

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
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6.	Network Safety of Computer System.	6.1 Network Safety 6.1.1. Social Networking Ethics 6.2 Network Security Tools And Services 6.2.1. Tools 6.2.2. LAN Management 6.2.3. MAN Management 6.2.3. WAN Management 6.2.4. VOIP 6.3 Cyber Security 6.3.1. Reasons 6.3.2. Objectives 6.4 Social Networking Various Practices 6.5 Cloud Computing & Mobile Computing	4
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ICT Projects to be completed in the one academic session

Work Experience:- (Using AutoCad)

1. Edible Landscape
2. Disaster Relief Housing

Art Education:- (Using AutoDesk Maya)

1. Save our Fish

Syllabus of Computer Fundamentals

Class X

Quarter 1- April to June

S.no.	Units	Contents	No. of Periods
1.	Review of Autodesk 3D Max	1.1 What is 3D? 1.2 Navigation and Display 1.3 Creating Objects & Selecting Objects. 1.4 Parenting & Grouping objects. 1.5 Transforming Objects.	4
2.	Animation in 3D Max	2.1. Animation 2.1.1 Keys and Key framing. 2.1.2 Animation Controllers 2.1.3 Parametric vs. Transform Animation 2.1.4 Animation Playback 2.1.5 Acceleration 2.1.6 Time Configuration 2.1.7 Cycling & Linking 2.2 Editing tools: 2.2.1 Select Modifiers 2.2.2 Edit Modifiers 2.2.3 Editable Object Commands 2.2.4 Sub-Object Selection 2.2.5 Modifying & Transforming Sub-Objects 2.2.6 Mesh Editing Levels 2.2.7 Spline Editing Levels	12

Quarter 2- July to Sept

3.	Customizing & Embedding Multimedia components in Webpages	3.1 Inserting Multimedia files in Webpages 3.1.1 Compatible Multimedia Files formats for Webpages. 3.1.2 Embedding Audio File. 3.1.3 Embedding Video File. 3.1.4 Embedding Flash File.	16
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Quarter 3- Oct to Dec

4.	Web Scripting Using Java Script	4.1 REVIEW OF JAVA SCRIPT OF CLASS IX 4.1.1 Variables & Operators 4.1.2 If & Switch 4.1.3 Iteration (Loops) 4.1.4 Window Object 4.1.5 Pop – Up Boxes –Alert, Confirm Etc. 4.2 FUNCTIONS –USER DEFINED 4.2.1 Function Definition 4.2.2 Calling a Function 4.2.3 Function Parameters 4.2.4 Return Statement 4.3 String Object 4.3.1 Syntax 4.3.2 String Properties 4.3.3 String Methods 4.3.4 String HTML Wrappers 4.4 Math Object 4.4.1 Syntax 4.4.2 Array Properties 4.4.3 Array Methods 4.5 Event 4.5.1 What is an Event? 4.5.2 An click Event Type 4.5.3 On Submit Event Type 4.5.4 On Mouseover & On Mouseout 4.5.5 HTML 4 Standard Events	20
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Quarter 4- Jan to Mar

5.	Operating Web Based Application	5.1 E-GOVERANCE 5.1.1 What is E-Governance 5.1.2 Major E- Governance Projects in India 5.1.3 Societal Imports of E- Governance 5.2. E-BUSSINESS 5.2.1 What is E- Business 5.2.2 Major E- Business Portals 5.2.3 Societal Impacts of E- Business 5.3 E- LEARNING 5.3.1 What is E- Learning? 5.3.2 Major E- Learning Sites 5.3.3 Societal Impacts of E- Learning.	6
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6.	Project	Developing a Project on coding a website using HTML, JavaScript & CSS.	8
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ICT Projects to be completed in the one academic session

Work Experience:-

1. Urban Park (Using AutoCad)

Art Education:-

1. Green Garbage Game (Using AutoDesk Maya)