INFANT JESUS CONVENT SCHOOL ANNUAL PLAN IT SKILL CLASS: VI - VIII

MONTH/NO OF DAYS	TOPIC: SUB TOPIC	OBJECTIVES	AIDS/ACTIVITIES	MULTIPLE INTELLIGENCE SKILLS	LEARNING OUTCOME
April NO OF DAYS: 18	 FUNDAMENTALS OF COMUTERS Basics of computer IPO CYCLE Peripheral devices Parts of computer in detail IPO cycle and storage of data 	 Students will be able to: Understand the Interface of computer Make use of application like paint, scratch, tux paint, Ms word Make use of shortcuts for formatting and editing Place the operators of memory correctly 	 KNOWLEDGE: List the storage and memory devices Brainstorming about the concept of Data and Information. SKILLS: Verbal Skills Critical Thinking Listening skills APPLICATION: Model reading of the topic Video based explanation Analyzing the types of computer memory. Applying different storage devices in different situations. UNDERSTANDING: Identifying various storage devices 	 Linguistic Spatial Intrapersonal 	 Students will be able to: Analyze the storage and memory devices. Integrate working of various memory devices of computer. Identify & use various storage devices.

MAY NO. OF DAYS:14	FUNDAMENTALS OF COMUTERS SOFTWARE • Application Based • System • Operating system • Customizing the Windows Setup • Uses of Shortcut Menu	 Appreciate the importance of computers in day to day life Cite the various software's Develop and integrate the use of computers in day to day life 	 Memorize types of computer memory Use different devices according to their usage. KNOWLEDGE: Recall the software and its type. List few tools in various application based software Enhance the use of formatting,editing etc SKILLS: Listening Skills Critical skill Observation skills APPLICATION: Practical Based explanation Introduction to tools Relate the working of various softwares Explore more about application and system software UNDERSTANDING: Usage of various tools Apply formatting effects of each tool 	 Linguistic Spatial Intrapersonal 	Students will be able to: • Analyze the softwares. • Integrate working of various softwares.
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CONDUCTION OF PT-1

	ALCORITHMS	Reading of	KNOWLEDGE	• Linguistic	Students will be
JULY No of Days: 27	• Rules of flow	 Reading of symbols Appreciating the use of symbols Using the codes for programming Reading a flowchart 	 KNOWLEDGE: Recall the usage of algorithms and flow chart. List symbols Enhance the use of flowcharts in day to day life SKILLS: Listening Skills Critical skill Observation skills APPLICATION: Practical Based explanation Introduction to tools Relate the concepts of flowchart Explore more about flowcharts UNDERSTANDING: Usage of various symbols Concept of yes or no during the flowing 	 Linguistic Spatial Intrapersonal 	Students will be able to: • Recall the symbols of software • Integrate step by step decision making
AUGUST No of Days: 23	formats	 Reading of symbols Appreciating the use of symbols Using the codes for programming Reading a flowchart 	 KNOWLEDGE: Recall the usage of algorithms and flow chart. List symbols Enhance the use of flowcharts in day to day life 	 Linguistic Spatial Intrapersonal 	 Students will be able to: Recall the symbols of software Integrate step by step decision making

	 Criteria of following the flow chart Coding and decoding Making a code use algorithm 		 SKILLS: Listening Skills Critical skill Observation skills APPLICATION: Practical Based explanation Introduction to tools Relate the concepts of flowchart Explore more about flowcharts UNDERSTANDING: Usage of various symbols Concept of yes or no during the flowing 		
SEPTEMBER No of days:05	CONDUCTION OF TERM-1				
OCTOBER No of Days: 22	 SCRATCH Understand and Implement the Interface of Scratch Using Various Blocks Implementing Event handlers 	 Students will be able to: Understand the Interface Make use of Sprites in Scratch Make use of Online and Offline Interface Place the values in the value box different operators 	 KNOWLEDGE: Identify the Scratch program List the different blocks in Scratch Enhance the use of Scratch SKILLS: Spatial Skills Critical thinking skill Observation skills APPLICATION: 	 Interpersonal Spatial Logical 	 Students will be able to: Create a new Sprite Add new background Control the movement of Sprite Take Input values into the scratch

