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!

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.
Dear Children

Here is a friend who can give you fun and facts!

Help you view pictures, draw and blend colours!

Like a soulmate comes the computer!

With new knowledge and games!

Come on! Play and Learn with the Computer!

Wish you all success.

Dr. J. PRASAD
Director
SCERT
TEXTBOOK COMMITTEE

Information and Communications Technology
Standard 1

CHAIRMAN
K. ANVAR SADATH
Executive Director,
IT@School Project,
Thiruvananthapuram

MEMBERS
Rajesh M.P., District Co-ordinator, IT@School Project, Kasaragode
G. Devarajan, Master Trainer, IT@School Project, Ernakulam
Abdul Hakkeem C.P., Master Trainer, IT@School Project, Malappuram
Pradipkumar Mattara, Master Trainer, IT@School Project, Malappuram
Gireesh Mohan P.K., Master Trainer, IT@School Project, Kannur
Shankaran K., Master Trainer, IT@School Project, Kasaragode
K. Sabarish, Master Trainer, IT@School Project, Malappuram
T. P. Venugopal, Master Trainer, IT@School Project, Malappuram
Krishnan M.P., Master Trainer, IT@School Project, Malappuram
Vasudevan K.P., Master Trainer, IT@School Project, Thrissur
P. Yahiyah, G.G.M.G.H.S.S. Chalappuram, Kozhikkode
Santhosh V., Master Trainer, IT@School Project, Alappuzha
Suresh S. R., Master Trainer, IT@School Project, Kozhikkode

ENGLISH TRANSLATION
Aneesh Lawrence, Master Trainer, Thrissur
Arun Peter, Master Trainer, Thrissur
Subaida P. A., Master Trainer, Thrissur

LANGUAGE EXPERT
Dr. Chitra V. R.
Assistant Professor, Dept. of English, University College, Thiruvananthapuram

CARTOONS
E. Suresh, Cartoonist, Pallikkara, Kozhikkode
Moosa Musthajib, Drawing Teacher, MMET HS, Melmuri, Malappuram

ACADEMIC CO-ORDINATOR
Dr. Meena. S., Assistant Professor, SCERT, Thiruvananthapuram

CO-ORDINATOR
Hasainar Mankada, Master Trainer, IT@School Project, Malappuram
**CONTENTS**

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMPUTER</td>
<td>09</td>
</tr>
<tr>
<td>1. WHO'S HIDING?</td>
<td>10</td>
</tr>
<tr>
<td>2. FIND WITH A CLICK</td>
<td>11</td>
</tr>
<tr>
<td>3. CATCH THE FISH</td>
<td>12</td>
</tr>
<tr>
<td>4. WATER THE PLANTS</td>
<td>13</td>
</tr>
<tr>
<td>5. HIDE AND SEEK</td>
<td>14</td>
</tr>
<tr>
<td>6. COUNT AND DRAW</td>
<td>15</td>
</tr>
<tr>
<td>7. MY SWEET HOME</td>
<td>16</td>
</tr>
<tr>
<td>8. WHO COMES FIRST?</td>
<td>18</td>
</tr>
<tr>
<td>9. ONE, TWO, THREE</td>
<td>19</td>
</tr>
<tr>
<td>10. HOW MANY DOTS?</td>
<td>20</td>
</tr>
<tr>
<td>11. RAIN OF LETTERS</td>
<td>21</td>
</tr>
<tr>
<td>12. BRING THE BIRD HOME</td>
<td>22</td>
</tr>
<tr>
<td>13. COUNT AND LEARN</td>
<td>24</td>
</tr>
<tr>
<td>14. COUNT AND ARRANGE</td>
<td>25</td>
</tr>
<tr>
<td>15. ONE PLUS ONE TWO, TWO MARIGOLDS</td>
<td>26</td>
</tr>
<tr>
<td>16. LET'S ADD</td>
<td>27</td>
</tr>
<tr>
<td>17. THE MAGICIAN'S HAT</td>
<td>29</td>
</tr>
<tr>
<td>18. WHOSE SHADOW?</td>
<td>30</td>
</tr>
</tbody>
</table>
To the teacher,

Kalippetti comes with a host of simple activities for children between 2 to 14 years. The book is primarily based on GCompris, Tux paint and pySiogame. GCompris enables the children to learn through games while Tux paint, designed for primary learners, enhances their drawing skill. pySiogame strengthens their reading skill, basic concepts of Maths, sense of colour and reasoning.

