

LESSON PLAN OF CLASS VI (SUBJECT: COMPUTER) 2021-22

TERM 1

MONTH: APRIL

Ch-1 CLASSIFICATION OF COMPUTERS

MONTH: MAY

Ch-2 BASIC CONCEPTS OF PROGRAMMING

MONTH: JULY

Ch-3 ADVANCED FEATURES OF POWER POINT 2016

MONTH: AUGUST

Ch-4 MORE ON EXCEL 2016

MONTH: AUGUST

REVISION OF ALL THE CHAPTERS

TERM 2

MONTH: SEPTEMBER (Last week)

Ch-5 FORMULAS AND FUNCTIONS IN EXCEL 2016

MONTH: OCTOBER

Ch-6 INTRODUCTION TO SMALL BASIC

MONTH: NOVEMBER

Ch-7 CONTROL STATEMENTS IN SMALL BASIC

MONTH: NOVEMBER

Ch-8 INTRODUCTION TO ANIMATE CC

MONTH: JANUARY

Ch- 9 INTRODUCTION TO HTML

MONTH: JANUARY

Ch-10 INTERNET SERVICES

MONTH: APRIL

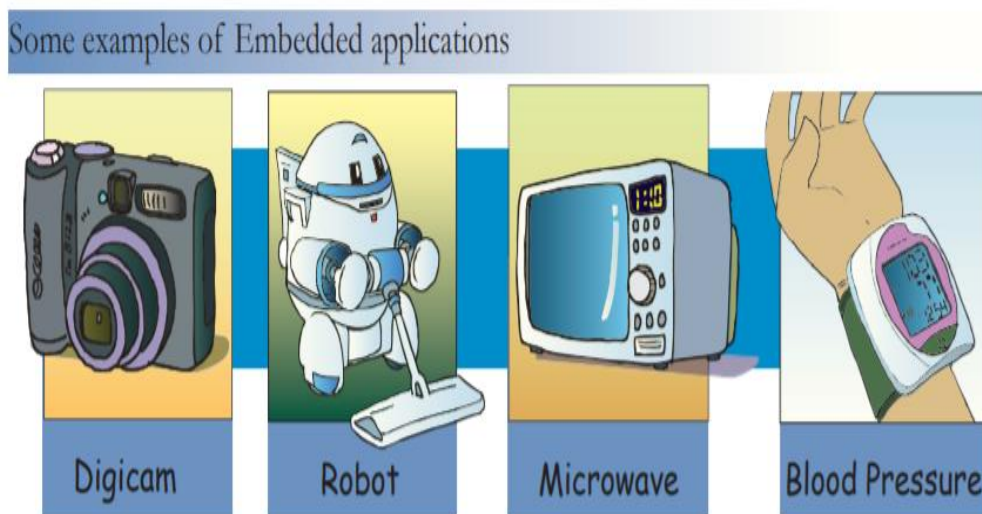
TOPIC: CLASSIFICATION OF COMPUTERS

LEARNING OBJECTIVES

After studying this chapter, students will be able to:

- Differentiate among various types of Computers.
- Know the use of each type of Computer.
- Recognize the computer-based devices used at homes.

PREVIOUS KNOWLEDGE TESTING



To clear the basic concepts about variety of Computers and check the students' knowledge, few questions will be asked.

1. Analyse the apparatus that are used for health check-up.
2. Which Computer does your parents carry to their office?
3. Name the devices at your home which works with the help of Computer.

VOCABULARY USED:

Microcomputer, Minicomputer, Supercomputers, Analog, Digital, Hybrid, Embedded, Gaming Consoles

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Text book, Links of videos related to the topic

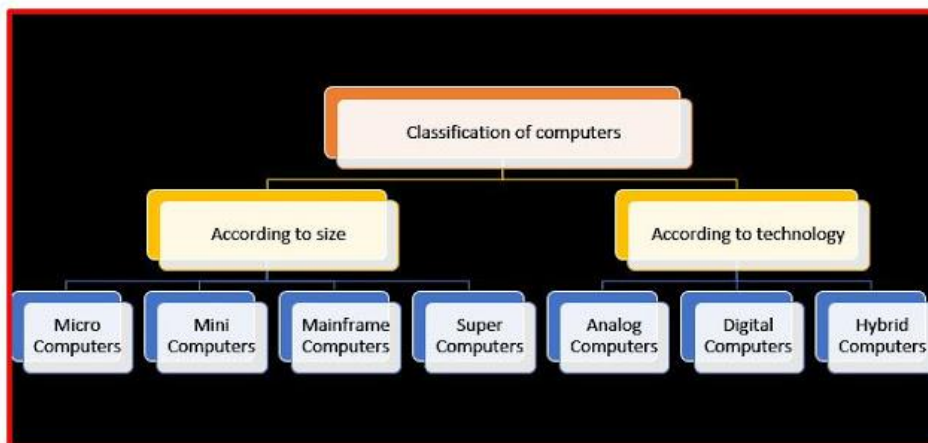
Discussion method, Lecture method, Activity based learning

PROCEDURE

BRAIN STORMING: The class would start with a discussion on what the students have already learnt in the previous classes and hence what is it that they would learn now.

