

**LOG IN** TEACHER  
MANUAL

# LOG IN

**COMPUTER SCIENCE  
GRADE 1**

**TEACHER MANUAL**



# Welcome

*WELCOME DEAR TEACHER,*

*It is always wonderful to interact with teachers who are directly connected to the development of children in various field of study in their school life.*

*Computer Science is a subject which goes through many changes on a daily basis with advancements in information technology. It, therefore, becomes imperative for students to be tuned to these changes real time which Log In is dedicated in providing.*

*We, at Greycaps, appreciate the time and effort you are giving to this series and being part of a future in interactive learning.*

*Pick Ba Lin*

# LOG IN

## What's in it?

How will  
this manual  
help?

*This manual is designed to help you, the teacher, to understand:*

- 1. The objective & offerings of the book*
- 2. The content structure and format*
- 3. Teacher inputs that enhance the student experience month-on-month.*
- 4. The benefits to the teacher and student*
- 5. Answers to various exercises*
- 6. The measurable take away*

# LOG IN TEACHER MANUAL

Honeycomb series

About Log In

Meet Chip and Uncle Babbage

Structure & Framework

Features

Objectives of Log In 1

Chapter summaries (incl. exercise answers)

Benefits

The sections you will find...

## Honeycomb Series

We at Greycaps are proud to present a textbook series with a difference which enhances the teaching and learning experience.

### The Philosophy

The Honeybee is an intriguing creature in the animal kingdom. Its characteristics reflect being adaptable, agile, well-organised, creating synergy and working in harmony. It's sole purpose is to create the honeycomb and strive for perfection in creating each hexagonal cell in the honeycomb. The Queen Bee gathers the efforts of all the Honeybees and motivates them to strive for perfection.

We believe that this life skill can be borrowed from nature and applied into the school classroom.



Every teacher is like the **Queen bee** – focusing on students' different capabilities and striving to attain harmony within the classroom.

Each student is like a **Honeybee** – focusing on better learning and perfection.

This novel philosophy, initiated by Greycaps, is the cornerstone by which we create engaging material for our young learners.



# Honeycomb Series

## OBJECTIVES

### CO-EXISTENCE IS THE KEY

Learning is a collective effort and not an individual effort. Group learning enhances better understanding and decreases dissonance among students.

### INTEGRATION ON LIFE SKILLS INTO TEACHING METHODOLOGIES

Learning takes place in every walk of life – from taking our first baby steps to landing a person on the surface of the Moon. Learning's from life skills is, perhaps, the most essential part of overall student development.

### BRIDGING THE GAP

Students in a classroom learn at different levels, therefore, the need for the teacher to adopt various innovative methods to bridge gaps between the understanding levels of the first child and the last child.

## About LOG IN

# LOG IN

COMPUTER SCIENCE

We live in a world where technological advancements are seen real-time. Children of this day and age have grown into such an environment where the first devices they use are laptops, tablets and smart phones.

Equipped with a story-telling format, it is tailored to be generationally relevant to children of this era. Engaging students through a storyline, Log In is a relaxed, fun way to learn the basics of computer science and get educated on changes and advancements, in the field of information technology.



# Hello!

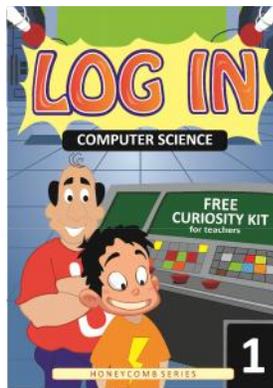


Meet **Uncle Babbage**, inspired from the Father of modern Computers, Charles Babbage. He is very knowledgeable in the world of computers and helps **Chip**, a young boy, in understanding the concepts and uses of computers.

Children today get to experience technology at an early age. Therefore, it is imperative to introduce them to concepts which are generationally relevant to them.

## Structure & Framework

### Student



**TEXTBOOK**  
Equipped with a story-telling format and many other exciting features.

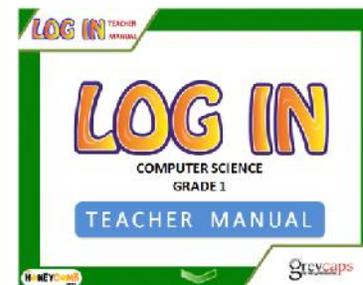


**EVALUATION**  
Assessments sheets provided online for teachers to evaluate students.

### Teacher



**CURIOSITY KIT**  
An aid provided for teachers to reinforce concepts through quizzes and other activities.



**TEACHER MANUAL**  
provided online to act as a guide for teachers

## IN THE TEXTBOOK

# Features



The creation of characters brings concepts to life and enables better learning.

