PLAYBOX

INFORMATION AND COMMUNICATIONS TECHNOLOGY

STANDARD 3

LT-525-1/ICT-3-(E)-Vol-1

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

Years ago, a man named Charles Babbage made an attempt to make a machine for calculation. Later, some others who came after him made it. This machine is the Computer. Now we can see this machine in shops, offices, banks, hospitals, houses and also in our schools.

This machine is a friend with whom you can play, learn, sing and draw.

This book will help you know more about this friend.

With love and wishes

Dr. J. Prasad
Director
SCERT

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Information and Communications Technology

Standard 3

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Dear Teacher

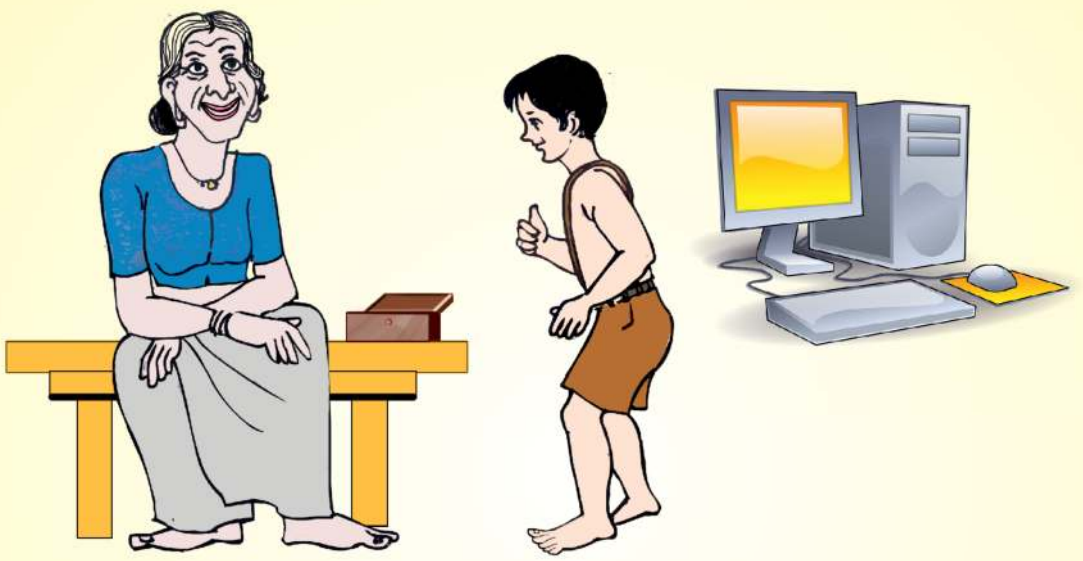
Information Technology at present has an inevitable role as a medium in inculcating learning in our schools. With the help of ICT, the learning activities have to be made much more productive. The most modern concepts and views related to education and technology are to be implemented in our schools also. ICT has become a necessity for this. It is as part of this venture that the textbook for third standard has been prepared. All the lessons and activities are designed in such a way as to help the teacher train the learners through simple games.

The content of this book incorporates suitable games to train and develop the learner's knowledge of Mathematics, Environmental studies, language and logic and enhance the memory power. Nearly ten mathematical games taken from daily life situations are provided in this textbook. Out of them, five are related to environmental studies, two games and one activity meant for language learning and others are for improving the logical skills and memory power.

Many activities and games of this textbook are well-suited to be used at the entry level of presentation, for providing motivation, and for evaluating the performance of the learners. You can also see that the resources are tailored for the classroom activities at the primary level such as picture- reading, preparation of graphic stories, dialogue construction, pattern building and so on.

COMPUTER AND GRANDMA

After a long journey when grandma came home, she saw a new table and a computer in her drawing room. She was very anxious to know what it was. Seeing this Raju told his grandma.



Raju : Grandma, it is a computer. Now it is with this computer that children hear songs, watch films, play games etc.

Grandma : When I was a child, there was only a music box. But now there are so many things... T.V., Computer, Mobile phone...

Raju : Do you know there are lots of games in it? Come grandma... Let's see.

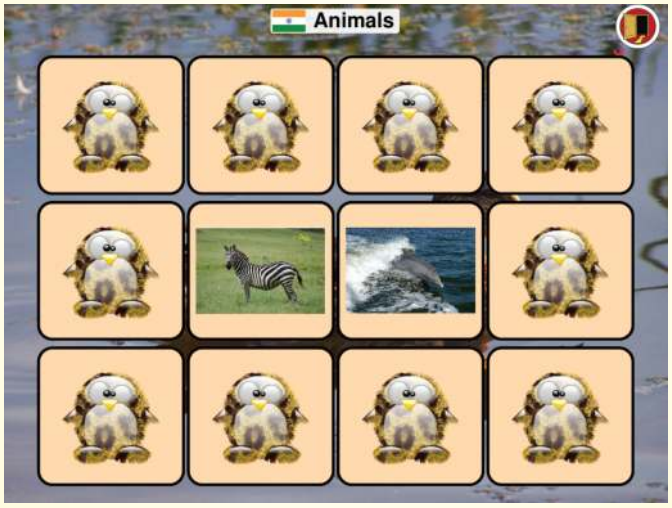
Grandma goes after Raju towards the computer.

Lesson 1

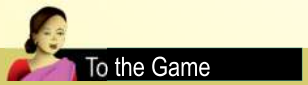
FIND THE TWINS

"Which animals are hidden in the cards? It is the first time I am seeing a Zebra".

"There is one more animal in it. Click on the cards and find it". Raju opened the Omni Tux game and said.



Click on the cards one after the other. Remember the picture on the cards. If you see the same picture, click continuously on it.

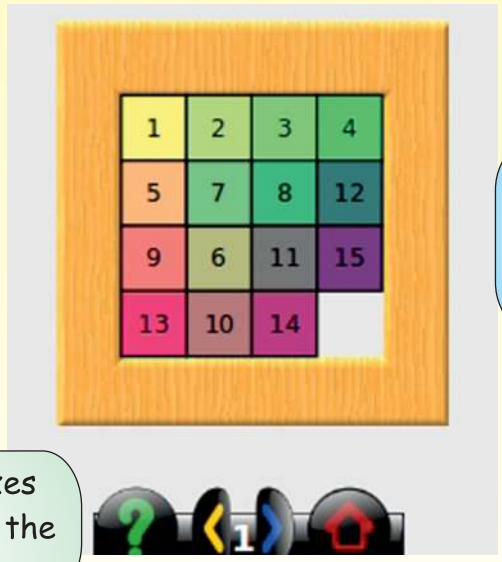


Omnitux-light → **Memory Cards** → **Animals**

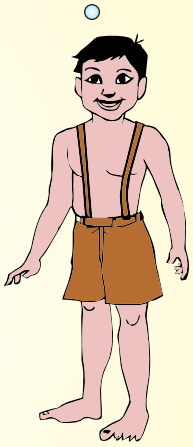
Click the cards on the screen one by one. See the figures on the other side and keep them in your memory. When you see two similar pictures, click continuously on each of them. They will disappear. Find out all the twins within a short time.

