

PLAYBOX

INFORMATION AND COMMUNICATIONS TECHNOLOGY

STANDARD 1



GOVERNMENT OF KERALA
GENERAL EDUCATION DEPARTMENT

State Council for Educational Research and Training (SCERT)
2017



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.

Prepared by :

IT@School Project

Poojappura, Thiruvananthapuram-12, Kerala

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

Poojappura, Thiruvananthapuram - 12, Kerala

First Edition : 2017

Website : www.itschool.gov.in, www.scertkerala.gov.in

email : contact@itschool.gov.in, scertkerala@asianetindia.com

Phone : 0471-2529800, 0471-2341883, Fax: 0471-2529810, 0471-2341869

Type setting : IT@School Project

Layout : IT@School Project

Printed at : KBPS, Kakkannad, Kochi

© Department of Education, Government of Kerala

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 DEVELOPMENT 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
Pradeepkumar 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. Venugopalan, 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. Yahiya, 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

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



To the teacher,

Kalippetti comes with a host of simple activities for children. 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.

GCompris has games to explore the possibilities of ICT in language learning and mathematics to strengthen word power and numerical knowledge. Games related to various textual situations ensure positive learning outcomes as well as instil in the students basic 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.

COMPUTER

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!!



Come let's...



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

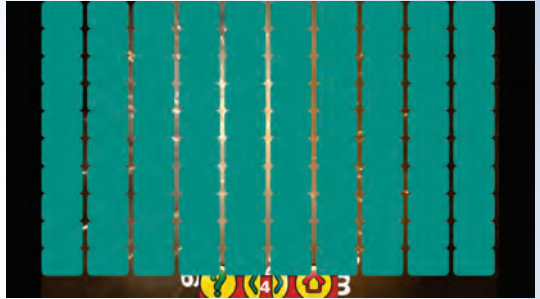


Can you name...?



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?



To the Teacher **Towards the Activity**

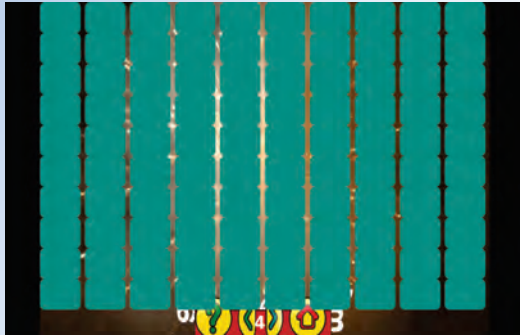
Applications → Education → Educational suite GCompris

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



Click the left button of the mouse

Did you find who is hiding here...?



To the Teacher

To open the game

GCompris → Discover the computer → Mouse-manipulation activities → Click the mouse



3 CATCH THE FISH

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.



To the Teacher

To open the game

GCompris → Discover the computer → Mouse-manipulation activities → Click on Me



Watch the movement of the fish. You can catch the fish by clicking on the fish using the mouse pointer.

4 WATER THE PLANTS

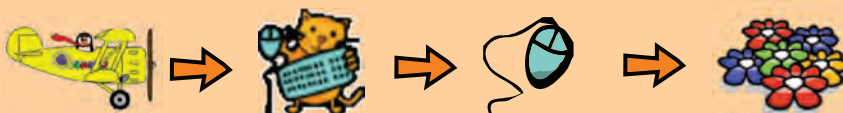
Make the water flow outside through the hose.



To the Teacher

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.

5 HIDE AND SEEK



Find out who is hiding by removing the boxes



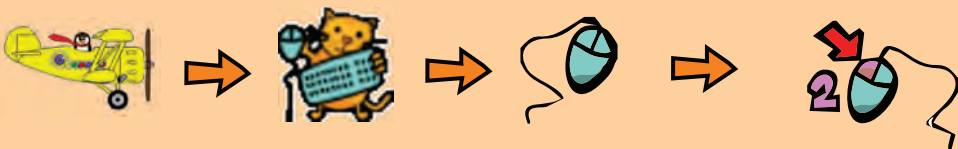
See what happens when you click twice on each box.



