



Written by:
Anurika Gupta

DRAG N CLICK

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A Textbook of Computer Education

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e-mail : tulsi.prakashan@yahoo.com

Contributors :

Edited by : Anchal Jain & Rishi Ranjan
Composition & Layout : Mahi Graphix and Team
Graphic & Illustration : Khalid

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As publishers, we are committed to serve the student community with the best of our resources. We take very care to eliminate errors during the course of editing and printing of books. Therefore, we beg to state that authors and publishers should not be held responsible for any mistake that might have crept in inadvertently.

Preface

Computer Science in the new millennium offers limitless opportunities for creativity and application. Today, computers impact every facet of our life. There is, thus, a compelling need to introduce children to computers at an early age. This introduction should aim to empower them with the basics of the subject and, at the same time, open up room for them to explore and learn on their own.

Drag 'n' Click, a series of eight books, is a sincere effort to inculcate knowledge and awareness of information technology in young minds, the technology experts of tomorrow. The series follows the recommendations of NCF and is written in a simple and easy-to-understand language, avoiding the use of too many technical terms.

The focus of levels 1 to 5 of **Drag 'n' Click** is on learning basics of computers and to develop skills to operate computers in a competent and efficient manner. The books are supported by vivid artwork, images and snapshots. Introduction to MS Paint makes learning fun. Grades 3 to 5 teach the basics of Windows 10, Microsoft Office 2016 package and introduce the students to the world of programming through LOGO and SCRATCH.

The progression of the series duly takes care of comprehension level at each stage and continuity has been maintained while moving from one level to another. Books 6 to 8 cover a wide variety of topics like HTML, Adobe Photoshop, e-mail and viruses, cyber safety and QBasic, etc.

The salient features of the course are as follows:

- * **Focus of the chapter** : a brief overview of the chapter
- * **Info Bit** : for additional information
- * **Chapter in Short** : a complete summary of the chapter
- * **Exercise Corner** : a quick revision of the chapter including questions and answers
- * **Activity Corner** : small exercises based on the topics in the chapter which act as a memory test for the child

We sincerely hope that this series of computer books will help the young minds to equip them with the required IT skills at different stages of their leaning process. Your valuable feedback and suggestions will be highly appreciated for improving the areas which have gone unnoticed in these books.

—Author





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