The games in GCompris give the learners an opportunity to explore the possibilities of language in Mathematics and ICT and strengthen the basic concepts of mathematics and also word power. Practising wide variety of games helps to reinforce the learning objectives and acquire basic working knowledge about computers.

The first five lessons mainly deal with the basic knowledge and working of a computer. COUNT AND DRAW, WHO COMES FIRST, ONE TWO THREE, HOW MANY DOTS?, COUNT AND LEARN, COUNT AND ARRANGE, ONE PLUS ONE TWO, TWO MARIGOLDS, LET'S ADD and THE MAGICIAN'S HAT have been designed so as to reinforce the basic concepts of Mathematics. The content related activities give the learners ample opportunities to explore the concepts of size, ascending order, addition and subtraction of numbers through various games.

Games that ensure learning outcomes related to the colour and shape of various objects and the things around us are included in My Sweet Home and BRING THE BIRD HOME. It creates opportunities for the students to identify the words both orally and through writing. These activities can be given as extension to Veedu Nalla Veedu in Kerala Reader Malayalam text book.
These activities are designed to provide excellent learning experience to the learner by catering to the child's learning ability. The learning activities are also devised taking into consideration the needs of CWSN (Children With Special Needs). Hope the activities will be carried out through a wide variety of games as to lead the child to the world of knowledge and sense of sight, sound and touch.

Games and activities of the textbook are not the final word. It should not be like that. It has to be noted that you should also include simple and activity-oriented methods for classroom transactions.
CONSTITUTION OF INDIA
Part. IV A
FUNDAMENTAL DUTIES OF CITIZENS
ARTICLE 51 A
Fundamental Duties - It shall be the duty of every citizen of India:

(a) to abide by the Constitution and respect its ideals and institutions, the National Flag and the National Anthem;
(b) to cherish and follow the noble ideals which inspired our national struggle for freedom;
(c) to uphold and protect the sovereignty, unity and integrity of India;
(d) to defend the country and render national service when called upon to do so;
(e) to promote harmony and the spirit of common brotherhood amongst all the people of India transcending religious, linguistic and regional or sectional diversities; to renounce practice derogatory to the dignity of women;
(f) to value and preserve the rich heritage of our composite culture;
(g) to protect and improve the natural environment including forests, lakes, rivers and wild life and to have compassion for living creatures;
(h) to develop the scientific temper, humanism and the spirit of enquiry and reform;
(i) to safeguard public property and to abjure violence;
(j) to strive towards excellence in all spheres of individual and collective activity so that the nation constantly rises to higher levels of endeavour and achievement.
(k) who is a parent or guardian to provide opportunities for education to his child or, as the case may be, ward between age of six and fourteen years.
Let's play,
Draw pictures,
Listen to music,
Watch movies,
Solve problems,
and type letters.

Computer
I'm a marvellous machine!
Your lovable friend.
Hold the mouse and talk to me!
Watch my screen and see the sights!
Stream the music and enjoy to your heart!
Scribble and scrawl and rejoice with me...
Play the games and learn through fun!!

Let's play,
Draw pictures,
Listen to music,
Watch movies,
Solve problems,
and type letters.

Come let's...

Can you name me...?
1 WHO'S HIDING?

Erase the boxes and find out who is hiding.

How can you erase the boxes?

Move the mouse.

Can you name the pictures which you got?

Towards the Activity

Applications ➔ Education ➔ Educational suite GCompris

Discover the computer ➔ Mouse-manipulation activities ➔ Move the mouse

Open the game for children
2 FIND WITH A CLICK

Is there anything inside?
Click the mouse to remove the boxes in this game
Did you find who is hiding here...?

Click the left button of the mouse

To open the game

GCompris  Discover the computer  Mouse-manipulation activities  Click the mouse
Wow... lots of fishes!

You can win the game by catching 10 fishes. In the next game the speed of the fish will be increasing.

Watch the movement of the fish. You can catch the fish by clicking on the fish using the mouse pointer.
Make the water flow outside through the hose.

Move the mouse pointer through the hose from the water tank. You can see the movement of water along with the mouse pointer.

