

Cambridge International School, Mohal, Kullu
Curriculum, 2021-22
Computer –VII

March -June				
	External hardware devices	Charts in Excel	Advanced feature of Excel.	More on HTML
	Number System	Advanced feature of Excel.	Introduction to HTML	
Outcomes	Students will be able to: <ul style="list-style-type: none"> • Comprehend Input/output and storage devices. • Define Number system and categorized different types of number System. • Represent values in different number System. • Comprehend different types of conversions in number system. 	Students will be able to: <ul style="list-style-type: none"> • Comprehend Charts and its components • Categorize various types of charts. • Move a chart from one sheet to another. • Differentiate Sorting and filtration of data 	Students will be able to : <ul style="list-style-type: none"> • Implement goal seek feature in excel. Demonstrate the steps to print a worksheet • Comprehend HTML programming and its features. • Outline different HTML editors. • Define the basic structure of HTML. • Explain the basic HTML Tags. 	Students will be able to : <ul style="list-style-type: none"> • Categorize different attributes of body tag. • Comprehend various HTML tags.
Activity	<ul style="list-style-type: none"> • Make a list of hardware devices which you can see in the computer lab. • Solving of the cross word using the hints. 	<ul style="list-style-type: none"> • After creating a table, create a bar chart and format it to make the chart eye-catching. 	<ul style="list-style-type: none"> • Apply sorting and filtration on the data provided on the basis of given condition. • Solving of Puzzle using various clues and search words. 	<ul style="list-style-type: none"> • Writing the HTML program to design the given webpage.

July-November				
	Introduction to QBasic	Scratch	Introduction to C++	More on Internet
Outcomes	Students will be able to: <ul style="list-style-type: none"> • Comprehend QBASIC and its interface. • Comprehend and execute QBasic statements(REM, LET, Print, INPUT, END) • Outline various elements and operators. • Demonstrate the steps to Save and run a program. • Open a saved program and exit from QBASIC. 	Students will be able to: <ul style="list-style-type: none"> • Comprehend Scratch. • Summarize the features of scratch. • Design a new sprite. • Comprehend basics blocks and commands • Demonstrate the steps to save the project. 	Students will be able to: <ul style="list-style-type: none"> • Comprehend OOPS and the basic terms related to OOPS. • Classify the Features of OOPS. • Categories the Components of C++ editor. • Outline the structure of C++ program. • Create and execute a simple C++ program. 	Students will be able to: <ul style="list-style-type: none"> • Summarize the History of Internet. • Comprehend the terms related to Internet. • Comprehend. Internet Services. • Relate Internet and Netiquettes.
Activity	Create a program displaying your name, class and roll no using QBASIC.	<ul style="list-style-type: none"> • Create a new sprite (four wheeler) and move it in the forward direction and save it. 	<ul style="list-style-type: none"> • Identify the errors in the program given to them. 	<ul style="list-style-type: none"> • Solving a puzzle using different clues and search words.