Interactive exercise formats at the end of each chapter, which follows the concept of learning by teaching.



Activity based learning becomes an integral part of overall child development.

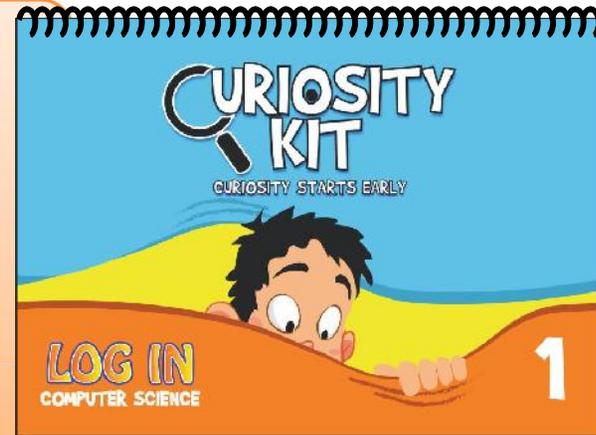


Interesting trivia based information that enhances knowledge.

## IN THE CURIOSITY KIT

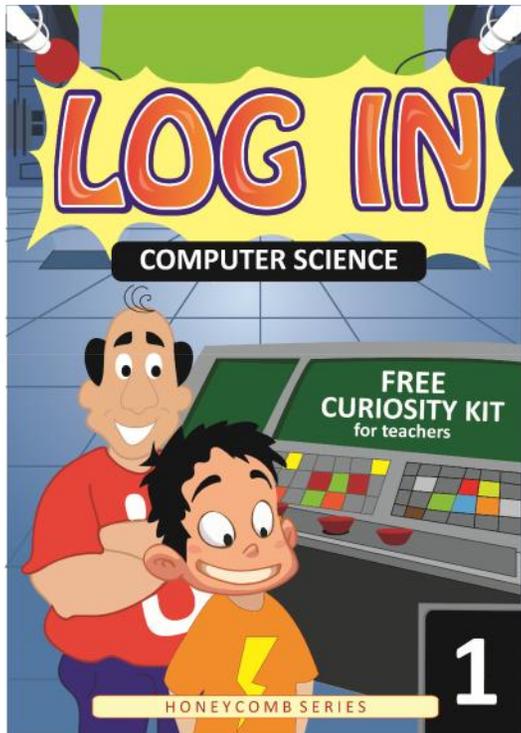
# Features

The **Curiosity Kit** is designed to reinforce teaching material in a fun and innovative way for school students. It is a set of activities and games which will enable teachers to create a fun filled atmosphere in the classroom. It ensures wholesome learning and easier recall of facts related to the subject at hand.



- 🔍 The Log In Grade 1 kit contains 21 cards.
- 🔍 The cards are divided into chapters in tandem with the textbook and are colour coded.
- 🔍 Each chapter contains activities with a set of instructions for the teachers and enumerates how it will be beneficial for the students.

## Objectives of Log In 1



Log In 1 will begin with understanding the basics of computers and its parts. Students will be introduced to different types and uses of computers relevant to the present generation.

The objectives of Log In 1 are as follows:-

- Sparking curiosity (new topics)
- Enlist the assistance of narrative learning
- Encourage learning by teaching
- Encourage learning through activities

# Chapter Summaries

WHAT IS A COMPUTER?

MOUSE AND KEYBOARD

COMPUTER, MY FRIEND

STARTING AND SHUTTING  
DOWN

COMPUTER PARTS

DO'S AND DON'TS

# Chapter Summaries

## WHAT IS A COMPUTER?

In grade 1, we begin with an introduction to computers. Students will be able to visualise clearly as to what exactly a computer is and what its uses are.

## WHAT IS A COMPUTER?

**Answers**



Page  
13 & 14

1) Tick the correct sentence and cross the wrong ones.

- a) **X**
- b) ✓
- c) **X**
- d) ✓
- e) **X**

2) Fill in the blanks with the help of the words given below.

- a) Computer
- b) Charles Babbage
- c) Mistakes
- d) 1822

3) Look at the pictures and write what the boy is using the computer for.

