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) Face Sensing	AI-powered blocks that detects faces and different parts of the face like eyes, nose etc
		2.13) Music AI Extension	Play notes and compose music
		2.14) Translate AI Extension	Translating into different languages.
		2.15) Cloning	A sprite to create a copy of itself.
		2.16) Debugging	Debug the errors in given code(in scratch)
3	AI Literacy and Solutions	3.1) Using Scratch AI Extensions	Understanding the use of pre-trained AI models and integrating AI-powered features into Scratch projects and interactive applicationsm, using Scratch Lab and Machine Learning for Kids Scratch Extensions
		3.2) Understanding AI Models	Understanding how AI models are trained using data and how they recognise patterns to perform specific tasks.