FLIP LEARNING

The teacher will explain various types of Computers by showing various pictures of all types of Computers so that they are able to recognize and know their usage in different fields.



The purpose of every type of Computer along with the field in which they are used would be demonstrated with the aid of videos. The categories of Computers would be explained based on the size, functionality and data handling. The pupils would be given certain situations where they need to brainstorm which type of Computer will be needed for specific use.

CO-SCHOLASTIC ACTIVITY

Teacher will ensure active participation of the students by providing lab assignment.

ACTIVITY 1.

John and Silvia are cooking in a hotel. They are using an embedded computer which help them to warm and cook food. Can you identify the name of the computer about which they are using?

ACTIVITY 2.

Search the pictures of different types of Computers based on the size (Micro, Mini, Mainframe and Super Computer), Functionality (Analog, Digital, Hybrid) and Embedded Computers such as Microwave, Thermometer, BP Apparatus, Smart Watch, Electronic toys) and paste it in your notebook.

RECAPITULATION

The chapter will be reviewed once more and a set of questions will be given to learners, so that they reflect on what they learnt.

1. What is minicomputer. State its use in the specific field.
2. Distinguish between Laptop Computer and Tablet Computer.
3. Which is the most expensive Computer?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=GOHrC88j0Tg>

MONTH: MAY

TOPIC: BASIC CONCEPTS OF PROGRAMMING

LEARNING OBJECTIVES

After studying this chapter, students will be able to:

- Construct algorithms to solve the mathematical calculations or daily puzzles.
- Draw flowcharts based on the algorithms.
- Understand the use of Decision-making statements, based on the condition.
- Know about various Computer languages used by programmers in previous years.
- Analyse the concept of language translators.

PREVIOUS KNOWLEDGE TESTING

To clear the basic concepts about programming and check the students' knowledge, few questions will be asked.

1. How you communicate with others?
2. What is the technique to solve the problems of everyday life?
3. What is the use of a language translator?

VOCABULARY USED:

Algorithm, Flowchart, Machine language, Assembly language, High Level language, 3GL, 4GL, 5GL, Source code, Object code, Assembler, Compiler, Interpreter

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

Discussion method, Lecture method, Activity based learning

PROCEDURE




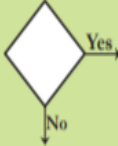
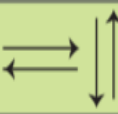
BRAIN STORMING: The class would start with a discussion on what the pupils have already learnt in the previous classes and hence what is it that they would learn now.

FLIP LEARNING

The objective of this lesson is to teach the students, how to handle the mathematical problems or puzzles by using the concept of Algorithms and Flowcharts. The flowchart would be drawn by using the virtual platform such as White board or MS Word and all the symbols

would be thoroughly explained.

Concept	Flowchart What is a flowchart? <ul style="list-style-type: none"> A flowchart is a picture (graphical representation) of the problem solving process. A flowchart gives a step-by-step procedure for solution of a problem. Elements of a flowchart: <ul style="list-style-type: none"> Various geometrical shaped boxes represent the steps of the solution. The boxes are connected by directional arrows to show the flow of the solution. Uses of a flowchart: <ul style="list-style-type: none"> To specify the method of solving a problem. To plan the sequence of a computer program. Communicate ideas, solutions.
	Guidelines Drawing a flowchart <ul style="list-style-type: none"> Identify input and output. Apply logical thinking skills to solve the problem. Draw the flowchart using the appropriate symbols and arrows to show the sequence of steps in the solution.

