

Syllabus of Computer Fundamentals

Class IX

Quarter 1- April to June

S.no.	Units	Contents	No. of Periods
1.	Revision of Fundamental Concepts	1.1 REVIEW OF PHOTOSHOP 1.1.1 Opening & Saving 1.1.2 Scanning a Photograph 1.1.3 Adjusting Image Size 1.1.4 Selection Tools	6
2.	Multimedia Authoring & Animation (Review of Flash & Introduction to Autodesk 3DMax)	2.1 REVIEW OF FLASH 2.1.1 Using the Toolbar 2.1.2 ANIMATION CONCEPTS 2.1.3 FRAMES & LAYERS 2.1.4 About Layers 2.1.5 Types of Animation 2.1.6 Publishing the Movie 2.2 Introduction to Autodesk 3DMax 2.2.1 What is 3D? 2.2.1.1 3D Basics: 2.2.1.2 Modeling 2.2.1.3 Animation 2.2.1.4 Rendering 2.2.1.5 Object-orientation 2.2.2 Navigation and Display 2.2.2.1 Coordinate Systems & The Home Grid 2.2.2.2 Orthogonal vs. Perspective Views 2.2.2.3 Changing Views and Viewport Layout 2.2.2.4 Display Modes & Viewport Window Controls 2.2.2.5 Custom Grids and Snaps 2.2.3 Creating Objects & Selecting Objects. 2.2.4 Parenting & Grouping objects. 2.2.5 Transforming Objects.	10

Minimum Level of learning

Student should be able to do animation in Flash & know basics of Autodesk 3D Max

Quarter 2- July to Sept

3.	Adding styles to Webpages using CSS	3.1 Review of HTML 3.1.1 World Wide Web(WWW) 3.1.2 Headers 3.1.3 Body and Titles 3.1.4 Headings 3.1.5 Paragraphs 3.1.6 Tables 3.1.7 Lists 3.2 Adding Style Sheets	16
----	-------------------------------------	---	----

		3.2.1 Setting the default style sheet language 3.2.2 Inline style information 3.2.3 Header style information: the “STYLE” element. 3.2.4 Media types 3.3 External Style Sheets 3.3.1. Preferred and alternate style sheets 3.3.2. Specifying external style sheets 3.4 CSS Properties-Border, box, font, margin 3.5 CSS Classes 3.5.1. ID 3.5.2. Class Selectors	
Minimum Level of learning Student should be able to do coding of CSS at basic level.			

Quarter 3- Oct to Dec

4.	Web scripting JavaScript	4.1 CREATING INTERACTIVE WEBPAGES USING JAVASCRIPT 4.1.1 Introduction and History of Java Script 4.1.2 Objectives and Properties 4.1.3 Variables & Operators 4.3.3.1 Variable constraints, 4.3.3.2. Types of Operators: logical, arithmetic, relational 4.3.3.3 Decision Making using if & Switch 4.3.3.4 Iteration – Loops 4.3.3.5 Window Object 4.3.3.6. Popup Boxes – alert, confirm etc.	20
Minimum Level of learning Student should be able to do JavaScript programming to design HTML pages.			

Quarter 4- Jan to Mar

5.	Database concepts- RDBMS	5.1 Basics of RDBMS 5.1.1 Purpose 5.1.2 Data Models 5.1.3 Relational Model 5.2 Data Definition Language 5.2.1 Creating Database and Tables 5.2.2 Creating Views 5.3 Data Manipulation Language 5.3.1 Data input, modify, display & deleting in tables 5.3.2 Ordering & grouping 5.4 Operating with multiple tables. 5.4.1 Union 5.4.2 Join	10
6.	Network Safety & Security	6.1 Network Safety 6.1.1. Social Networking Ethics 6.2 Network Security Tools And Services	4

		6.2.1. Tools 6.2.2. LAN Management 6.2.3. WAN Management 6.2.4. VOIP 6.3 Cyber Security 6.3.1. Reasons for Cyber 6.3.2. Security Objectives of Cyber Security 6.4 Safe Practices On Social Networking	
Minimum Level of learning Student should be able to know the concept of RDBMS & Network & Cyber Safety measures.			