- a) Listening to songs
- b) Playing games
- c) Solving sums
- d) Watching movies

# Chapter Summaries

## COMPUTER, MY FRIEND

This chapter focuses on various uses of a computer at home and in society at large.

## COMPUTER, MY FRIEND



Page  
13 & 14

Answers

- 1) Find the names of places where a computer is used from the words given below in the word grid.

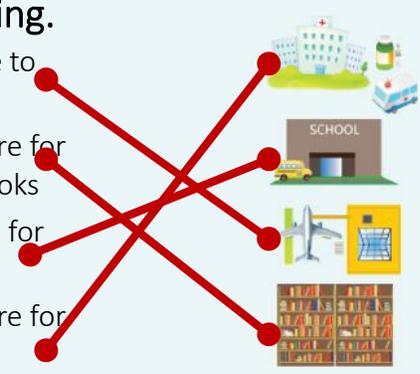
S	W	B	A	N	K	G	H	U	I
R	M	W	Q	Y	R	A	Q	W	H
I	A	H	O	S	P	I	T	A	L
U	Q	T	Y	U	R	W	H	A	
E	K	A	F	Z	X	P	I	O	L
Z	E	S	C	H	O	O	L	M	C
X	T	Y	S	Z	V	R	U	E	B
G	H	K	N	J	I	T	G	D	K

- 2) Put a tick against the correct sentence and a cross against the wrong sentence.

- a)  X
- b)  ✓
- c)  X
- d)  X

- 3) Match the following.

- a) We use computers here to book tickets.
- b) Computers are used here for keeping information of books
- c) We use computers here for teaching and learning.
- d) Computers are used here for treating patients.



# Chapter Summaries

## COMPUTER PARTS

Computer parts like the monitor and the system unit are explained in this chapter.

## COMPUTER PARTS

( Answers )



Page  
30

1) Look at the pictures given. Fill in the blanks and help Chip get names of computer parts.

- a) PRINTER
- b) MOUSE
- c) KEYBOARD
- d) MONITOR
- e) SPEAKERS

2) Answer the following questions in just one sentence.

- a) Small buttons on the keyboard are called keys.
- b) The full form of CPU is Central Processing Unit.
- c) Speakers are used for listening to sounds on the computer.
- d) A printer is used for getting information from a computer on a sheet of paper.

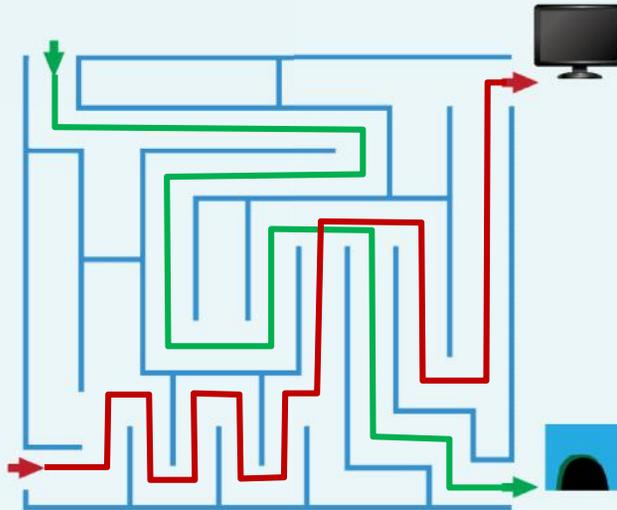
## COMPUTER PARTS

( Answers )



Page  
31

3) Rupert the mouse and the Computer mouse are lost. Help them reach the correct place.



