DETAILED PLANNER OF

COMPUTER SCIENCE

(August)

CLASS – **4th**

CYCLE – **Ist/ SA-II**

CLASSES REQUIRED	12 (Theory =6 Practical=6)
TOPIC	Basic of computer, Algorithm and Flowchart
CONCEPT & SKILLS	Computer Fundamentals, Algorithm and Flowcharts
LEARNING OUTCOMES	Students will acquire the knowledge of: 1.The characteristics of a computer System 2. IPO Cycle 3.Algorithm 4. Flowchart 5.The practical knowledge of skills like Typing(use of both hands with proper fingers), 5. Solving their daily problems using Algorithms 6. Converting algorithms into graphical forms using Flowcharts 7. Drawing same flowcharts on computers using MS-Word
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector & Computer System , www.w3schools .com , www.Google.com www.slideshare.com
PEDAGOGY	✓ General discussion on the characteristics of a computer system . ✓ Random questioning on characteristics of a computer system ✓ Random discussion on IPO Cycle of a computer System. ✓ Explaining the IPO cycle in three simple steps using Flow chart ✓ General discussion on Algorithms ✓ General discussion on the different algorithm problems ✓ Random questioning on different algorithm problems ✓ General discussion on Flowcharts. ✓ Discussion on the different symbols used in Flowcharts ✓ Random questioning on how algorithms can be written in graphical form i.e Flowcharts
ACTIVITY / ASSIGNMENT / RESEARCH	1 (a).Algorithm to add two numbers. (b) Flow chart for adding two numbers. 2. (a) Algorithm to get up early at 5 a.m and reach to school at 8 a.m. (b) Flow chart for the same.
ASSESSMENT	The child will be assessed on the basis of following Parameters 1.Viva 2.Assignmets/class work 3.On spot Typing assignment. 4.Projects 5.Practicals
SYLLABUS SUMMATIVE ASSESSMENT(SA1)	**Syllabus: Computer Fundamentals, Algorithm and Flowchart.**