Lesson 2

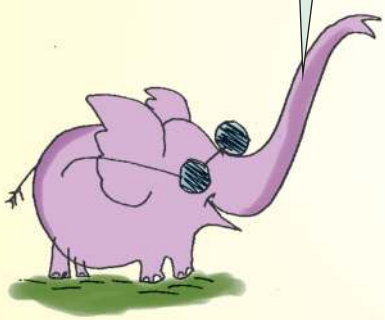
ARRANGE THE NUMBERS



Using the tips given bzzzy grandma I could arrange the



Click on the boxes that are close to the empty box.



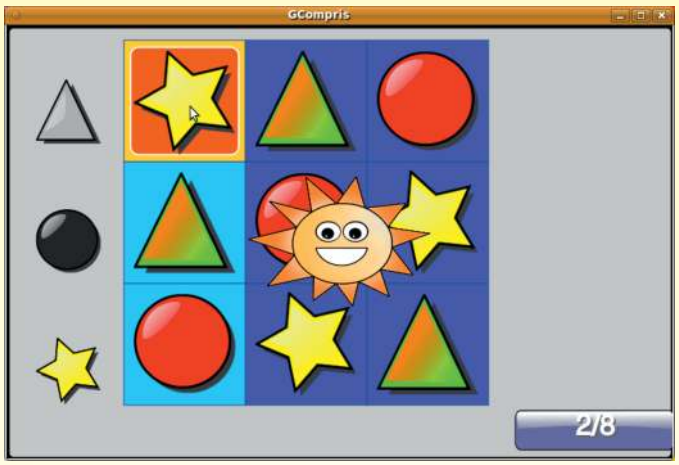
To the Game

GCompris → **Puzzles** → **The fifteen game**

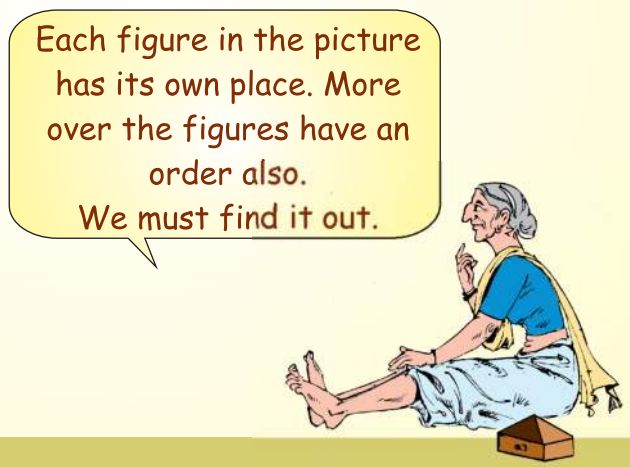
Click the mouse on the blocks near the empty boxes to move the blocks.

Lesson 3

SUDOKU



Take the figures one by one to the empty boxes. For this click the figure first and then the empty boxes. Don't repeat this in any rows or columns in any particular area. If there are numbers, you should type them and add to it.



To the Game

GCompris → Puzzles → Sudoku, place unique symbols in a square

At first choose each figure from the left side and click on suitable places. In the next level when you want to use the digits, click on the empty boxes and type the digits using a keyboard. Sukodu will not allow you to type wrong details.

Lesson 4

LOOK AT THE SKY

"Thiruvathira' like a fire ball
'Punartham' like a skiff...."

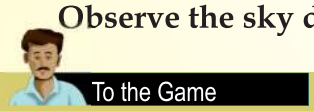
Looking up the sky grandma said aloud.

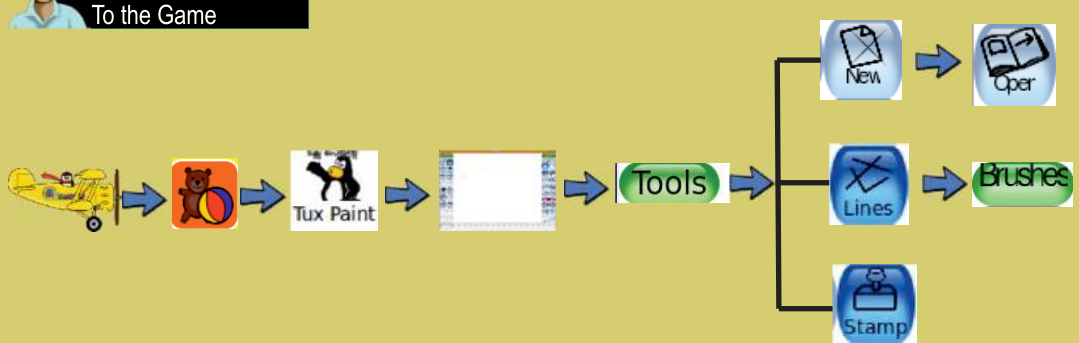
"What is like a fire ball...?" Raju asked.

Have you heard of a group of stars in the sky having the shape of a hunter? Are there any similarities between what Raju and his grandma were saying?

Do you observe the sky?

Observe the sky during the night and draw the picture in the computer.

