
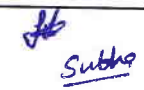
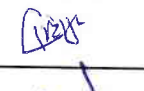



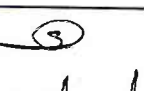
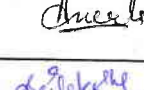

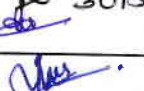




**BHARATIYA VIDYA BHAVAN – KOCHI KENDRA**  
**YEAR PLAN 2022-2023**  
**COMPUTER SCIENCE**  
**STD –III**

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

SL.NO.	NAME OF THE SCHOOL	TEACHER(S)	SIGNATURE
1	BVM, ELAMAKKARA	SANGEETA SRINIIVAS ANJANA .V.VINDVIN	
2	BVM, EROOR	V. Sreedevi SUBHA VARMA Girija Pillai	  
3	BVV, THRIKKAKARA	Anjila . S. Rajan	
4	BVM, GIRINAGAR	MARY PHILOMINA P G	
5	BAV, KAKKANAD	SUJA . A . B Aneesha M R	 
6	BMV, TRIPUNITHURA	SRILEKSHMI . M DGEPA P RESHMA RAJU	  
7	BNV, VELLOOR	Anoop. M . A	

**BHARATIYA VIDYA BHAVAN, KOCHI KENDRA**

**SCHEME OF WORK (2022-2023)**

**SUBJECT: Computer Science**

**STD : III**

<b>MONTH</b>	<b>JUNE 2022</b>
<b>UNITS</b>	<b>CHAPTER-1 :</b> Computer Start Up and Shut down
<b>CONTENT</b>	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
<b>LEARNING OUTCOMES/COMPETENCY</b>	<b>Students will be able to:</b> <ul style="list-style-type: none"><li>● Identify the Input/ Output devices and their uses.</li><li>● Identify the elements on the Desktop.</li><li>● Start and Shutdown a Computer</li><li>● Login by using username and Password</li><li>● Understanding the use and function of each part of the computer</li><li>● Use of different Keys (arrow keys, Delete, Backspace, Caps lock key)</li></ul>
<b>ACTIVITY</b> 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

<b>ASSESSMENT :</b>	
<b>As Learning :</b>	How can you make a Mango juice? (identify IPO cycle)
<b>For Learning :</b>	Why do we use username and Password for logging in?
<b>Of Learning:</b>	1) What are the functions of a Mouse? 2) What are the functions of ALU?
<b>VALUE</b>	Team Work, Sharing of Resources and being careful
<b>RESOURCES (Digital Content)</b>	<a href="https://drive.google.com/file/d/1IVV2j53Jl1teyvsO0zK2DD5EO9th-T5/view?usp=sharing">https://drive.google.com/file/d/1IVV2j53Jl1teyvsO0zK2DD5EO9th-T5/view?usp=sharing</a> Parts of Computer
<b>MONTH</b>	<b>JULY 2022, AUGUST</b>
<b>UNIT</b>	Storage Devices
<b>CONTENT</b>	Primary and Secondary storage devices and their uses.
<b>LEARNING OUTCOMES/ COMPETENCY</b>	<b>Students will be able to:</b> <ul style="list-style-type: none"> <li>● Differentiate between primary and Secondary storage devices.</li> <li>● State the features of computer Storage devices.</li> <li>● Identify the Storage Devices.</li> <li>● Use external storage for storing and sharing information.</li> </ul>
<b>ACTIVITY</b> 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

<b>ASSESSMENT :</b>	
<b>As Learning :</b>	If we want to use something that you have now, in future what will we do? Why is USB drive being popularly used?
<b>For Learning :</b>	While online classes were taken the notes were given through which type of storage? What is the use of hard disk?
<b>Of Learning :</b>	Solve the Work Sheet on page number 44,45,46
<b>VALUE</b>	Handling storage devices wisely and sharing resources
<b>RESOURCES (Digital Content)</b>	<a href="https://drive.google.com/file/d/1cP16g2IP2As9GejOTsvubciOAYW-ec_h/view?usp=sharing">https://drive.google.com/file/d/1cP16g2IP2As9GejOTsvubciOAYW-ec_h/view?usp=sharing</a> Storage Devices
<b>MONTH</b>	<b>SEPTEMBER 2022 / OCTOBER 2022</b>
<b>UNIT</b>	Introduction to Scratch
<b>CONTENT</b>	Scratch interface, Sprite, Stage, Script area, Blocks Palette, Pen, Costume.
<b>LEARNING OUTCOMES/ COMPETENCY</b>	<b>Students will be able to:</b> <ul style="list-style-type: none"> <li>● Describe Scratch as a Programming Language</li> <li>● Use Sprite and Stage to write basic Scratch Programs/Projects</li> <li>● Write Programs in Scratch Using Commands under Motion, Pen, Looks and Sound Blocks.</li> </ul>
<b>ACTIVITY</b> Experiential learning/	Page No 67,68 Creating Aquarium Create new Sprites