To the Teacher

To open the game

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

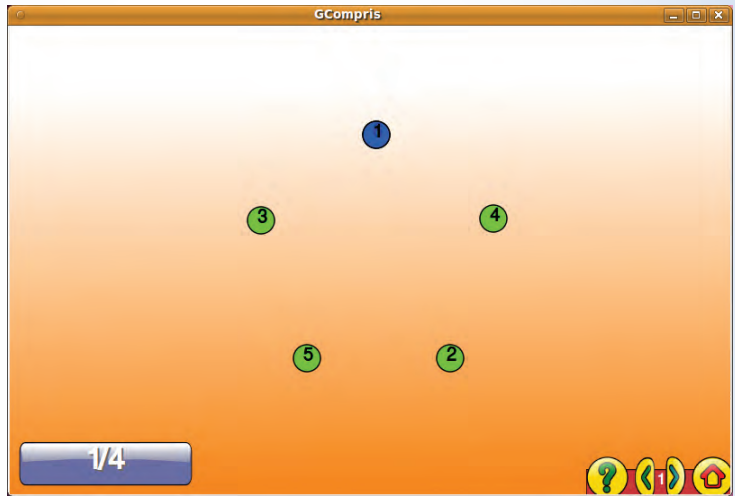


The boxes will disappear when you double click the left button of the mouse.

6 COUNT AND DRAW

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 the Teacher

To open the game

GCompris → Mathematics → Numeration → Draw Number

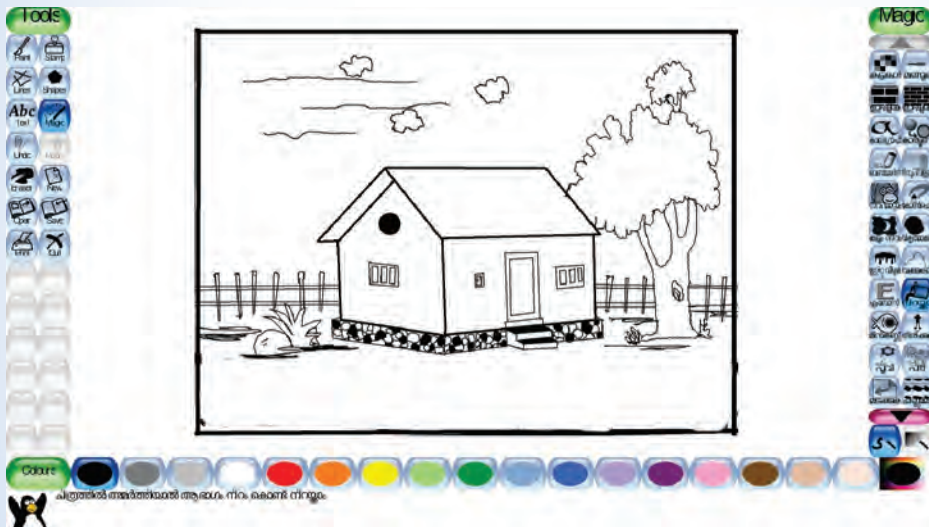


Click on the numbers in the given order.

7 MY SWEET HOME

Do you like Tara's house?

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



Me too...

Me too...



Pick out the colour and click on the picture.




To the Teacher

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

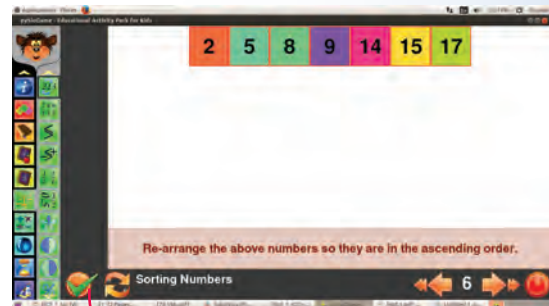
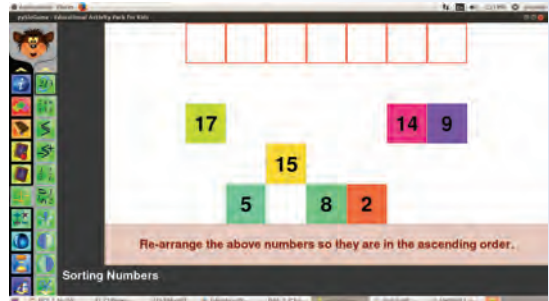
Use  tool.