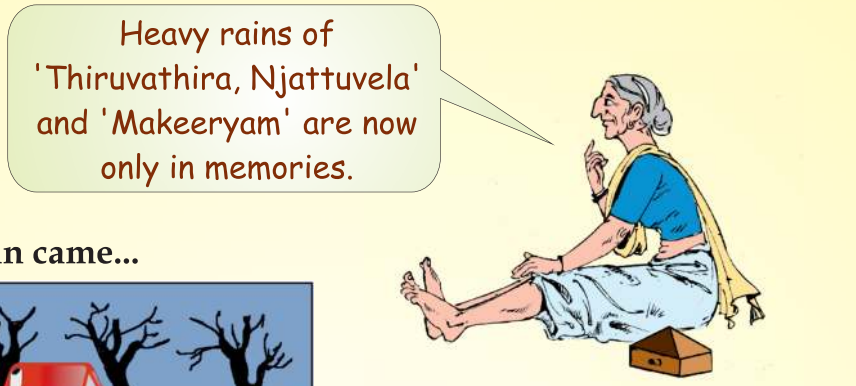




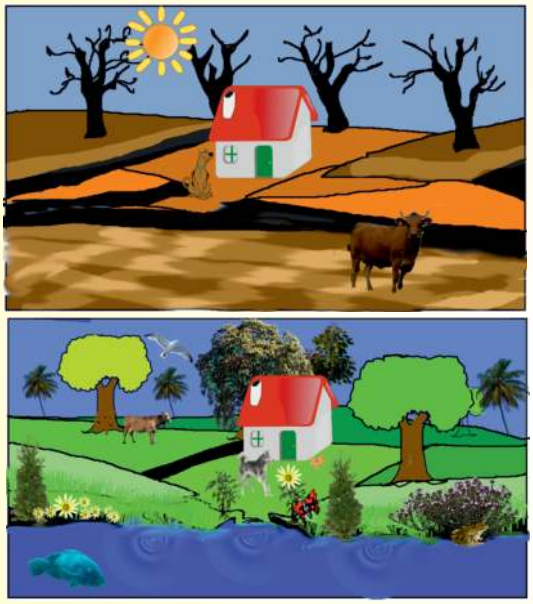
Open Tux paint. You can see the Tools menu on the left side of the screen. There are various tools like Paint, Stamp, etc. Each one has its own sub tools also. E.g. When we click on the Paint tool, we get many types of brushes. On clicking Stamp tool there are many pictures and on the Text many letters. On clicking "New" we get sheets of different background colours.

Lesson 5

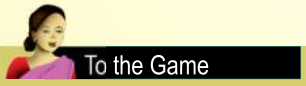
WATER, THE ELIXIR OF LIFE



When the rain came...



What are the changes seen in nature after rain?
Have you ever watched them?



Choose the suitable Stamp

Ask the learners to draw a picture showing the changes after and before the rain. Tell them to use the stamps in the Tux Paint. Let them draw beautiful pictures according to their imagination using brush, shapes, lines, eraser, paint, etc.

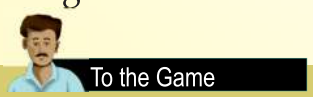
Lesson 6

HEAR AND RECOGNISE

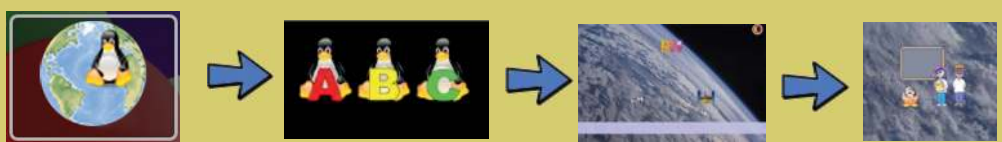
"Dear son....stop playing and study everything your father asked you to do...."

"I am studying, grandma..."

Click the question mark in the picture. Listen to the sounds of letters. Drag the suitable ones on to the question mark, using the mouse.



Omnitux-light **Writing** **Letters**

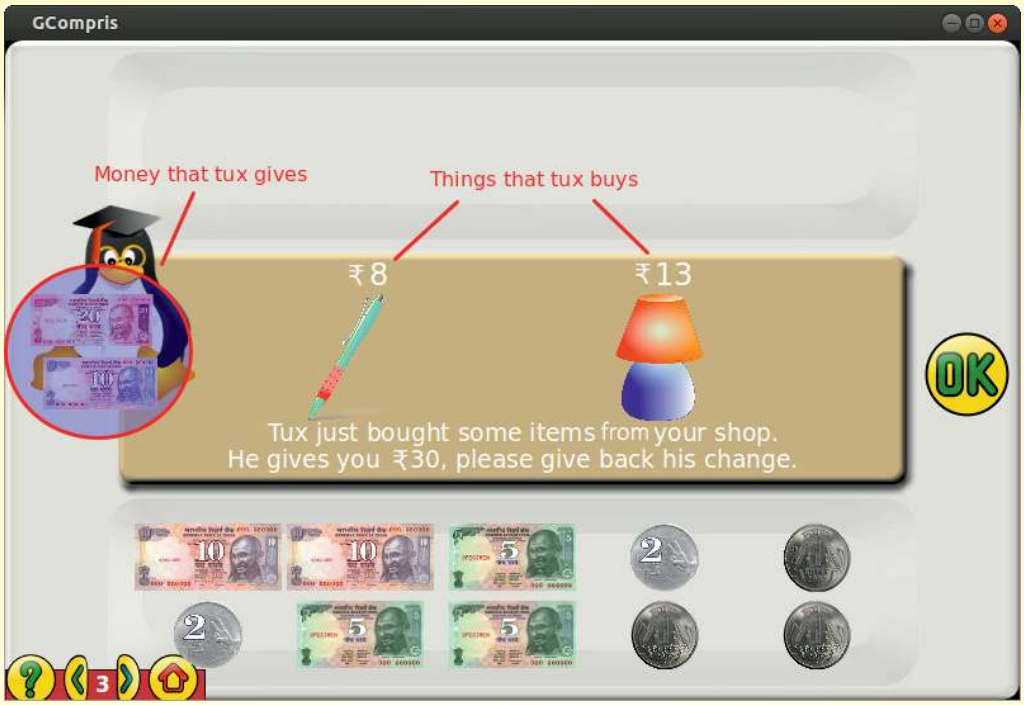


Listen to the voice. Drag the suitable letters on to the question mark. Do the levels 2 and 3.
In this way we can activate letters A to F board and scramble letters.

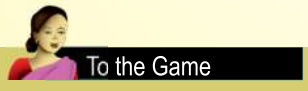
Lesson 7

HOW MUCH IS THE BALANCE?

Tux is buying things from a shop. Count the total cost of the things Tux bought. Don't forget to give the balance to Tux.



Select the amount to give Tux from this part.



GCompris → Mathematics → Numeration → Go to money activities → Give Tux his change

Find the sum of the things Tux bought. We can see the money that he gives. Click on the balance amount and press OK.

Lesson 8

KNOW THE WEIGHT

Raju never understands many things that grandma tells.

'Panathookkam', 'Rathal', 'Tula'...etc.

You can see that the units of weight are taken as grams and kilograms in common balance and electronic weighing machines.

Using the mouse place suitable weights on the balance.

To the Game

GCompris → Mathematics → Go to calculation activities → Balance the scales property

Help the learners to equalise the weight. Children get the idea that if weights on both sides are equal, the balance will remain straight.

Lesson 9

TIME AND DATE

Though grandma asked Radha to correct the time in the clock, she was a little bit nervous to do it. What is the solution to help Radha to change the time correctly?

Shall we play a game to adjust the time in the clock?

