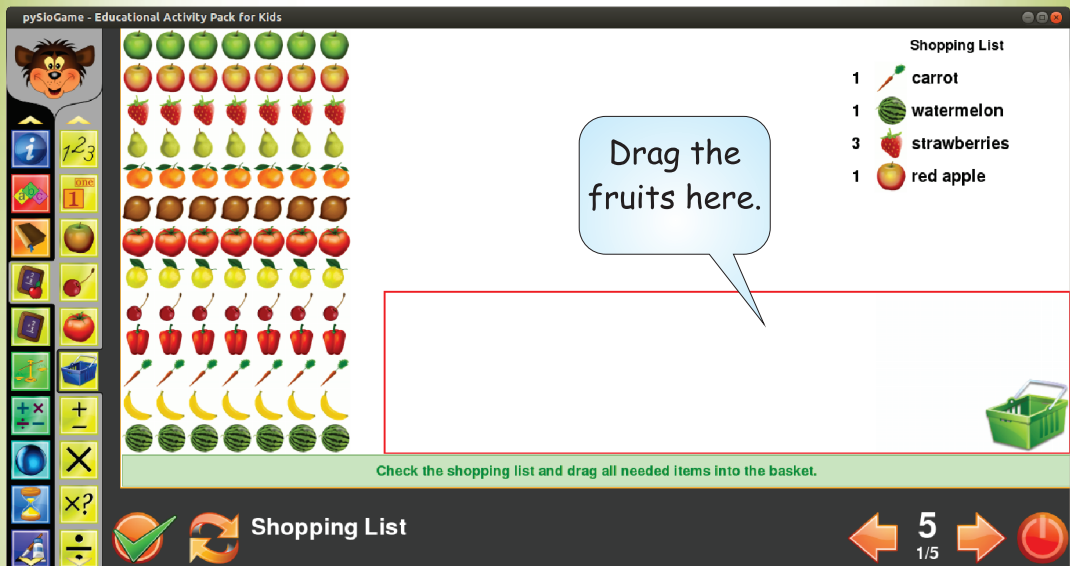


When the game of addition is over, give them practice to play the game of subtraction.

# 3 AT THE FRUIT SHOP



Can you select the fruits mentioned in the list by the computer?



To open the game

Open pySioGame



# 4 PLAY WITH THE DICE



Add the dots of both the dices.



Count quickly before it vanishes...



To play the game

Open GCompris

Mathematics



Numeration



Numbers with pairs of dice



Count the dots of two dices that come together and type.

# 5 MY COUNTRY



Did you give colour to this picture in your textbook? How many colours did you use? Can you make it more attractive by changing the colours?



Open Tux Paint and colour the picture.





To draw the picture

Open Tux paint

## To open Tux paint

Applications → Education → Tux Paint



Click the button, find out the picture and open it from the new canvas.



Click the Magic tool.



Select colours from the boxes.



Click on the picture.

# 6 MEMORY GAMES

Look at the cards given below. Some directions are hidden here for adding and subtracting numbers. Find out the answers.



he..he..he...  
I have found  
one.



To play the Game

Open GCompris

Mathematics



Go to  
calculation  
activities



Go to mathematics  
memory activities



Addition and  
subtraction  
memory game

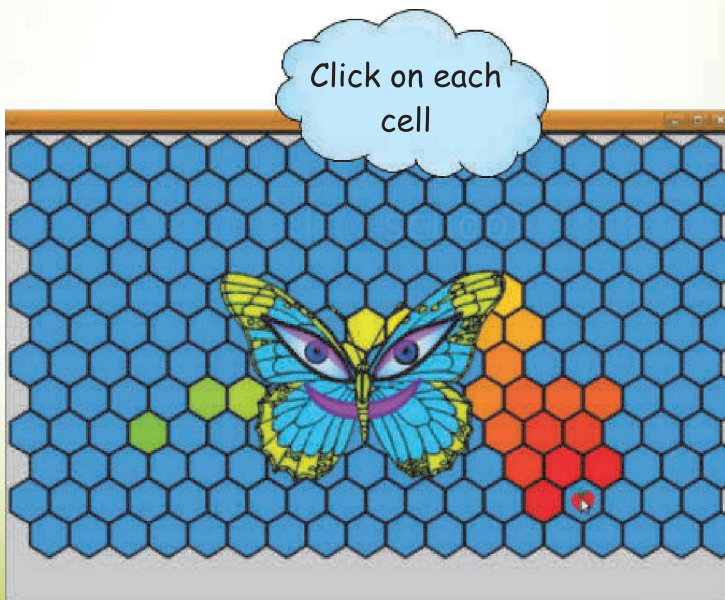


# 7 MANIKYACHEMPAZHUKKA

“ഓടുന്നുണ്ടോടുന്നുണ്ടോ  
മാണിക്യച്ചെമ്പഴുക്ക  
ആ കൈയിലി കൈയിലോ  
മാണിക്യച്ചെമ്പഴുക്ക...”



Find the strawberries hidden in each cell by playing the 'hexagon game' opening GCompris.



I'll give you an idea. When you come closer to the fruits, the red colour increases.



Yes. That's right. On moving away, the red colour decreases.