8 WHO COMES FIRST?



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

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



Click here to know whether it is correct or not.



To the Teacher

To open the game

Applications → Games → pySioGame → Mathematics 3 Sorting and Comparing → Sorting Numbers



9 ONE, TWO, THREE

Count fast or else I'll eat you up.

How many objects are there in the picture?

Type the answer here



To the Teacher

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.

10 HOW MANY DOTS?

How many dots are there in each dice? Type the answer.



To the Teacher

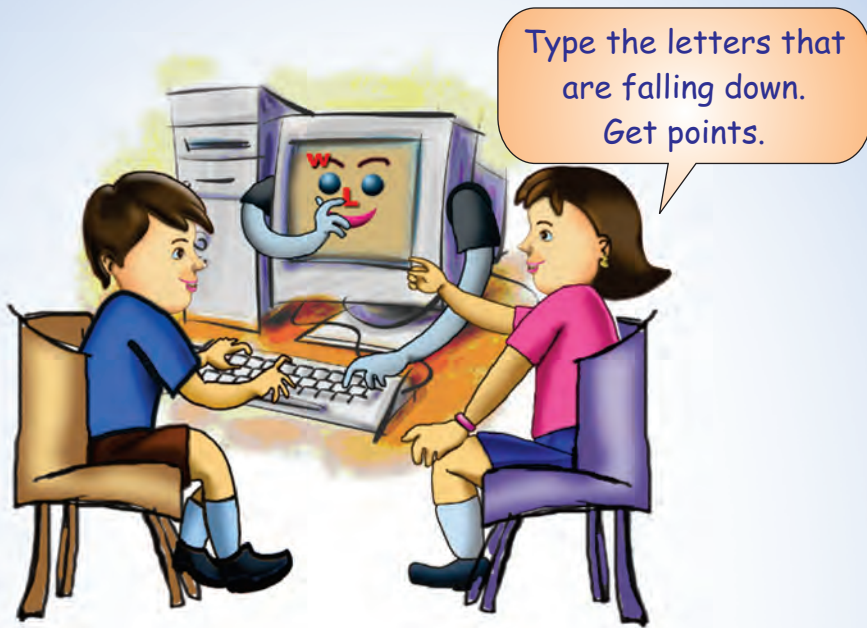
To open the game

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



Type the number of dots on the dice using the keyboard.

11 RAIN OF LETTERS



To the Teacher

To open the game

GCompris ➔ Discover the computer ➔ Keyboard-
manipulation boards ➔ Simple Letters



12 BRING THE BIRD HOME



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



താര



Colour the boxes in which the words are written.



How can we colour the boxes?



To Colour



Select the colour and click on the picture.



To the Teacher

Activity using Tux Paint.

To open Tux Paint

Applications → Education → Tux Paint

To select the image

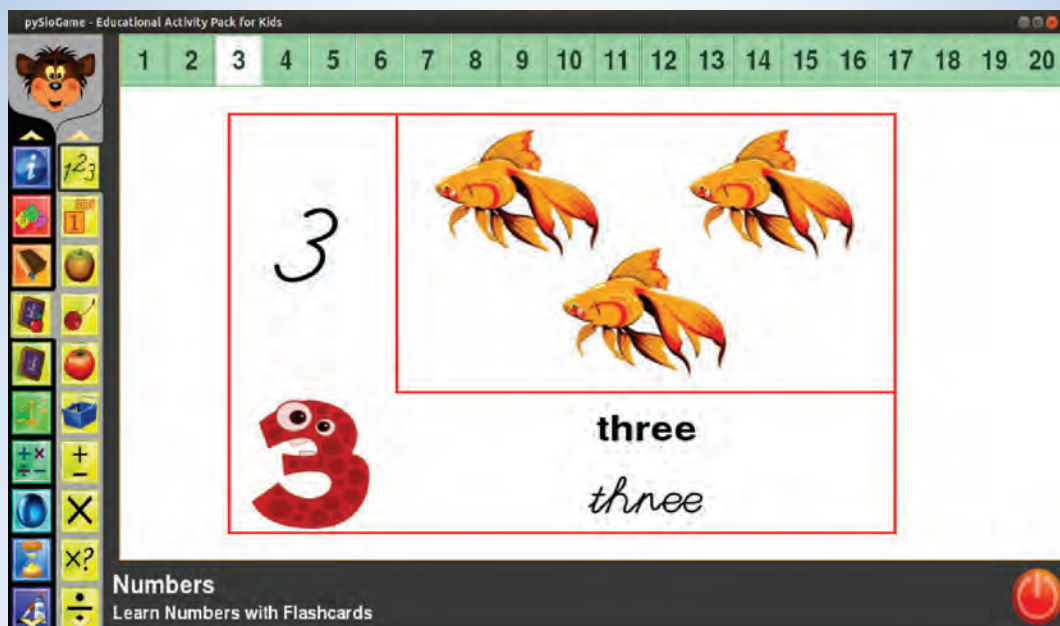
Click on the  tool. Using the arrows   open the picture of word tree.