To the Game

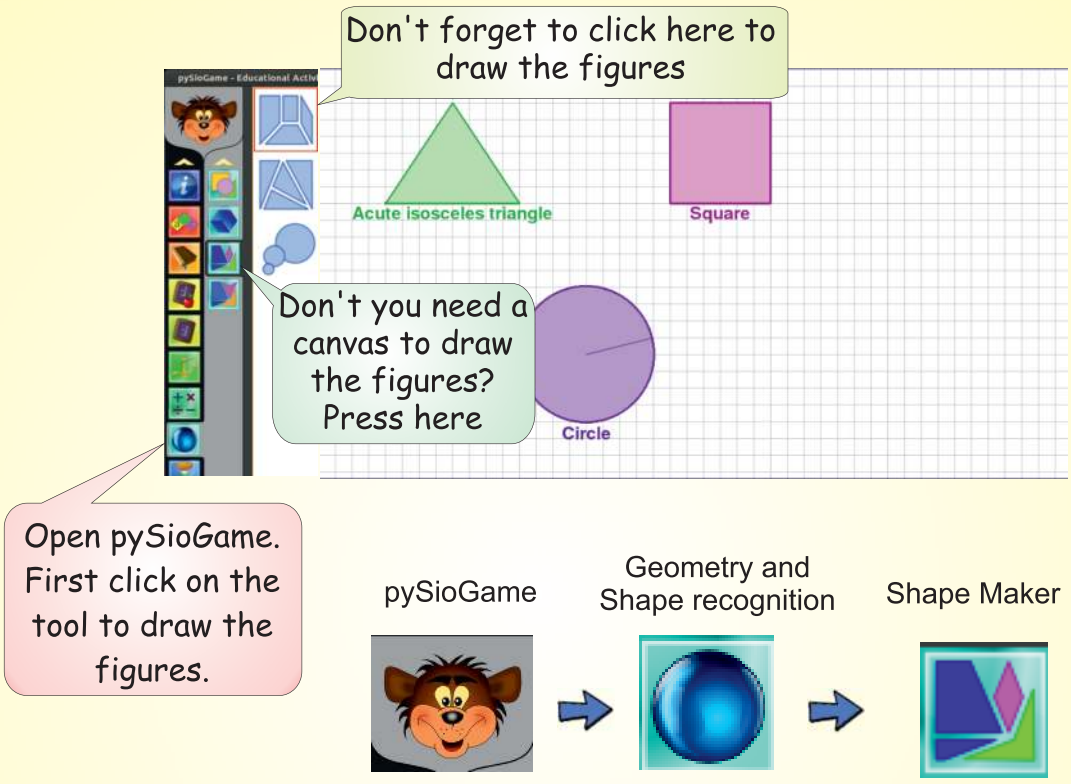
GCompris → Go to discovery activities → Miscellaneous activities → Learning Clock

Complete the three activities at the first level itself. After that we can give the second level activities. Let setting the hour-minute-second time be the last activity.

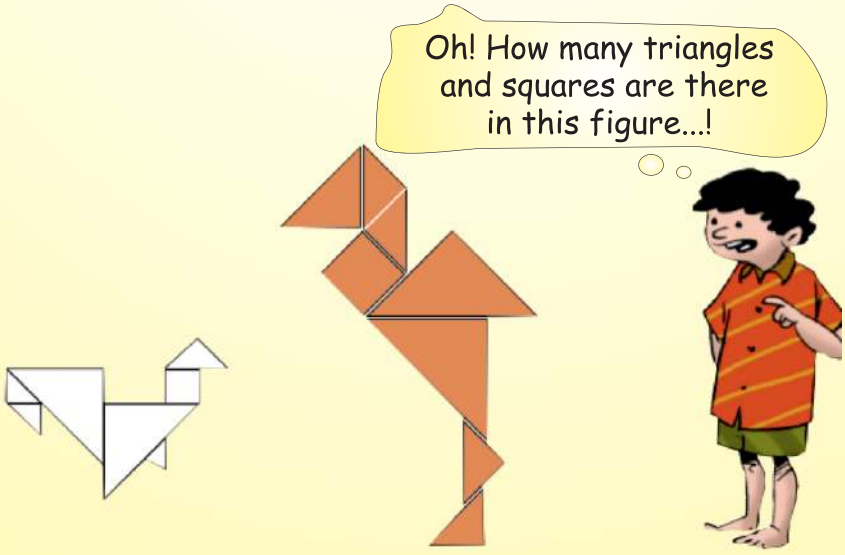
Lesson 10

WHEN FIGURES COMBINE

There are so many figures around us, aren't there? Can you draw these figures? Try to draw these figures in pySioGame.

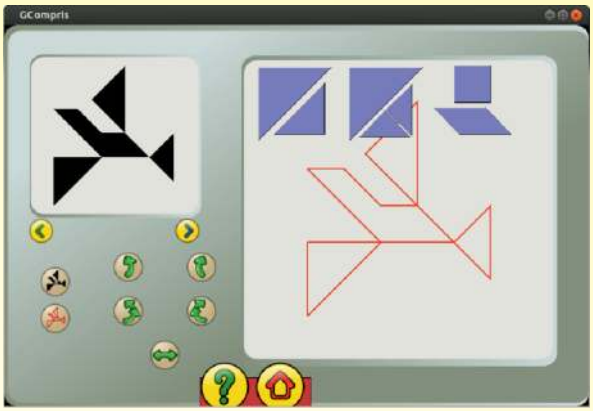


Wow! What figures.....!!

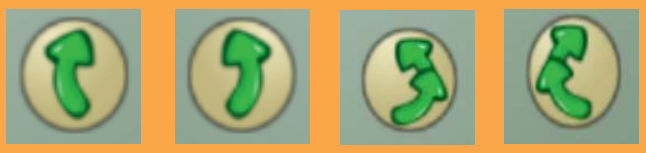


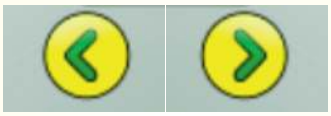
Do you use GCompris to play this game?

You can see some figures on the right side of the window. Take them one by one to draw a figure as you see on the left side of the window.



You can turn the figures left and right





How can I get a new figure?

Click on the arrow just below the left figure.

To the Game

GCompris → **Puzzles** → **The tangram puzzle game**

Lesson 11

FIND THE WAY

Lakshmi and her parents are returning from her uncle's house. As they are late, their uncle is taking them in his car. On the way they are trapped in a heavy traffic block. They are travelling in a red car. Remove the block in front of their car and show them the way out.

Show the way to get out...

