COMPUTER SCIENCE

(September, 2015)

CLASS – **4**th

CYCLE – **2**nd

CLASSES REQUIRED	12 (Theory =4 Practical=8)
TOPIC	Basic of computer, Corel Draw
CONCEPT & SKILLS	Computer Fundamentals, Introduction to Corel Draw
LEARNING OUTCOMES	Students will acquire the knowledge of: 1. The different input devices like keyboard, mouse, joystick. 2. Basic terms of CorelDraw like object, Drawing, text 3. The structure of Interface Window 4. The practical knowledge of skills like Typing(use of both hands with proper fingers), 5. Getting familiar with CorelDraw Tools 6. Starting and opening drawings 7. Basic Drawing skills
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector & Computer System , www.w3schools .com , www.Google.com www.slideshare.com
PEDAGOGY	✓ General discussion on the different input devices of a computer system. ✓ Random questioning on different input devices ✓ Random discussion on basic terms of CorelDraw ✓ Explaining the structure of the Interface Window ✓ General discussion on the Interface Window ✓ General discussion on the different basic tools of CorelDraw. ✓ Random questioning on the different basic tools of CorelDraw ✓ General discussion on drawing tools. ✓ Discussion on the drawing skills ✓ Random questioning on how to create and open a drawing.
ACTIVITY / ASSIGNMENT / RESEARCH	1 (a).Create a new drawing. (b) Add text "DPS" 2. (a) Identification of various tools of CorelDraw.
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, Introduction to CorelDraw, interface window and CorelDraw tools.**