S.No	Topic	Subtopic	Detail/Content
		7th standard	
S.No	**Topic**	**Subtopic**	**Detail/Content**
1	Introduction of Advanced Activity	1.1) Procedural operations in paper cup activity with real people.	Real Activity in pre coding.
		1.2) Magic cards	Real activity in odd and even.
2	Advanced programming	Using Scratch and Code.org	
		2.1) Pen	Continues from 6th std.
			Color --> Change the color of pen.
		2.2) Events	Basic events --> Flag, key pressed, when sprite is clicked. Broadcast
		2.3) Control	Wait
			Repeat
			Forever
			Conditional statement --> How to check the conditions by using AND operators.
		2.4) Conditional Statement	Conditional statement --> How to check the conditions by using variables and operators.
		2.5) Sensing	Touching mouse pointer, specific colour, another sprite etc.
		2.6) Variables	Storing state information.
		2.7) Functions	Usage of functions in programming.
		2.8) List	Storing state information.
		2.9) Blocks	Create own blocks
		2.10) Text to Speech	getting text and convert into audio
		2.11) Video Sensing	It uses a video camera as a sensor to detect motion and color.
		2.12) Music	Play notes and compose music
		2.13) Translate	Translating into different languages.
		2.14) Cloning	A sprite to create a copy of itself.