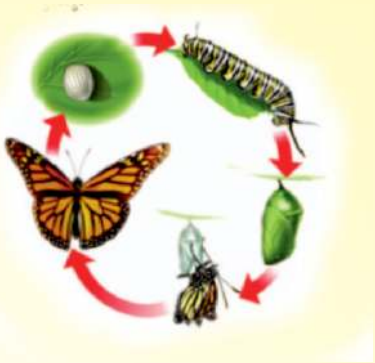
To the Game

GCompris → Puzzles → A sliding-block puzzle game

Blocks will move horizontally and vertically only. To move them click and drag.

Lesson 12

FLAPPING COLOURFUL WINGS



What kind of butterflies do you see in your garden and surroundings?

Butterfly Album

To make the album

Choose the suitable stamps of butterflies

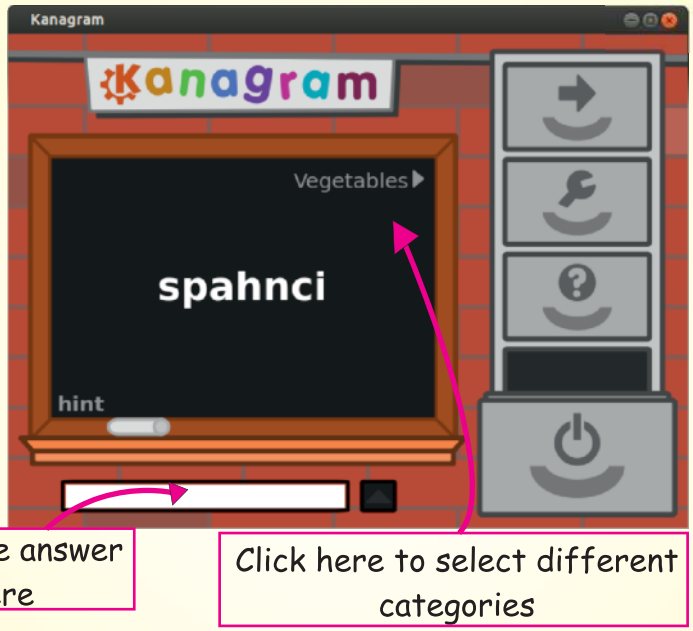
Open Tux Paint. Take a new canvas. Make the album using the Stamp tools.

Lesson 13

WHICH WORD?

"Can you help to build a word using the letters on in the screen?" Raju asked his mother.

"Remember the words you studied at school. What you need is, only to arrange the letters in the correct order."



To the game

Open Kanagram. You will get a word when you arrange the letters. Type that word in the white box seen below.

To check the answer click on the icon.

Applications - Education - Kanagram

Lesson 14

ROWS AND COLUMNS

Raju : How many plantain trees are there in our garden, grandma?

Grandma : Count them my lad...

Raju : How can I count all these plantain trees?

Grandma : There is an easy way. First count the rows.

Raju : 3 rows.

Grandma : Then now count the columns.

Raju : 6 columns.

Grandma : Isn't it easy to count the plantain trees now?

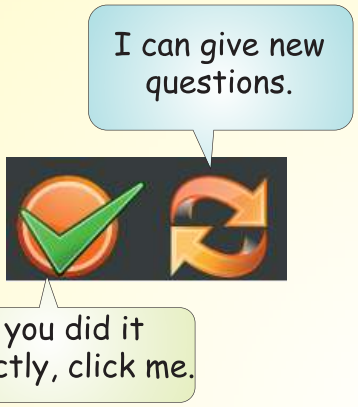
Open pySioGame and try some operations of multiplication.

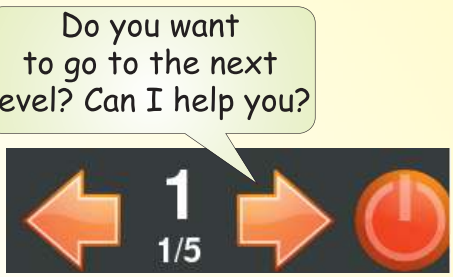
To the Game

pySioGame

Mathematics Numbers & Basic Operations

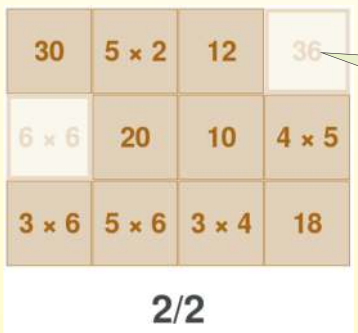
Multiplication Table





Watch the shaded boxes and suggest ways to find the product of multiplication. Drag the correct answer from the numbers given above, below and on the left side of the window. Give time to examine the correct answer and choose higher level questions. After that use the mathematics tool for training them.

Shall we play some more games...?



Did you see the score you got when you clicked on the question and the correct answer? Now let us find some more pairs.

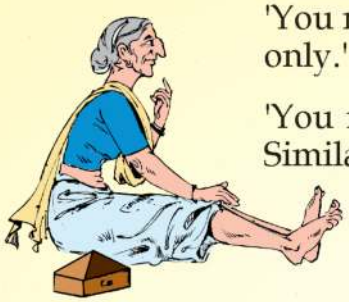
pySioGame

Mathematics 2 Basic Operations- Exercises

Maths Matching game - Multiplication

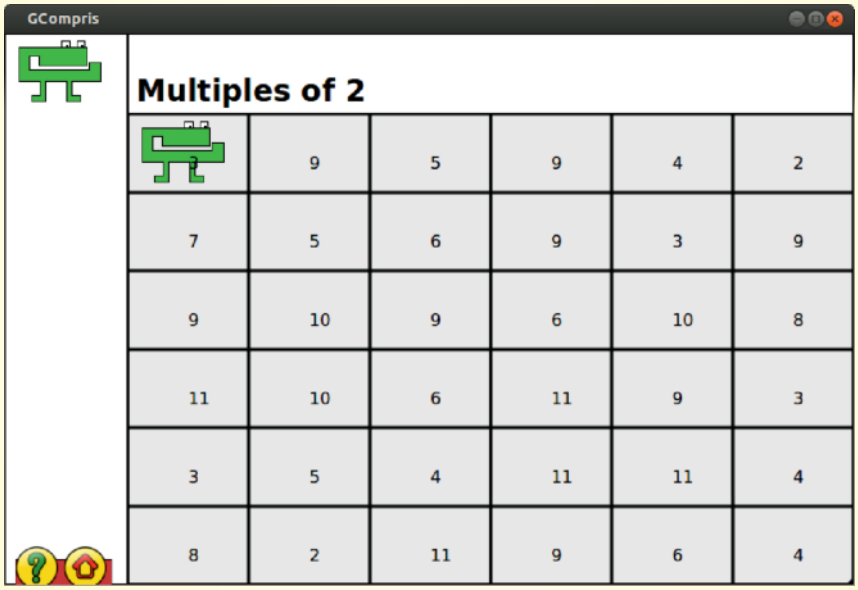
Lesson 15

FINDING THE MULTIPLIERS



'You must take the suggested multipliers only.'