Flowchart symbols and their purpose		
Flowchart symbols	Geometric shape	Purpose
Ellipse		Ellipse is used to indicate the start and end of a flowchart. Start written in the ellipse indicates the beginning of a flowchart. End or Stop or Exit written in the ellipse indicates the end of the flowchart.
Parallelogram		A parallelogram is used to read data (input) or to print data (output).
Rectangle		A rectangle is used to show the processing that takes place in the flowchart.
Diamond		A diamond with two branches is used to show the decision making step in a flowchart. A question is specified in the diamond. The next step in the sequence is based on the answer to the question which is "Yes" or "No".
Arrows		Arrows are used to connect the steps in a flowchart, to show the flow or sequence of the problem solving process

The teacher would explain the concept of programming by telling the language understood by humans and Computers as the language understood by computers is binary i.e the language of 0 and 1 whereas the language understood by humans is HLL that is English language, thus there is need of language translators which can translate HLL to Computer understandable language inorder to make the computers work as per the instructions of the humans.

CO-SCHOLASTIC ACTIVITY

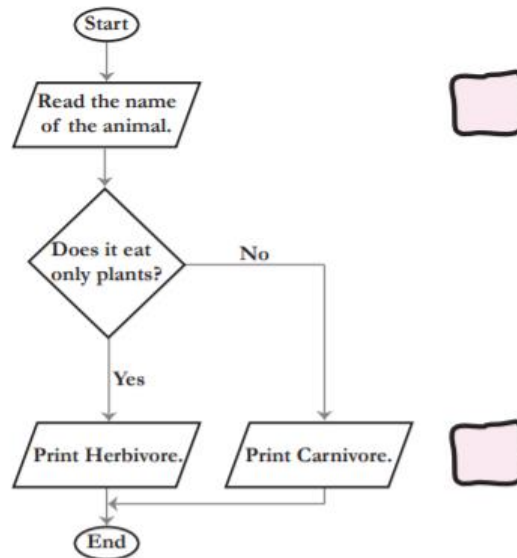
Teacher will ensure active participation of the students by providing lab assignment.

ACTIVITY 1.

Write an algorithm and draw a flowchart to check whether a given number is even or odd.

ACTIVITY 2.

The following flowchart classifies animals as herbivore or carnivore. Lion is a meat eating animal. Elephants eat only plants. Study the flowchart and answer the questions.



- Indicate each element of the flowchart by putting 'I' for input, 'O' for output in the space provided next to the boxes.
 - Put a rectangle around the decision structure and mark 'D' for decision.
Hint: See page number 93 in the lesson.
 - What is the condition which classifies an animal as carnivore?
-
- Write the execution steps if the input is a Lion.

RECAPITULATION

The chapter will be reviewed once more and a set of questions will be given to students, so that they reflect on what they learnt?

- What is an Algorithm?
- What is meant by flowchart?
- State the use of language translators.

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=jwG5gaD3rU4>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: JULY

TOPIC: ADVANCED FEATURES OF POWERPOINT 2016.



LEARNING OBJECTIVES

After studying this chapter, students will be able to:

- Insert music and songs inside the Presentation.
- Record the audio/voice in a slide .
- Insert video in a slide.
- Print the selected, custom or all the slides.

PREVIOUS KNOWLEDGE TESTING

To clear the basic concepts about Presentation and check the students' knowledge, few questions will be asked.

1. What do you mean by Presentation?
2. What do we call the special effects which are added in a Presentation?
3. Which Power Point view is used to show the Presentation to the audience?

VOCABULARY USED:

Animations, slide transition, sound recordings, movie clips, Record Audio, Media group, Action Buttons, Print All slides, Custom Range, Print current slide

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

Discussion method, Lecture method, Activity based learning

PROCEDURE

BRAIN STORMING: The class would start with a discussion on what the pupils have already learnt in the previous classes and hence what is it that they would learn now.

FLIP LEARNING

Concept

Create presentation

Creating presentations primarily involves 3 main stages:

Stage 1: **Plan**: Decide an outline for the presentation.

Stage 2: **Execute**: Create the slides.

Stage 3: **Impress**: Verify content, add visual effects and practice.

Info

Presentation

- Presentations are used by students and people in many professions to convey their ideas.
- Individual pages of a presentation are called **Slides**.
- Slides can contain text, images, charts, graphs, tables, audio and video.
- Some of the presentation applications are: Impress (Open office), KPresenter (KOffice), Power Point (MSOffice), Keynote(Apple Mac)
- Some of the presentation file extensions are: .ppt (Power Point), .odp (Impress), .key(Keynote).

Info

Slide Show

- See the full screen slide Show, by pressing F5 or select option slide Show under 'view'.
- Use arrow keys to navigate between the slides.

