

**CURRICULUM****I & II STD**

<b>SNO</b>	<b>TOPIC</b>	<b>SUBTOPIC</b>	<b>DETAILS</b>
1	About Computers	1.1) Types of computers 1.2) Parts of a computer 1.3) On, off	Desktop, Laptop, Tab, Cellphone & Calculator . Identification of Screen, monitor, keyboard, mouse, Track pad, System unit How to switch on & off Laptop & desktop safely. How to move the mouse in position and usage of Left and Right clicks such as, dragging in the picture , double clicking.
2	Basic Computer Usage	2.1) Mouse handling 2.2) keyboard handling	How to use keyboard and functions of special keys that is shift, caps lock, Alphabet, Numbers and Enter key, Arrow keys.

**III STD**

1	About Computers	1.1) Types of computers 1.2) Parts of a computer 1.3) On, off	Desktop, Laptop, Tab, Cellphone & Calculator . Identification of Screen, monitor, keyboard, mouse, Track pad, System unit How to switch on & off Laptop & desktop safely. How to move the mouse in position and usage of Left and Right clicks such as, dragging in the picture , double clicking,scrolling.
2	Basic Computer Usage	2.1) Mouse handling 2.2) keyboard handling	How to use keyboard and functions of special keys that is shift, Escape, caps lock, space bar, Alphabet, Numbers, Numbers lock and Enter key, Arrow keys. Drawing filling colors related options (Paint brush, Brush model, Brush thickness, colour)
3	Tux paint	3.1) Painting 3.2) Quit 3.3) New slide  3.4) Stamp 3.5) Text & Label 3.6) Line 3.7) Shapes 3.8) File Operations 3.9) Special Options 3.10) Eraser 3.11) Redo 3.12) Undo	How to close the Tux paint files. How to create the New slide, Save and open.  Click and fix the Animal picture, birds picture, Things, house, Fruit, House, Things,Models, costumes and how to apply size increase, decrease, Flip, Opposites sides, up, down in the picture. Write the Text model text resize the size. Create line Brushes and width in brushes. Drawing the Square, Rectangle, Triangle, Circle, Pentagon, Ellipse in more than shapes. How to Save& print the file. Reopen. Click Magic options Drawing and filling colour related options ( Fill colour, bricks. Grass....) How to erase Paint and Drawing in the pictures. Redrawing the same picture. To correct mistakes with out eraser option.
4	Real time programing	4.1) Activity	<b>We will give the real time programming to learn turning by using chalk and waste papers.</b> Event, sound, say, background, show, hide, vanish, wait, score, Set colour, speed, mood, pattern, size.
5	Basic programming	5.1) Drag and drop 5.2) Turning 5.3) Loop	<b>Use the drag &amp; drop option to make new object(Students will learn joining properties).</b> <b>Left, right,forward, backward.</b> <b>Use repeat condition for learn loop.</b>