'You need to take them using space bar. Similarly do the other activities.'



To the Game

GCompris → Mathematics → Go to calculation activities → Go to number Muchers activities → Multiple Number Munchers

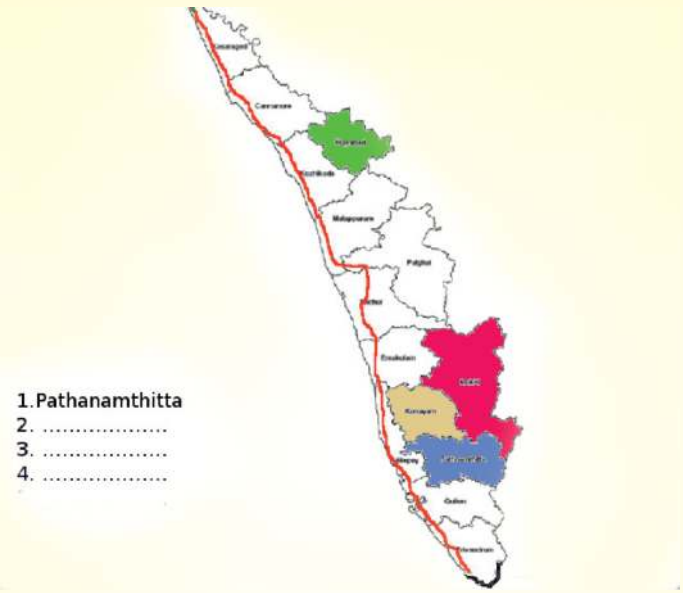
Move to the target according to the instructions using arrow key. To swallow the number use the space bar. If you go wrong, press enter key. If you make two mistakes, you will go back to the starting point.

Lesson 16

THROUGH THE LAND OF KERALA

Manu and his family who went to Kasaragod to celebrate his birthday returned to Thiruvananthapuram in a train. Manu marked his journey from Thiruvananthapuram to Kasaragod through Alappuzha in his Kerala map. He marked his railway route as given.

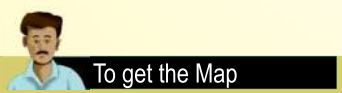
Activity 1



Now, try to mark Manu's rail route. Use Tux Paint to do this.

In this journey Manu did not travel through some districts. Which are they?

1. Pathanamthitta 2. ..... 3. ..... 4. .....



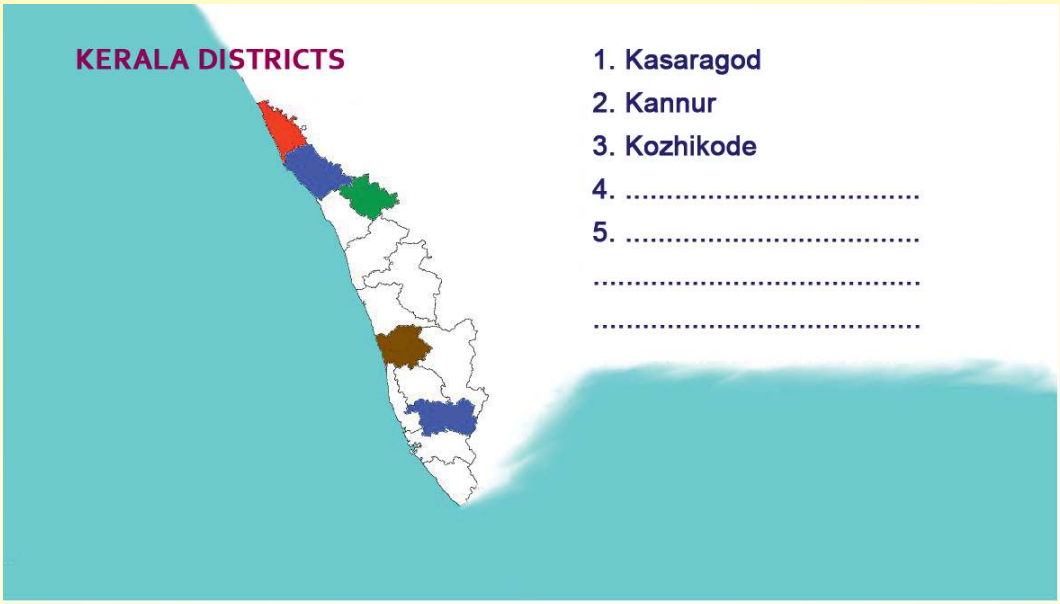
Use Tux paint to do this activity.

Use suitable stamps.

Use suitable brush and colour.

Activity 2

Colouring the districts

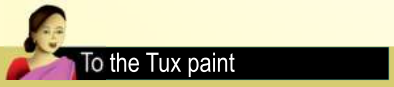


Activity 3

These are the details which Manu wrote about Wayanad distrct.

District	**:**	**Wayanad**
District Headquarters	**:**	**Kalpetta**
District formed in	**:**	**1980**
Neighbouring districs	**:**	**Kannur, Kozhikode, Malappuram**

Find out your district and neighbouring districts from Tux Paint and write them down.



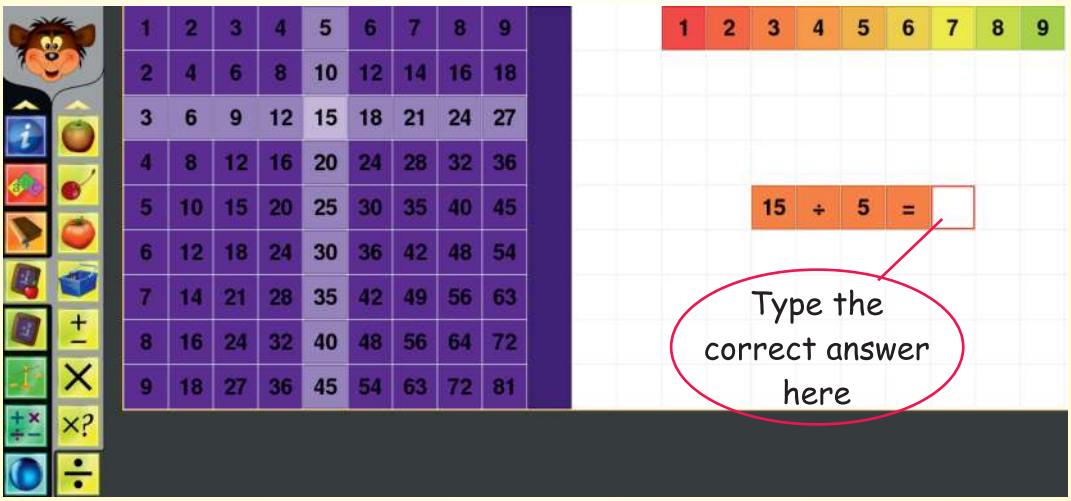
Use suitable stamp

You can get the necessary details of each district from the stamps

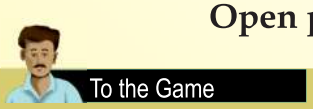
Lesson 17

DIVIDE EQUALLY

"There are 15 unniyappam", Raju said after counting them. "How can we share them?" Radha doubted.



