BHARATIYA VIDYA BHAVAN – KOCHI KENDRA
YEAR PLAN 2022-2023
COMPUTER SCIENCE
STD –III

MONTH	CONTENT
JUNE/JULY/AUGUST	**Chapter-1 :** Activities Using a Keyboard Computer Start Up and Shut down
JULY/AUGUST	**Chapter 3:** Storage Devices
SEPTEMBER/OCTOBER	**Chapter 4:** Introduction to Scratch
NOVEMBER/ DECEMBER	**Chapter 6:** Simple animation with Scratch **Term I Revision and Practical Assessment**
JANUARY / FEBRUARY	**Chapter 7:** Fun with Text Processing
	Term II Revision and Practical Assessment

SL.NO.	NAME OF THE SCHOOL	TEACHER(S)	SIGNATURE
1	BVM, ELAMAKKARA	SANGEETA SRINIVAS ANJANA V VINOVIN	Sangeeta S. ANJ
2	BVM, EROOR	V. Sreedevi SUBHA VARMA Girija Pillai	Subha Girija
3	BVV, THRIKKAKARA	Anjila. S. Rajan	Anj
4	BVM, GIRINAGAR	MARY PHILOMINA P G	Mayal
5	BAV, KAKKANAD	SUJA. A.B Aneesha M R	S Aneesh
6	BMV, TRIPUNITHURA	SRILEKSHMI. M DEEPA P RESHMA RAJU	Srilekshmi 30/5/22 30/5/2022
7	BNV, VELLOOR	Anoop. M.A	

BHARATIYA VIDYA BHAVAN, KOCHI KENDRA
SCHEME OF WORK (2022-2023)
SUBJECT: Computer Science
STD : III

MONTH	JUNE 2022
UNITS	**CHAPTER-1 :** Computer Start Up and Shut down
CONTENT	Uses of Computer, Parts of Computer - Keyboard, Mouse, CPU, Speaker, Printer. Activities using Keyboard Icons, Desktop, Taskbar, Wallpaper Window-title bar (Maximize, Minimize, Restore, close) Switching ON a computer, Booting, Login and Password, Shutdown
LEARNING OUTCOMES/ COMPETENCY	**Students will be able to:** • Identify the Input/ Output devices and their uses. • Identify the elements on the Desktop. • Start and Shutdown a Computer • Login by using username and Password • Understanding the use and function of each part of the computer • Use of different Keys (arrow keys, Delete, Backspace, Caps lock key)
ACTIVITY Experiential learning/ Art integration/ Subject appropriate doable activities/ Subject enrichment activities etc	Lab-Gcompris Games (Page no.16 –Activity 1) Lab Tux Paint Hand print by dipping the hand in water color

ASSESSMENT : **As Learning :** **For Learning :** **Of Learning:**	How can you make a Mango juice? (identify IPO cycle) Why do we use username and Password for logging in? 1) What are the functions of a Mouse? 2) What are the functions of ALU?
VALUE	Team Work, Sharing of Resources and being careful
RESOURCES (Digital Content)	https://drive.google.com/file/d/1IVV2j53J1teyvsO0zK2DD5EO9th-T5/view?usp=sharing Parts of Computer
MONTH	**JULY 2022, AUGUST**
UNIT	Storage Devices
CONTENT	Primary and Secondary storage devices and their uses.
LEARNING OUTCOMES/ COMPETENCY	**Students will be able to:** • Differentiate between primary and Secondary storage devices. • State the features of computer Storage devices. • Identify the Storage Devices. • Use external storage for storing and sharing information.
ACTIVITY **Experiential learning/ Art integration/ Subject appropriate doable activities/ Subject enrichment activities etc**	Create a chart on the different types of Storage Devices. Find the capacity of storage in the system in our Compute Lab