To play the game

Open GCompris

Go to Amusement activities



hexagon

# 8 PLAYHOUSE OF SAVITHRIKUTTY



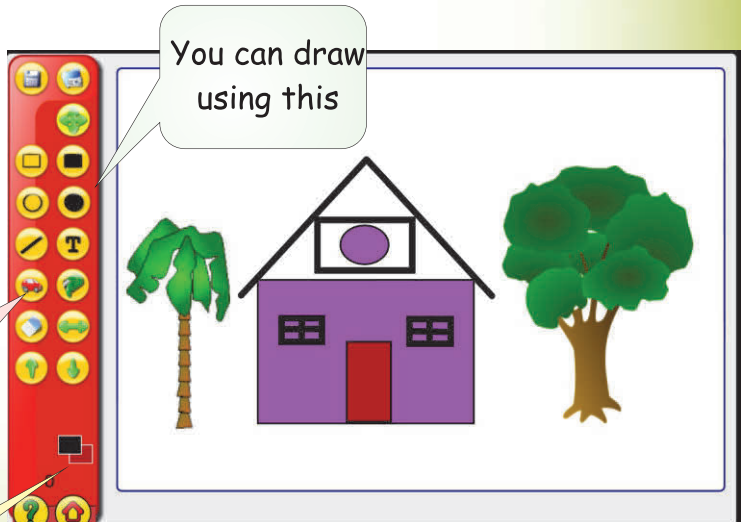
Do you see the playhouse of Savithrikutty?  
Can you draw one like this?

Don't worry...  
I'll help.



Take 'simple vector- drawing tool' easy drawing by opening Gcompris and draw a house.

Using this, the pictures can be added



Colours can be selected from here



To play the Game

Open GCompris

Mathematics



Geometry



A simple  
vector-drawing tool



# 9 MONEY BOX OF RAMU

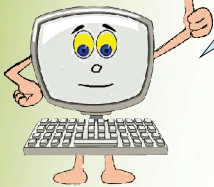
I bought vegetables for 25 rupees. But I don't have a 25 rupee note...



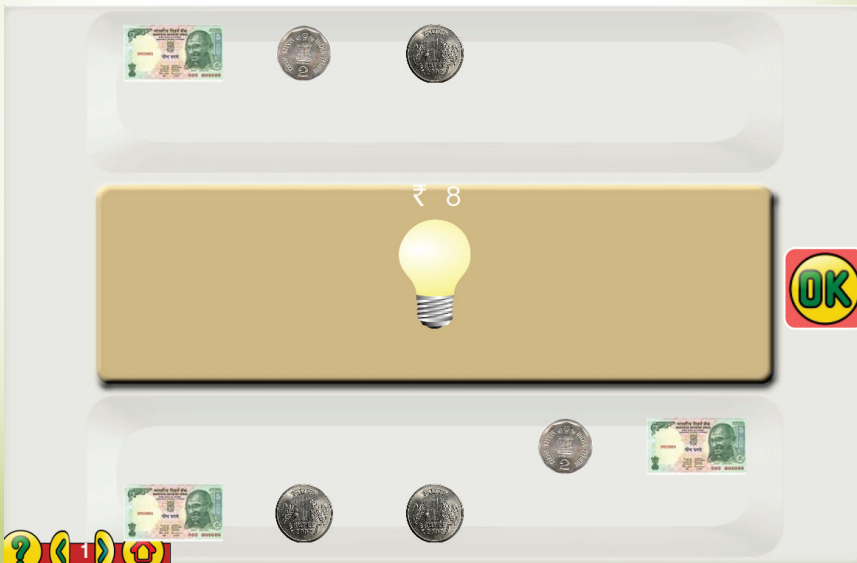
You can give two 10 rupee notes and a 5 rupee note.



I also have similar problems. Help me also...



Open GCompris and play the game Rupees and Coins.





To play the game

Open GCompris

Mathematics

Numeration

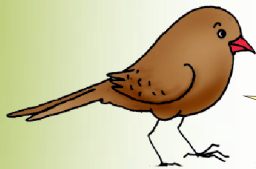
Go to money activities

Money





# 10 CLASSIFY



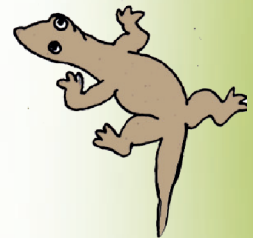
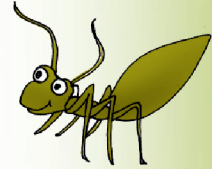
How many creatures are there around us?

I can fly

I can crawl

There are many creatures in Tux Paint. Can you classify them and make a chart?

I know swimming



To view picture

Open Tux Paint



Open and find out the pictures and words related to creatures and include them on the canvas.

# 11 FOREST, OUR HOME

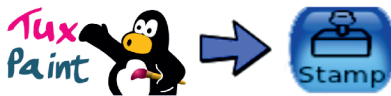


In the forest, a competition is going on between a fox and a cat. Draw a picture of this in the computer.



To draw the picture

Open Tux Paint

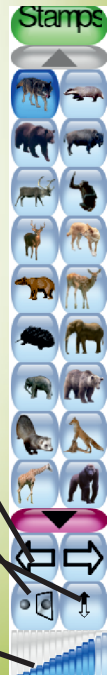


Click this button and find out the stamps of animals

Click this button to Flip horizontally the stamps

Click this button to flip vertically the stamps

Click here to increase the size



# 12 CAN YOU IDENTIFY ME?



Open Omnitux-light and play Animal Sounds game.



To play the game

Open Omnitux-light

Omnitux-light



Associations



Animal Sounds



You have two levels of games here. Listen to the voice when you click on the question mark of Tux. Find out the picture of the creature from the screen and drag it on to the question mark.