Open pySioGame and do the division

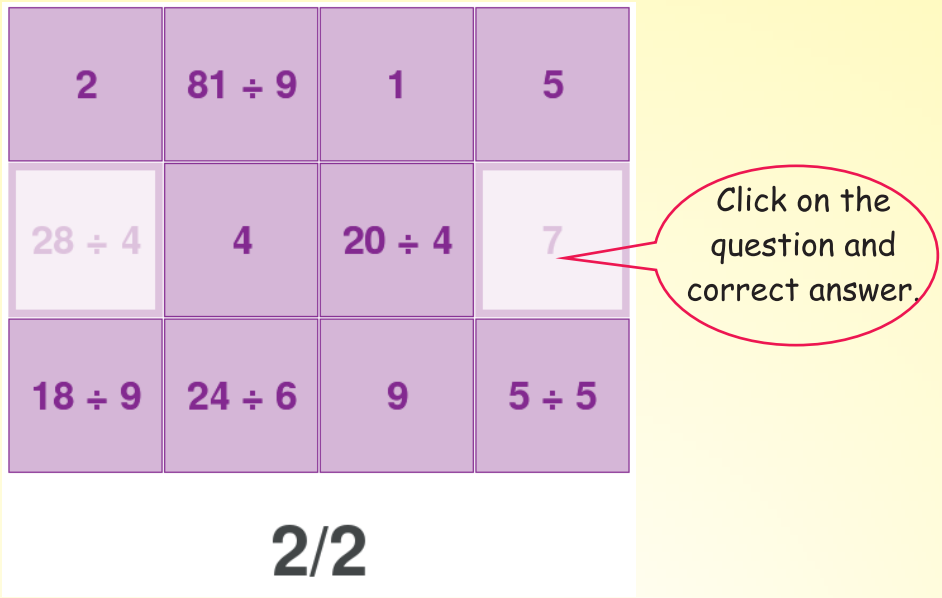


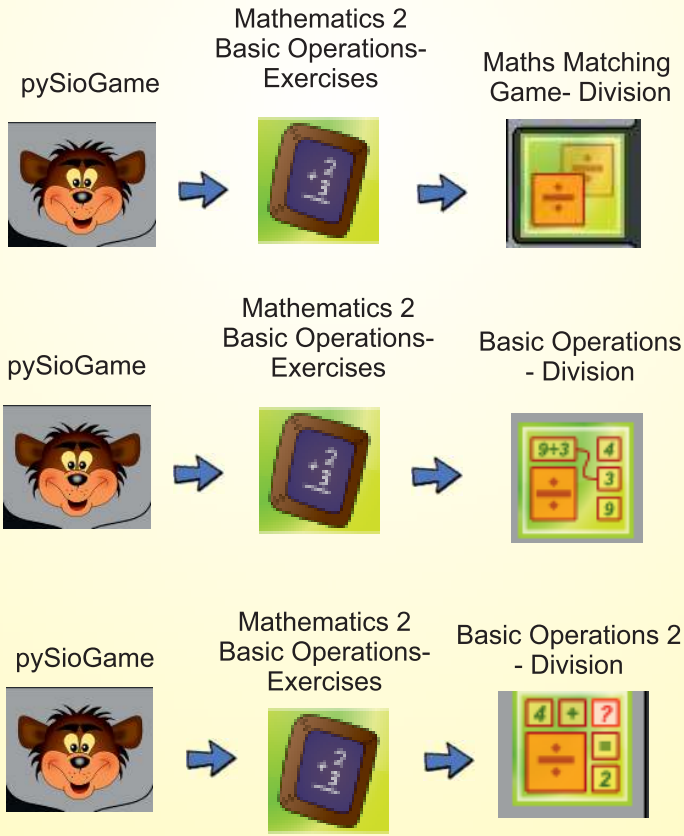
Open pySioGame

pySioGame → **Mathematics Numbers & Basic operations** → **Division**

Using the hints we can give more divisional operations.

Adopt the same method you used for multiplication operations



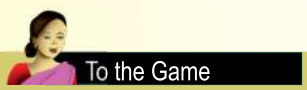


Using the hints, more activities could be given for reinforcing the idea.

Lesson 18

MATHEMATICAL PROBLEMS

When you click on the card, you can see the problems. The answers of the problems are hidden in one of the cards. Find it.



GCompris → Mathematics → Go to the calculation activities

Go to Mathematics memory activities → All operations Memory game

Find the cards having the multipliers and their products.

