

SYLLABUS OF VIII

Quarter – April to June

Sl. No.	Units	Contents	No. of Periods
1	1. Algorithm	1.1 Use of algorithm in programming Developing algorithm to solve a particular problem	6
2	2. Flow chart	2.1 About flow chart 2.2 Various types of box used in flow chart and their use (terminal box, input/output box, processing box, decision box) 2.3 Question based on sequence, selection and iteration	8
<u>Minimum level of learning</u> Child should be able to develop a solution of a problem and can create its algorithm and flow chart			

Formative Assessment – 1

Quarter – July to September

3	3. Photoshop Review	Topics studied in class VII (Rectangular marquee Toole, Lasso, Quick Selection, Crop ,measuring ,retouching , Painting)	5
4	<p>More on Photoshop</p> <p>4. Tools</p> <p>4.1 Working with Masks</p>	<p>6.1 Drawing and type tools</p> <p>4.1 Pen(P) Freeform Pen Add Anchor point Delete Anchor point Convert Point</p> <p>4.2 Horizontal Type Vertical Type</p> <p>4.3 Rectangle Rounded Rectangle Ellipse Polygon Line Custom Shape</p> <p>Working with Masks</p> <p>4.1.1 Working with masks and channels 4.1.2 Creating a quick mask 4.1.3 Editing a quick mask 4.1.4 Saving a selection as a mask 4.1.5 Viewing channels 4.1.6 Adjusting individual channels 4.1.7 Loading a mask as a selection 4.1.8 Applying effects using a gradient mask 4.1.9 Resizing the canvass 4.1.10 Moving layers between documents 4.1.11 Colorizing with an adjustment layers 4.1.12 Grouping and clipping layers 4.1.13 Applying a mask from a saved selection 4.1.14 Using type as a mask</p>	17

Minimum level of learning

Should be able to identify various tools and where to use the tool
Should be able to make changes in the picture using tools taught in the class
Drawing and type tools
Introduction of tool with its use to be demonstrated to students
Practical exercise to be given to students so that they can learn the specified tool

Formative Assessment – 2

Summative Assessment – 1

Quarter – October to December

5	<p>5. Photoshop (Continue...) 5.1 Photoshop Vector tools</p> <p>5.2 Type in Photoshop</p> <p>5.3 Output from Photoshop</p>	<p>6.2 Photoshop Vector tools 5.1.1 Basic Vector paths 5.1.2 Drawing shapes 5.1.3 Combining vector paths 5.1.4 Converting shapes to selections 5.1.5 Manipulating vector paths</p> <p>6.3 Type in Photoshop 5.2.1 Typographic design 5.2.2 Creating a clipping mask from type 5.2.3 Creating a design element from type 5.2.4 Using interactive formatting controls 5.2.5 Wrapping font type 5.2.6 Designing a paragraph of type</p> <p>6.4 Preparing file for print 5.3.1 Preparing file for web output File compression</p>	10
6	6. Flash	<p>6.5 What is flash and its uses 6.6 Creating animation 6.7 About symbols and instances 6.8 Types of symbols(graphic, button,movie clip etc.) 6.9 Converting an object to a symbol 6.10 Introducing time line and its use in animation 6.11 Frames and key frame 6.12 About layers (inserting a new layer, renaming & deleting layer) 6.13 Types of animation (frame and tweened)</p>	10

Minimum level of learning

- Should be able to identify various tools and where to use the tool
- Should be able to make changes in the picture using tools taught in the class
- Should be able to create a simple flash file using his/her own creativity

Formative Assessment – 3

Quarter – January to March			
7	7. Flash continued...	7.1 Motion tweening (using and without using motion guide) 7.2 Shape tweening (simple shape and using text strings)	4
8	8. E-Commerce E-Greeting	8.1 EDI(Electronic Data Interchange) 8.2 What is E-Commerce and E-Greetings ? 8.3 Influence on user 8.4 What factor one should keep in mind while doing e-commerce, Websites Example	2
9	9. Chatting	9.1 Definition 9.2 Example	2
10	10. Downloading/Uploading	10.1 Downloading/Uploading Speed 10.2 Difference 10.3 Example 10.4 Concept of Bandwidth and protocol	2
11	11. Audio and Video Conferencing	11.1 What is it 11.2 Use of It 11.3 Factors affecting Video Quality 11.4 Usefulness of Video Conferencing	2
<u>Minimum level of learning</u> Child should be able to create simple flash file having different types of motion Child should be able to understand the e-commerce and its various websites and what to keep in mind while doing online purchasing chatting, downloading and uploading Use of video conferring and its advantage			
Formative Assessment – 4 Summative Assessment – 2			

ICT Projects to be completed in the session :-

Work Experience :-

1. Smartphone Accessory

Art Education

1. Chair Design
2. Lamp Design