To colour



To get more colours, click on the marked circles.

13 COUNT AND LEARN



So many fishes!!



Three
three
three



To the Teacher

To open the game

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

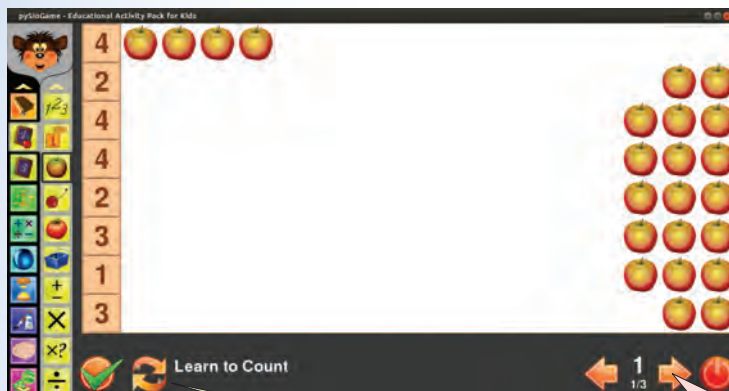
→ Numbers-Learn
→ Numbers with Flashcards



14 COUNT AND ARRANGE



How many apples are there in this basket?



Arrange the apples...



Click here after doing it

To get new numbers click here

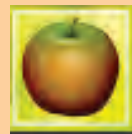
To get new sets click here



To the Teacher

To open the game

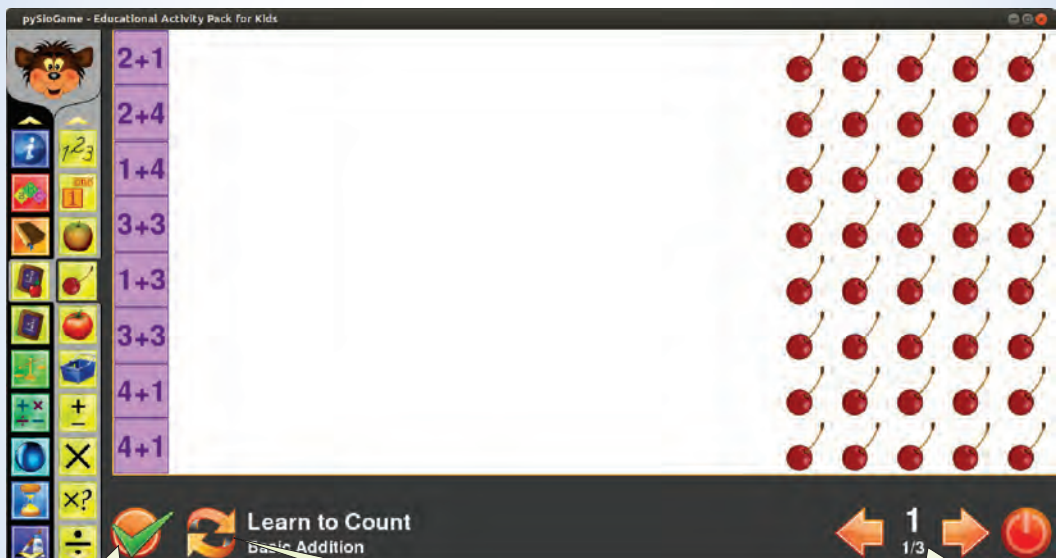
Applications → Games → pySioGame → Mathematics-Numbers & Basic Operations
→ Learn to Count



15 ONE PLUS ONE TWO MARIGOLDS

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

Shall we count?