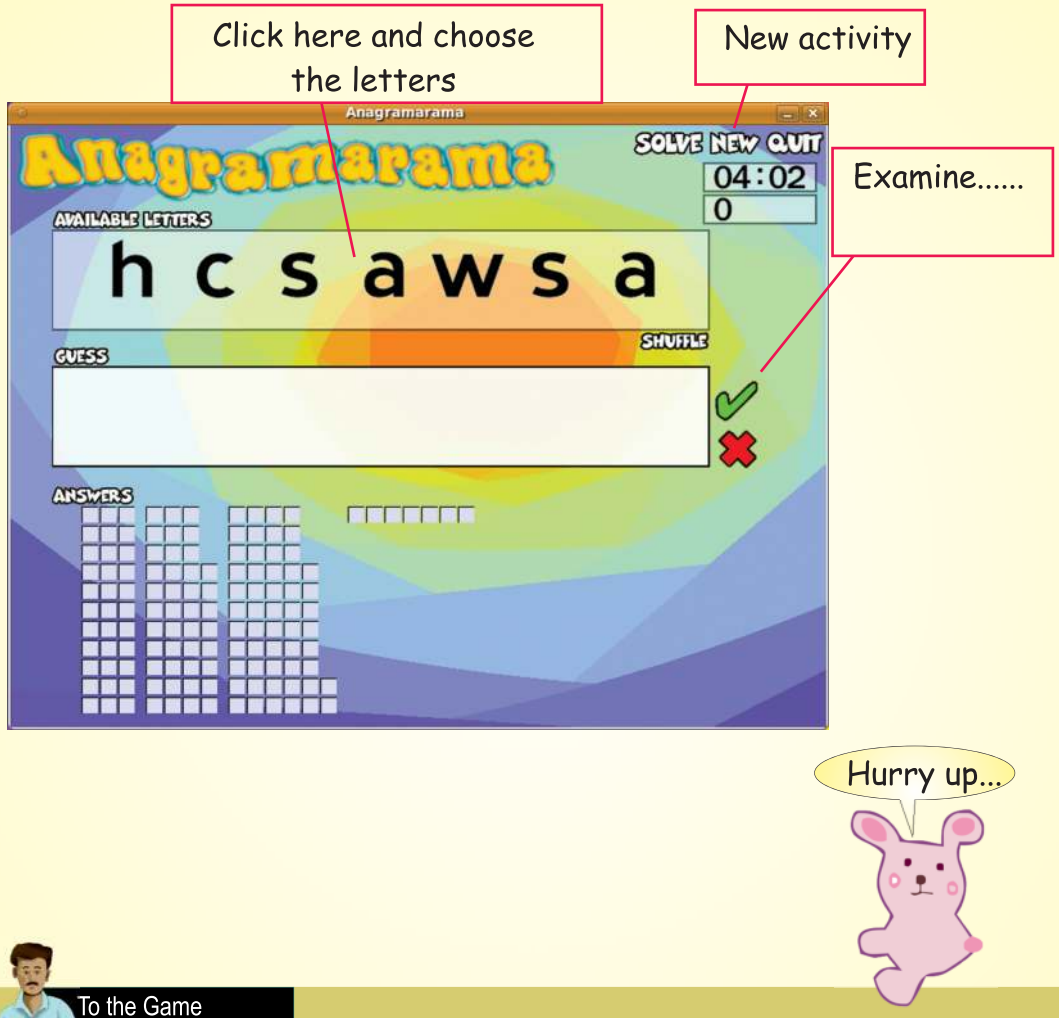
There are two cards having the same multipliers and results. When you click such cards, they will disappear from the window. Thus hide all the given cards from the window.

Lesson 19

BUILD WORDS

There are some letters scattered in the box given below.

How many words can you build using these letters?



To the Game

Games → Anagramarama

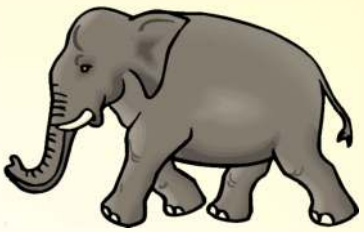
This is word game. Build maximum words possible taking minimum time. If the words are correct, we can see them in the boxes.

Only seven words are given for this activity. If you build the longest word, you can enter the next phase of the game.

Lesson 20

WHO AM I?

Given below are the pictures of some animals. Fill in the blanks.

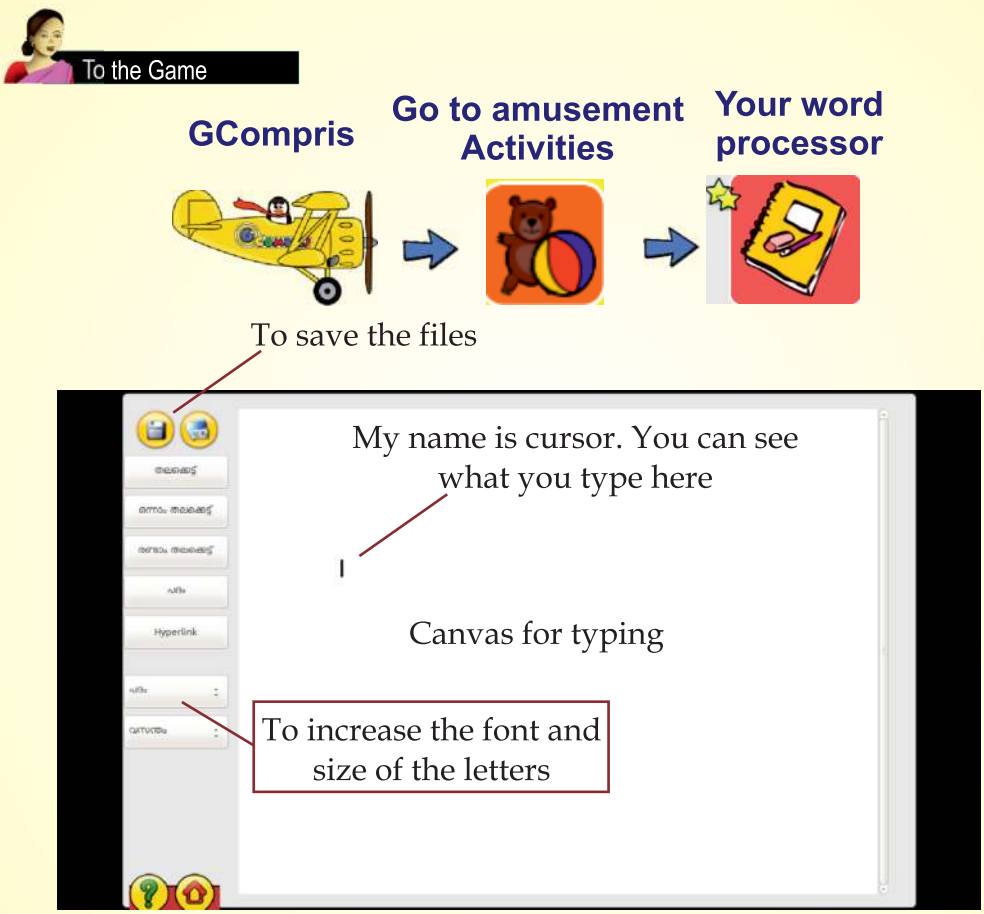
1	I am big. I have a trunk. I trumpet. I am ..... 
2	.... I mew ..... I am .....
3	I am the king of the forest. I am big and strong. I live in ..... I am .....

Manoharan K.P.
3 A
GLPS Manchadikkunnu
Palakkad Dt.
Kerala

Look at the names typed by Anoop and his friends of class 3A. They have divided into sub headings like headings, heading 1, heading 2, Terms, emotional, official, advertisements spring, summer, winter etc. These are done to adjust the font and size of the letters.

Can you type your name also like this?

Use GCompris and the related activities in it.



Word Processor window

Don't forget to type again the words you did earlier in the word processor

Notes

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