<b>Art integration/ Subject appropriate doable activities/ Subject enrichment activities etc</b>	
<b>ASSESSMENT :</b>  <b>As Learning :</b>  <b>For Learning :</b>  <b>Of Learning :</b>	<p>Show the students an animated story. Ask them why do they get attracted to these animated stories.</p> <p>Which Block will You use to add a movement to the sprite?</p> <p>a) Write the script to move the cat sprite 10 steps forward. b) Work Sheet page no(65,66)</p>
<b>VALUE</b>	Reinforces creativity while constructing innovative script
<b>RESOURCES (Digital Content)</b>	<a href="https://drive.google.com/file/d/17PXmaaE7o48md3FMIIY25FKGnB1oVB3r/view?usp=sharing">https://drive.google.com/file/d/17PXmaaE7o48md3FMIIY25FKGnB1oVB3r/view?usp=sharing</a> . Introduction To Scratch ( A Simple Programming Language)
	Revision – Practical Assessment
<b>MONTH</b>	<b>NOVEMBER/ DECEMBER 2022</b>
<b>UNIT</b>	Simple Animation with Scratch
<b>CONTENT</b>	Control Block , Events Block, Repeat and conditional instructions Add Backdrop on stage, Use Sound, Motion, Looks Blocks.

<b>LEARNING OUTCOMES/COMPETENCY</b>	<b>Students will be able to:</b> <ul style="list-style-type: none"> <li>● Simulate real life situation</li> <li>● Plan and Sequence the steps of a Scratch Program.</li> <li>● Use appropriate blocks (Motion, Pen, Events and Control) to write the program.</li> <li>● Change the Backdrop of the Stage.</li> </ul>
<b>ACTIVITY</b> <b>Experiential learning/</b> <b>Art integration/</b> <b>Subject appropriate</b> <b>doable activities/</b> <b>Subject enrichment</b> <b>activities etc</b>	Replicate Dance movements Activity On Page 108,109,110
<b>ASSESSMENT :</b>  <b>As Learning :</b>  <b>For Learning :</b>  <b>Of Learning :</b>	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
<b>VALUE</b>	Reinforces creativity while constructing innovative script
<b>RESOURCES (Digital Content)</b>	<a href="https://drive.google.com/file/d/1CRrb8_ei5poC3zYP3By5oj47rMgV9HVX/view?usp=sharing">https://drive.google.com/file/d/1CRrb8_ei5poC3zYP3By5oj47rMgV9HVX/view?usp=sharing</a> Simple Movements of Scratch
<b>MONTH</b>	<b>JANUARY/ FEBRUARY 2023</b>
	Fun with Text processing



<b>UNIT</b>	
<b>CONTENT</b>	Text Editing, Formatting Guidelines
<b>LEARNING OUTCOMES/COMPETENCY</b>	<p><b>Students will be able to:</b></p> <ul style="list-style-type: none"> <li>● Format Text:</li> <li>● Decide on the Font type, size and style of a document.</li> <li>● Make a text bold, Italics, Change Font Color and alignment.</li> </ul>
<b>ACTIVITY</b> <b>Experiential learning/</b> <b>Art integration/</b> <b>Subject appropriate</b> <b>doable activities/</b> <b>Subject enrichment</b> <b>activities etc</b>	<p>Work sheet on Page : 13,135          Beautification of Content.</p> <p>Worksheet on chart (Activity on Page 139)</p>
<b>ASSESSMENT :</b> <b>As Learning :</b>  <b>For Learning :</b>  <b>Of Learning :</b>	<p>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?</p> <p>How can you make the second story more interesting?</p> <p>Beautify the second story in such a way that it gets attracted.</p>
<b>VALUE</b>	Linguistic skills and Aesthetic values
<b>RESOURCES (Digital Content)</b>	Smart Boards\Panels with a Text editor software installed.
<b>MONTH</b>	<b>MARCH 2023</b>
	Revision and Practical Assessment

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