Click after finishing the work

For new numbers, click here.

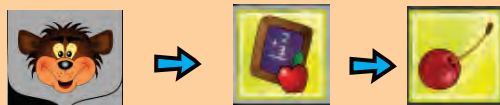
For new level, click here.



To the Teacher

To open the game

Applications → Games → pySioGame → Mathematics Numbers & Basic Operations
→ Learn to Count Basic Addition



16 LET'S ADD

What is the sum of 2 and 3?

Find the right answer from the right side box.

pySioGame - Educational Activity Pack for Kids

$2 + 3 =$		6
$4 + 3 =$		5
$4 + 3 =$		7
$5 + 4 =$		7
$1 + 5 =$		9

Basic Operations
Addition

1/5

After completing click here.

For a new group of numbers click here.

Do up to three sets.



To the Teacher

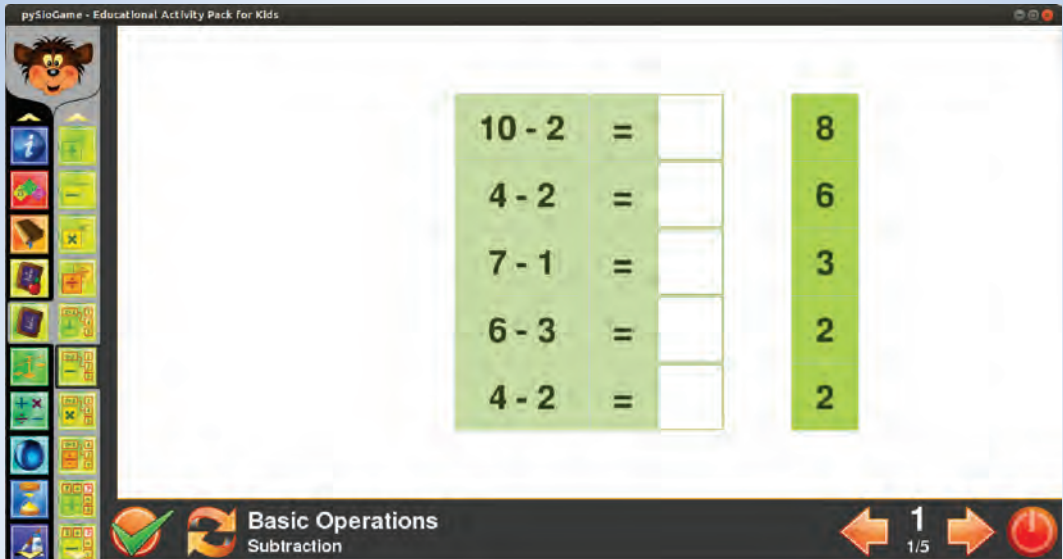
To open the game

Applications → Games → pySioGame → Mathematics-2
Basic Operations- Exercises
→ Basic Operations - Addition



Drag the correct answers and fix them in the right boxes.

You can do the following activity likewise.



To the Teacher

To open the game

Applications → Games → pySioGame → Mathematics-2
Basic Operations- Exercises
→ Basic Operations - Subtraction



17 THE MAGICIAN'S HAT



How many stars are there in the hat?

Click on the hat.



10 stars in the top row, 10 stars in the middle row, and 10 stars in the bottom row.

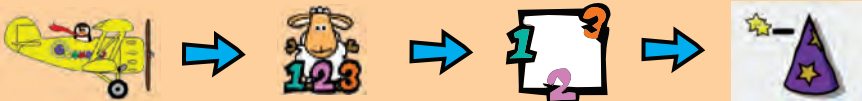
Add the answer



To the Teacher

To open the game

GCompris → Mathematics → Numeration → The magician hat



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.



18 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.



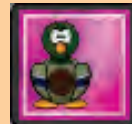
Click here and go to the next game.



To the Teacher **To open the game**

Applications → Games → pySioGame → Games & Mazes

→ Match Animals 2 Match Animals to their shadows



Notes