



CLASSES REQUIRED	12 (Theory =4 Practical=8)
TOPIC	HTML
CONCEPT & SKILLS	Students will acquire the skill of handling the web pages with different tags of html like: Head title background changing appearance of text in html.
LEARNING OUTCOMES	Students will acquire the knowledge of: 1.Different tags like head tag and tilte tag. 2.Background and bgcolor 3.Paragraph tag. 4.Changing the appearance of text tag in html(strong ,emphase,size,color and face).
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector &S Computer System , www.w3schools .com www.slideshare.com
PEDAGOGY	<ul style="list-style-type: none"> ✓ General discussion on HTML . ✓ Random questioning on html. ✓ General discussion container and empty tag in html. ✓ General discussion different tags in html. ✓ Random questioning creating html web pages.
ACTIVITY / ASSIGNMENT / RESEARCH	1.Creating different web page with the help of all the tags in html.
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)	<u>Syllabus: HTML</u>

DETAILED PLANNER OF
COMPUTER SCIENCE
(September)

CLASS – 5TH

CYCLE – 2nd

CLASSES REQUIRED	12 (Theory =4 Practical=8)
TOPIC	Windows Movie maker
CONCEPT & SKILLS	Introduction to Multimedia Concept and uses. Recording and Saving an Audio clip. Audio editing. Audio CD burning. Windows Movie maker Capturing a video. Editing video clips. Adding titles, effects and transitions. Saving a video clip.
LEARNING OUTCOMES	Students will acquire the skill of handling wmp features like: <ul style="list-style-type: none"> • Recording and Saving an Audio clip. • Audio editing. • Audio CD burning. • Windows Movie maker • Capturing a video. • Editing video clips. • Adding titles, effects and transitions. • Saving a video clip.
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector and Computer System. www.w3schools .com www.slideshare.com
PEDAGOGY	<ul style="list-style-type: none"> ✓ General discussion on Multimedia ✓ Random questioning on Multimedia ✓ Random questioning on Multimedia operations. ✓ General discussion on Windows Movie Maker. ✓ General discussion on Windows Movie Maker.
ACTIVITY / ASSIGNMENT / RESEARCH	<ul style="list-style-type: none"> ✓ Making movies in Windows Movie Maker. • Adding titles, effects and transitions.
ASSESSMENT	The child will be assessed on the basis of following Parameters



T	1.Viva 2.Assignmets/class work 3.Typing(on spot) 4.Projects 5.Practicals
SYLLABUS SUMMATIVE ASSESSMEN T(SA1)	<u>Syllabus:</u> Windows Movie Maker

CLASS – 5th

DETAILED PLANNER OF
COMPUTER SCIENCE
(October)

CLASSES REQUIRED	12 (Theory =4 Practical=8)
TOPIC	❖ Binary number system
CONCEPT & SKILLS	Students will acquire the skills of handling Binary number system
LEARNING OUTCOMES	Logical thinking will be developed in students through conversion of different number system like <ul style="list-style-type: none"> • Multiplication of Binary numbers. • Division of Binary numbers. • Octal to Decimal conversion. • Decimal to Octal conversion
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector and Computer System. www.w3schools .com ❖ www.slideshare.com
PEDAGOGY	<ul style="list-style-type: none"> • General discussion on Binary system • Random questioning Multiplication of Binary numbers. • General discussion Division of Binary numbers. • Random questioning Division of Binary numbers • General discussion Octal to Decimal conversion. • Random questioning Octal to Decimal conversion • General discussion Decimal to Octal conversion • Random questioning Decimal to Octal conversion • Random questioning Number System operations
ACTIVITY / ASSIGNMENT / RESEARCH	Activities on Binary number system. <ul style="list-style-type: none"> • Multiplication of Binary numbers. • Division of Binary numbers. • Octal to Decimal conversion. • Decimal to Octal conversion
ASSESSMENT	The child will be assessed on the basis of following Parameters 1.Viva 2.Assignmets/class work 3.Typing(on spot) 4.Projects 5.Practicals
SYLLABUS FOR FORMATIVE & SUMMATIVE	<u>Syllabus: Binary Number System</u> <ul style="list-style-type: none"> • Multiplication of Binary numbers.



ASSESSMENT

- Division of Binary numbers.
- Octal to Decimal conversion.
- Decimal to Octal conversion

DETAILED PLANNER OF
COMPUTER SCIENCE
(November)

CLASS – 5th

CLASSES REQUIRED	12 (Theory =4 Practical=8)
TOPIC	Boolean Algebra
CONCEPT & SKILLS	Students will acquire the skills of handling Boolean Algebra
LEARNING OUTCOMES	Logical thinking will be developed in students through Introduction to Boolean Algebra like Introduction to Boolean Algebra Concept of Logic Gates. AND Gate, OR Gate & NOT Gate. NAND Gate & NOR Gate.
INSTRUCTIONAL TOOLS & REFERENCES	White Board, Marker, Projector and Computer System. www.w3schools .com ❖ www.slideshare.com
PEDAGOGY	<ul style="list-style-type: none"> • General discussion on Introduction to Boolean Algebra <ul style="list-style-type: none"> • General discussion Concept of Logic Gates. • Random questioning Division of Binary numbers • General discussion AND Gate, OR Gate & NOT Gate.. • Random questioning Octal to Decimal conversion • General discussion NAND Gate & NOR Gate.. • Random questioning Decimal to Octal conversion
ACTIVITY / ASSIGNMENT / RESEARCH	Activities on Boolean Algebra Logic Gates. AND Gate, OR Gate & NOT Gate. NAND Gate & NOR Gate.
ASSESSMENT	The child will be assessed on the basis of following Parameters 1.Viva 2.Assignments/class work 3.Typing(on spot) 4.Projects 5.Practicals
SYLLABUS FOR FORMATIVE & SUMMATIVE ASSESSMENT	<p style="text-align: center;"><u>Syllabus : Boolean Algebra</u></p> <ul style="list-style-type: none"> • Logic Gates. • AND Gate, OR Gate & NOT Gate. • NAND Gate & NOR Gate.