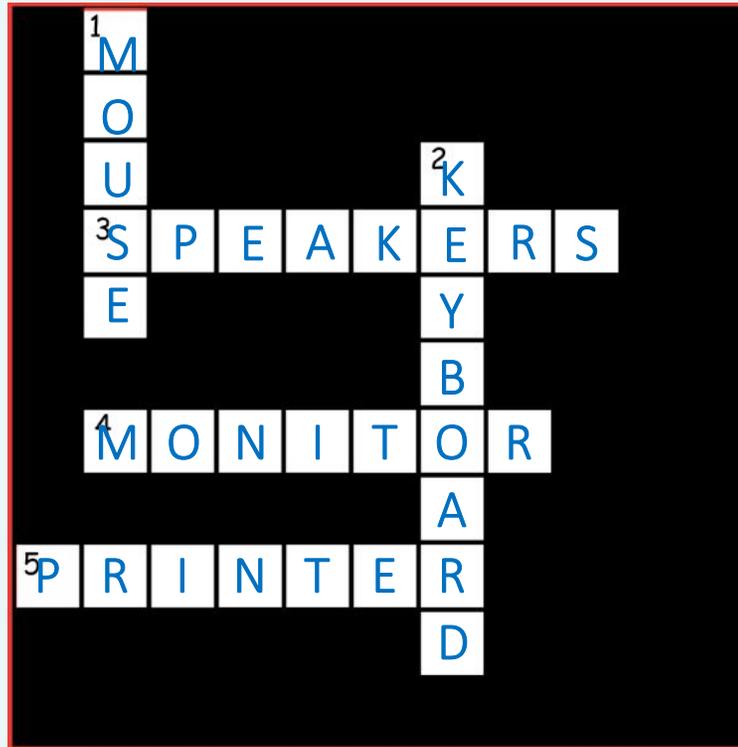
## COMPUTER PARTS

( Answers )



Page  
32

4) Solve the crossword with the help of the hints given below.



## MOUSE AND KEYBOARD

The mouse and the keyboard form integral input devices for us to be able to work on a computer. This chapter focuses on its different aspects.

MOUSE AND KEYBOARD

Answers



Page 44 & 45

1) Name the following

- a) Mouse
- b) Number keys
- c) Double click
- d) Delete
- e) Spacebar

2) Put a tick for correct statements and a cross for wrong ones.

- a) ✓
- b) ✗
- c) ✗
- d) ✓
- e) ✓
- f) ✓

## STARTING AND SHUTTING DOWN

This chapter focuses on certain functionalities as starting and shutting down of the computer of the computer.

## STARTING AND SHUTTING DOWN

Answers



Page  
54

1) Help Chip to number the steps to turn off a computer in the correct order.

- a) 3
- b) 4
- c) 2
- d) 5
- e) 1

2) Fill in the blanks with the help of the words given below.

- a) X
- b) X
- c) X
- d) ✓

# Chapter Summaries

## DO'S AND DONT'S

Safety protocols need to be followed while managing computers. This chapter gives an insight into various rules to follow with respect to computers.

## DO'S AND DONT'S

( Answers )



Page  
60 & 61

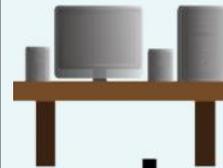
1) Answer 'YES' or 'NO' for the following questions.

- a) NO
- b) YES
- c) NO

2) Answer whether the following sentences are true or false.

- a) **X**
- b) ✓
- c) ✓
- d) **X**

3) Match the following.



Covering the computer with a cloth

Not to play with computer wires

Cleaning the computer

Should not sit too close to the monitor.



## DO'S AND DONT'S

( Answers )



Page  
63

5) Chip wants to use his computer. But his keyboard is lost. Help Chip find his keyboard.



# Evaluation

The evaluation sheets are divided into four assessment papers and two term papers, to be given during the academic year.

**ASSESSMENT 1**

**ASSESSMENT 2**

**ASSESSMENT 3**

**ASSESSMENT 4**

**TERM ASSESSMENT 1**

**TERM ASSESSMENT 2**

*These assessment sheets can be accessed from the 'Downloads' link on the Greycaps website [[www.greycaps.com](http://www.greycaps.com)]*

# LOG IN TEACHER MANUAL

## 'DOWNLOADS' Link

This link provides access to assessment sheets and this teacher manual, to all teachers subscribed to Log In.



Each assessment sheet is downloadable in a PDF format and is accompanied with the answer keys.

Each PDF file is password protected for the teachers' benefit.  
The password is 'teacher'.

# Evaluation

The Units covered for each assessment sheet is as follows :-

ASSESSMENT 1	What is a Computer?	TERM ASSESSMENT 1
ASSESSMENT 2	Computer, My Friend and Computer parts	
ASSESSMENT 3	Mouse and Keyboard	TERM ASSESSMENT 2
ASSESSMENT 4	Starting and Shutting down and Do's and Don'ts	

# Benefits

- Easy to recall, Longer Retention
- Fun, Team based and experiential
- Makes the child THINK & QUESTION (No Rote)
- Reduce the gap between the first child and last child (i.e, Honeycomb Philosophy)



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MANUAL



We thank you for being a teacher.



**GREYCAPS**

LEADING A LEARNING REVOLUTION

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