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.
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,

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CONTENTS

COMPUTER FOR PLAYING AND LEARNING 9
1. WHAT COLOUR IS IT? 11
2. ADDITION AND SUBTRACTION 12
3. AT THE FRUIT SHOP 14
4. PLAY THE DICE 15
5. MY COUNTRY 16
6. MEMORY GAMES 18
7. MANIKYACHEMPAZHUHUKKA 19
8. PLAYHOUSE OF SAVITHRIKUTTY 21
9. MONEY BOX OF RAMU 23
10. CLASSIFY 25
11. FOREST OR HOME 26
12. CAN YOU IDENTIFY ME? 27
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 **Ramu's Money Box** will help them familiarize with money transactions based on the topic Play House. For drawing and colouring, the unit **Play House of Savithri** 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.
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.
COMPUTER FOR PLAYING AND LEARNING

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

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.

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

Now let’s play...
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.

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

**To play the game**

Go to discovery activities

**To open GCompris**

Go to colour activities

Colours

Read the directions given above. Click on the right colours.
2 ADDITION AND SUBTRACTION

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

Play the game to type the sum of the numbers and help Tux.
When the game of addition is over, give them practice to play the game of subtraction.

To open GCompris:

Mathematics

Go to calculation activities

Go to Maths activities

Practice the addition operations

When the game of addition is over, give them practice to play the game of subtraction.
Can you select the fruits mentioned in the list by the computer?

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

To open the game
Open pySioGame
Add the dots of both the dices. Count quickly before it vanishes...

How many dots are there in the dice? Count and see.

Add the dots of both the dices.

Count quickly before it vanishes...

To play the game To open GCompris

Mathematics Numeration Numbers with pairs of dice

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

Applications ➔ Education ➔ Tux Paint

1. Click the button and find out a picture from the new canvas.
2. Click the Magic tool.
3. 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
Can you include me in this game?

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

Click on each insect
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

Go to Amusement activities

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

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

Take 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

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
How many creatures are there around us?

I can fly

I know swimming

I can crawl

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

To view picture Open Tux paint
Open and find out the pictures and words related to creatures and include them on the canvas.
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 classify the animals
- Click this button to flip the animals
- Click here to increase the size
We are all in the computer.
Can you identify us by means of our voices?
qwaak...qwaak...
myaavu...myaavu...
ka...ka..

We are all in the computer.
Can you identify us by means of our voices?
Open Omni Tux light and play animal sounds game.

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.