ASSESSMENT : **As Learning :** **ForLearning :** **Of Learning :**	 If we want to use something that you have now, in future what will we do? Why is USB drive being popularly used? While online classes were taken the notes were given through which type of storage? What is the use of hard disk? Solve the Work Sheet on page number 44,45,46
VALUE	Handling storage devices wisely and sharing resources
RESOURCES (Digital Content)	https://drive.google.com/file/d/1cP16g2IP2As9GejOTsvubciOAYW-ec_h/view?usp=sharing Storage Devices
MONTH	**SEPTEMBER 2022 / OCTOBER 2022**
UNIT	Introduction to Scratch
CONTENT	Scratch interface, Sprite, Stage, Script area, Blocks Palette, Pen, Costume.
LEARNING OUTCOMES/ COMPETENCY	**Students will be able to:** • Describe Scratch as a Programming Language • Use Sprite and Stage to write basic Scratch Programs/Projects • Write Programs in Scratch Using Commands under Motion, Pen, Looks and Sound Blocks.
ACTIVITY **Experiential learning/**	Page No 67,68 Creating Aquarium Create new Sprites

Art integration/ Subject appropriate doable activities/ Subject enrichment activities etc	
ASSESSMENT : **As Learning :** **For Learning :** **Of Learning :**	Show the students an animated story. Ask them why do they get attracted to these animated stories. Which Block will You use to add a movement to the sprite? a) Write the script to move the cat sprite 10 steps forward. b) Work Sheet page no(65,66)
VALUE	Reinforces creativity while constructing innovative script
RESOURCES (Digital Content)	https://drive.google.com/file/d/17PXmaaE7o48md3FMI1Y25FKGnBIoVB3r/view?usp=sharing . Introduction To Scratch (A Simple Programming Language)
	Revision – Practical Assessment
MONTH	**NOVEMBER/ DECEMBER 2022**
UNIT	Simple Animation with Scratch
CONTENT	Control Block , Events Block, Repeat and conditional instructions Add Backdrop on stage, Use Sound, Motion, Looks Blocks.

LEARNING OUTCOMES/ COMPETENCY	**Students will be able to:** • Simulate real life situation • Plan and Sequence the steps of a Scratch Program. • Use appropriate blocks (Motion, Pen, Events and Control) to write the program. • Change the Backdrop of the Stage.
ACTIVITY **Experiential learning/ Art integration/ Subject appropriate doable activities/ Subject enrichment activities etc**	Replicate Dance movements Activity On Page 108,109,110
ASSESSMENT : **As Learning :** **For Learning :** **Of Learning :**	Show the students an animated story. Ask them how many backgrounds did they notice in the story? Which Block will You use to change the costume of Sprite? Write a script to change the Backdrop Work Sheet on Page Number-107
VALUE	Reinforces creativity while constructing innovative script
RESOURCES (Digital Content)	https://drive.google.com/file/d/1CRrb8_ei5poC3zYP3By5oj47rMgV9HVX/view?usp=sharing Simple Movements of Scratch
MONTH	**JANUARY/ FEBRUARY 2023**
	Fun with Text processing

UNIT	
CONTENT	Text Editing,Formatting Guidelines
LEARNING OUTCOMES/ COMPETENCY	**Students will be able to:** • FormatText: • Decide on the Font type, size and style of a document. • Make a text bold, Italics, Change Font Color and alignment.
ACTIVITY **Experiential learning/** **Art integration/** **Subject appropriate** **doable activities/** **Subject enrichment activities etc**	Worksheet on Page : 13,135 Beautification of Content. Worksheet on chart (Activity on Page 139)
ASSESSMENT : **As Learning :** **For Learning :** **Of Learning :**	Show the students two stories in which, the first one has a lot of pictures and colors in it and the second one as plain text without any alignment and format.Which story will you start reading and why? How can you make the second story more interesting? Beautify the second story in such a way that it gets attracted.
VALUE	Linguistic skills and Aesthetic values
RESOURCES (Digital Content)	Smart Boards\Panels with a Text editor software installed.
MONTH	**MARCH 2023**
	Revision and Practical Assessment

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