Annual Pedagogical Class-: VIII Subject-: Computer Session-: 2023-24

ΤΟΡΙϹ	LEARNING	INNOVATIVE/ ART
	OUTCOMES	INTEGRATION/
		EXPERENTIAL
		LEARNING/
		INTERDISCIPLINARY
Computer Network	After explaining the chapter, let the students do the exercises given on Page 19 and 20 in the main course book as Test Your Skills. Tell the students to try sections under Fun Zone– Let's Solve, Let's Explore and Let's Get Better given on Page 20 and 21 in the main course book.	Ask the students to make models of different types of topologies using marbles and used wire pieces / straws.
Access- Creating a Database	In this Chapter you will learn about databases in general and about the Office 2017 Access database in particular. The concept of a database is not quite as easy to grasp as that of a word processor or a spreadsheet. So if this is the first time you are learning about databases you might like to read over the lesson first, away from the computer, and	 Identify the data and information, Identify the field, record, table in the database, Prepare the sample table with some standard fields. Assign the primary key to the field,

	perhaps highlight the	 Identify the primary
	text to ease	key, composite
	understanding.	
	Specifically this chapter	primary key, foreign
	will introduce vou to	kev.
	the following:	1
	• the general idea	
	behind a database	
	 planning a new 	
	database	
	• creating a database	
	template	
	 adding records to a 	
	new or existing	
	database	
	 viewing the data in a 	
	database	
	 clearing entries and 	
	records from a	
	database • making a	
	backup copy of a	
	database	
Access- Tables and	 Introduction to a 	Demonstrate to:
Forms	RDBMS	
	 Database objects – 	 Insert data in the
	tables,	table, Edit records
	queries, forms, and	in the table, Delete
	reports of the	records from
	database,	table, Sort data in the
		table,
	• Terms in database –	
	table, field, record,	 Create and edit
		relationships
	 Steps to create a 	•
	table using table	• one to one, one to
	wizard*	many, many to
	• Data types in	many,
	database.,	

	• Option to set primary key Table Data View dialog box	 Enter various field properties.
		Illustrate the various
	• Introduction to Forms	steps to create
	IN DRIVIS	Wizard.
	Creating form using	Enter or remove
	wizard,*	data from Forms,
	• Steps to create form	Domonstrato to
	using Form Wizaru,	• Demonstrate to modify Forms.
	Options to enter or	
	remove data from	Demonstrate to
	forms	change label, background Search
	 Modifying form, 	record using Form,
	• Changing label,	
	background,	Insert and delete record using Form
	 Searching record using Form, 	View,
	• Inserting and	
	deleting record using Form View.	
Access- Query and	• Database query,	• Prepare a query for
Report	 Denning query, Query creation using 	 Demonstrate to
	wizard,*	create query using
	Creation of query	wizard, and using
	 using design view,* Editing a querv. 	eesign view, • Edit a querv.

	 Applying criteria in query – single field, multiple fields, using wildcard, Performing calculations, Grouping of data, Creating Report usingwizard, * Steps to create a Report using Wizard. * Insert date and time 	 Demonstrate to apply various criteria in query – single field, multiple fields, using wild card, Performing calculations using query in Base, Illustrate the various steps to create Report using Report Wizard, Demonstrate various examples of Report.
E-Commerce and Blogging	 Identify the component parts of e-commerce Identify the benefits of selling online Know how to optimise and stay safe when selling online Have an outline strategy for ecommerce for your business Understand the risks around Cyber Security when trading and doing business online. Understand how to protect your online business, keeping 	Explain to the students advantages of ecommerce 1. Faster buying process 2. Store and product listing creation 3. Cost reduction 4. Flexibility for customers 5. Faster response to buyer/market demands 6. Several payment modes

	your accounts secure	
	and being aware of	
	cybercrime.	
UTML 5 Form and	Introduction	Domonstration to the
Multimedia	Introduction to HTML:	students on project
	What is HTML, HTML	
	Documents, Basic	How to make a web
	structure of an HTML	page and access on
	HTML document	browser.
	markup tags, heading-	How they (students)
	paragraphs, line breaks,	can inset images and
	HTML tags.	create form.
	Flements of HTML ·	After the
	Introduction to	demonstration
	elements of HTML,	Students will do the
	working with text, lists,	practise of code and
	tables, frames,	they will try to do
	multimedia. forms and	given by teacher.
	controls.	
App Development	By the end of the	Teacher will explain
	course,	about the some
	student will be able to	default apps &
	write simple GUI	Features
	applications,	Native Apps Have The
	components, work with	Best Performance
	the database to store	
	data locally, and much	
	more.	

	 Programming labs Quizzes /Tests Discussion participation on topics related to the Android programming environment and Android application marketplace. 	Using of Native App, Web App & Hybrid App Native Apps Are More Secure Native Apps Are More Interactive And Intuitive Native Apps Allow Developers To Access The Full Feature Set Of Devices Native App Development Tends To Have Fewer Bugs During Development
Python –Looping and Tkinter GUI	Student can install the latest Python3 distribution Recognises the difference between the Python console and the Shell (IDLE) - why use one over the other? Create a simple program. Run it from the command line, and from the Shell (open the file and run it, all from within in the Shell environment)	Download the latest version of Python and install (depending on the environment/school lab you may want to shortcut this process by pre downloading, making the installer accessible from the school network, and so on). Start up the Python Console, explain what the prompt is. Start up the Python Shell and compare. Try out basic print statements in

Use the Shell (or Console)	both.
as a simple calculator	
	Open a Python program
Student can describe	and run from within the
what a program is, and	Shell.
what a programming	Create a new window in
language is	the Shell, enter a simple
	program (hello world),
Understand the use of	save and run.
variables to 'store' things	
- difference between a	Discussion:
slot in memory used to	programming languages
hold the actual value, and	- instructions to the
a variable being a label	computer; human-
'pointing' at the value	readable versus
	computer-readable, the
Understand the	difference between
difference between a	scripting languages
number and a string	(such as Python)
Understand the use of	Once they've run it and
lists and maps	seen one message
	displayed, get them to
Understand the	change the code, so that
difference between a	the other statement is
tuple and a list	printed. Do they
	understand why the
Use a tuple with a string	code works the way it
containing placeholders	does?
Understand how to	
import the turtle module	
and can draw simple	
shapes	
snapes	
Basic understanding of	
what a module is (as a	
unit of code)	
unit of code)	