CAMBRIDGE INTERNATIONAL SCHOOL, MOHAL KULLU
CURRICULUM
SESSION 2020-21
COMPUTER- III

	March	April	May	June
Content	**Introduction to IPO Computer Devices**	**More on Keyboard and Mouse**	**Operating System**	**More on Microsoft Paint**

Outcomes	• Familiarizing with working of computers with the help of Input Process Output cycle.
	• Understanding the advantages and limitations of computers.
	• Familiarizing with various Input, output, processing and storage devices.
		• Familiarizing with various keys of keyboard.
		• Using on screen keyboard.
		• Enabling the leaner to understand computer mouse and uses of mouse buttons.
			• Comprehending operating system (Microsoft Windows).
			• Familiarizing with desktop and its components.
			• Enabling the leaner to: -
			  – Select/deselect icons.
			  – Open applications.
			  – Change desktop background and screen saver.
				• Familiarizing with various selection tools.
				• Enabling the leaner to: -
				• Move and copy an object.
				• Rotate and flip an object.
				• Resize/skew an object.

	July-August	September	October	November
Content	**More about Tux Paint**	**Working in MS Word**	**Introduction to Scratch**	**Movements of a Sprite**

Learning Outcomes	• Familiarizing with various magic tools.
	• Familiarizing with storyboard and using storyboard as a slide show.
	• Performing operation of deleting a drawing.
		• Familiarizing with various components in word window.
		• Enabling the learner to type and edit text.
		• Enabling the learner to perform operations like selection, inserting, overtyping, moving, and deleting text.
		• Familiarizing with keyboard shortcuts for saving and opening a document.
		• Enabling the learner to performing operations like undo, redo, printing and exiting word.
			• Familiarizing with computer language and introduction to scratch.
			• Familiarizing with main components of scratch window.
			• Enabling the learner to move, draw and copy a sprite.
			• Enabling the learner to save a project and open a saved project.
				• Enabling the learner to: -
				  – Create a new project.
				  – Change the appearance of a sprite.
				  – Make a sprite say something.
				• Familiarizing with Control block and sound menu.

YouTube video links	• https://youtu.be/z3n6I7ap2bE • https://youtu.be/6PTH_2vXwYU • https://youtu.be/KE4_JVAUjYY • https://youtu.be/9zmhl75RtFA • https://youtu.be/J9sIyQXwW00	• https://youtu.be/mf3pKJmnWJ0 • https://youtu.be/mf3pKJmnWJ0	• https://youtu.be/jnDMS89uoIc • https://youtu.be/JcOcxKWgnps	• https://youtu.be/6I9KiZc8jZ8