To open the game

GCompris  ➔ Discover the computer  ➔ Mouse-manipulation activities  ➔ Control the hose-pipe

Move the mouse pointer through the hose from the water tank. You can see the movement of water along with the mouse pointer.
Find out who is hiding by removing the boxes ....

See what happens when you click twice on each box.

To open the game

GCompris ➔ Discover the computer ➔ Mouse-manipulation activities ➔ Double click the mouse

The boxes will disappear when you double click the left button of the mouse.
Join the dots and find out the hidden person.

Click on the circles in the order as shown in the figure.

To play this game, you must know how to count.

To open the game

GCompris ➔ Mathematics ➔ Numeration ➔ Draw Number

Click on the numbers in the given order.
Do you like Tara's house?

Shall we paint the house? Don't forget to include Tara's friends too.

Pick out the colour and click on the picture.
Do the activity using Tux Paint.

**To open Tux Paint**

Applications ➔ Education ➔ Tux Paint

**To select the picture**

Click on the tool and open the image of the house.

**To give colour**

Click on the tool and pick the colour.

Click on the picture.

Draw the flower  Draw the grass  Draw the brick

**To include Stamp**

Click on the tool and add the stamp.

Select the image using arrows.

Using the arrows, we can select different images.

**To enlarge the image**

Use tool.
Let's play the game of arranging the numbers in a particular order.

All of you will be getting prizes. Stand in a line.

Small numbers should come first. Arrange the numbers in the boxes.

Click here to know whether it is correct or not.

To open the game

Applications ➤ Games ➤ pySioGame ➤ Mathematics 3 Sorting and Comparing

➤ Sorting Numbers
Count the objects in the picture. Type in the box given on the right side.

19

Count fast or else I’ll eat you up.

How many objects are there in the picture?

Type the answer here

To open the game

GCompris ➔ Mathematics ➔ Numeration

➔ Count the items

Count the objects in the picture.
Type in the box given on the right side.
How many dots are there in each dice? Type the answer.

To open the game

GCompris ➔ Discover the computer ➔ Keyboard-manipulation boards ➔ Numbers with Dice

Type the number of dots on the dice using the keyboard.
Type the letters that are falling down. Get points.

Small droplets... bigger drops...!

To the Teacher

To open the game

GCompris ➤ Discover the computer ➤ Keyboard-manipulation boards ➤ Simple Letters
BRING THE BIRD HOME

Who are there in the pictures given below? Write down.

Come on... quick
Shall we help the little bird..?
Oh! I have forgotten the way

Who are there in the pictures given below? Write down.

Colour the boxes in which the words are written.

22
To Colour

Select the colour and click on the picture.

To open Tux Paint

Applications ➔ Education ➔ Tux Paint

To select the image

Click on the tool using the arrow . Open the picture of word tree.

To colour

To get more colours, click on the marked circles.
13 COUNT AND LEARN

So many fishes!!

Three three

To open the game

Applications ➔ Games ➔ pysioGame ➔ Mathematics-Numbers & Basic Operations
Numbers-Learn ➔ Numbers with Flashcards
How many apples are there in this basket?

To open the game

Applications ➔ Games ➔ pySioGame ➔ Mathematics-Numbers & Basic Operations

⇒ Learn to Count
ONE PLUS ONE, TWO MARIGOLDS

How many marigolds did you get to make the flower carpet?

Shall we count?

To open the game

Applications ➔ Games ➔ pySioGame ➔ Mathematics Numbers & Basic Operations ➔ Learn to Count Basic Addition
Find the right answer from the right side box.

What is the sum of 2 and 3?

After completing click here.
For a new group of numbers click here.
Do up to three sets.

Drag the correct answers and fix them in the right boxes.
You can do the following activity likewise.

To open the game

Mathematics-2
Basic Operations-
Exercises

Basic Operations - Subtraction

To the Teacher

Applications ➔ Games ➔ pySioGame ➔
How many stars are there in the hat?

Click on the hat.

Add the answer

Do the addition and subtraction as different activities.

Ask them to count the stars that have gone inside and outside the hat. Click and mark the remaining stars on the hat.

Do the addition and subtraction as different activities.
Whose shadow?

Which one of the shadows is that of Chinnu tiger?

How can we find it?

Which is my shadow?

Click on the shadow and image.

Click here and go to the next game.

To the Teacher

Applications ➔ Games ➔ pySioGame ➔ Games & Mazes

➔ Match Animals 2 Match Animals to their shadows