		 Motion Blocks Pen Block Ask Block Answer Block Control Block – Conditional Statements – If then else block Make decision using condition operators (Iteration Statements – If statements – If statements) 	 Practical Based explanation Introduction to commands in Scratch Creating scripts Explore more about Scratch from various blocks UNDERSTANDING: Usage of Scratch Use different sprites 		 Move Sprite in various directions Create programs to make use of Motion, Pen , Ask and Answer Use Conditional and Iteration Blocks Creating
		 Repeat Until Block Forever Block) Using and Implementing Events Like When Clicked 	 Change stage backgrounds Apply the commands from various blocks to create scripts 		Programs using event handlers
NOVEMBER No of Days: 23	 SCRATCH Defining Variables in Programs Using Variables Using operators and Updating the Values of Variables Implement Animation in Scratch 	 Students will be able to: Create a variable Write a script that uses variables Create a simple game using variables Make use of simple Animation such as changing Sprites, using different blocks 	 KNOWLEDGE: Identify the icon of Scratch List method to create a new variable Enhance the use of different blocks including variables SKILLS: Logical Skills Critical thinking skill Observation skills APPLICATION: Practical Based explanation 	 Interpersonal Spatial Logical 	 Students will be able to: Use the commands to make variables and use them in programming Create an animated application: Example – Changing location & Costumes to give an effect of animation

	CYBER SECURITY	Students will be	 Create script using variables UNDERSTANDING: Understand more about Scratch Understand the term variable KNOWLEDGE: 	• Interpersonal	Students will be
DECEMBER No of Days: 11	and its terminology	 able to: Understand the term Internet Learn the history of Internet Define various terms like Internet, LAN, MAN, WAN , PAN, Bandwidth 	 Identify the various devices needed for Internet connection List the various uses of Internet SKILLS: Intrapersonal Skills Critical thinking skill Observation skills APPLICATION: Practical Based explanation UNDERSTANDING: Learn to surf Internet Make Flowcharts for solving problems 	 Intrapersonal Logical 	 able to: Analyze the Bandwidth Check/view Data transfer rate in computer lab/ devices Recall the different advantages and disadvantages of browsing Internet

CONDUCTION OF PT-2 ASSESSMENT

JANUARY No of Days: 21	CYBER SECURITY • Understand cybercrime and the need of Cyber Security	Students will be able to: • Understand the different threats exposed to the system by browsing Internet • Malware : Virus, Worm, Trojan, Spam	 KNOWLEDGE: Identify the need to use Internet safely Identify the various threats to computer security SKILLS: Listening Skills Critical thinking skill Observation skills APPLICATION: Practical Based explanation Installing anti-virus to protect the computer system UNDERSTANDING: Identify the websites which are safe to browse 	 Interpersonal Spatial Logical 	Students will be able to: • Find out the threats encountered and the security measures used in a network.
FEBRUARY No of Days: 22	CYBER SECURITY Understand cybercrime and the need of Cyber Security	 Students will be able to: Recognize the different types of Cyber Crime : Cyber Trolling, Cyber Bullying, Phishing, Cyber Stalking Follow the steps to ensure Cyber Security: Password 	 KNOWLEDGE: Identify the threats posed while surfing Internet List the etiquettes to be followed while online SKILLS: Listening Skills Critical thinking skill Observation skills 	 Interpersonal Spatial Logical 	Students will be able to: • Practice safe online browsing

	-Antivirus -Netiquettes • Know the Cyber law: Indian IT Act 2000 •	PPLICATION: Practical Based explanation NDERSTANDING: Learn to protect one from cyber crime Practice the steps to ensure cyber security EVISION:TERM-2
MARCH	CONDUCTION OF TERM-2 ASSESSMENT	