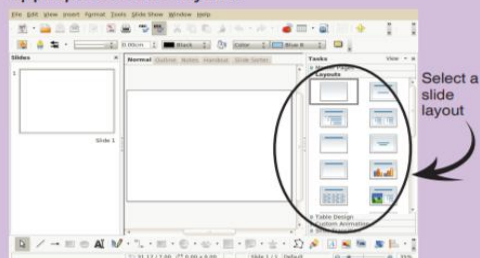
Skill

Create New Presentation

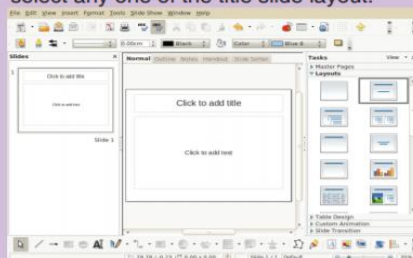
1. On the desktop, go to Applications→ Office→ Openoffice.org Presentation
2. The following screen is displayed.



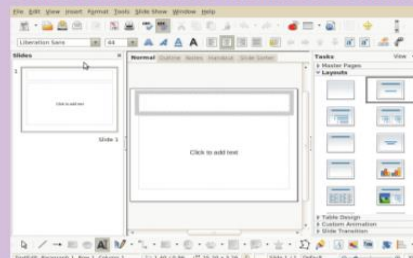
3. In the displayed screen, select the appropriate slide layout.



4. For the first slide of the presentation select any one of the title slide layout.



5. Click on the slide to add the title or text.



The objective of this lesson is to teach the students, how to plan and prepare a presentation on the computer. After having the basic concept of preparing a Presentation, the teacher will give the demonstration on the software, how to insert audio and video files (music/songs) in the Presentation through the virtual platform. Further, video would be shown to students

showing how to record one's own voice in a slide. Apart from it, the pupils would be taught about the use of Action Buttons. Then the teacher would demonstrate the steps involved in adding the action button. Then the students would be shown how to print a presentation with labelled steps involved in it.

CO-SCHOLASTIC ACTIVITY

Teacher will ensure active participation of the students by providing lab assignment.

ACTIVITY 1.

It's your school Principal's birthday. Create a PowerPoint Presentation to wish him/her Happy Birthday by adding Happy Birthday song as well as record your own voice to say few words to pay the gratitude.

ACTIVITY 2.

Create a Presentation by inserting the pictures of your Excursion tour with your family in the previous years.

RECAPITULATION

The chapter will be reviewed once more and a set of questions will be given to students, so that they reflect on what they learnt?

What type of audio files can be inserted into a presentation?

Q. Can we add video files on a slide?

Q. What are action buttons?

Q. How can you add action button in a presentation?

Q. How can you print a presentation?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=2TLNqbAt9C8>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

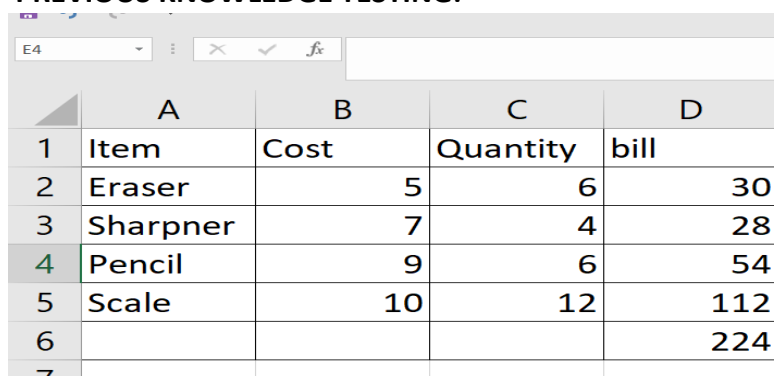
MONTH: AUGUST

TOPIC: MORE ON EXCEL 2016

LEARNING OBJECTIVES: After studying this chapter students will know about

- Selecting Cells in a Worksheet + Formatting Spreadsheets
- Copying/Moving Data + Customising Worksheet Tab
- Column Width and Row Height + AutoFill
- Inserting Rows/Columns + Using Formulas to Perform Calculation
- Merging Cells + Order of Operations
- Splitting Cells

PREVIOUS KNOWLEDGE TESTING:



	A	B	C	D
1	Item	Cost	Quantity	bill
2	Eraser	5	6	30
3	Sharpner	7	4	28
4	Pencil	9	6	54
5	Scale	10	12	112
6				224
7				

1. How many rows and columns can you see?
2. What is the value in the cell B4?
3. What is the value in the cell D2?
4. Which two cells have the same value?

VOCABULARY USED

Range, Auto Fill, Cell Border, Wrap text, Fill Color, Copy and paste, Operators, Constants

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

PROCEDURE

This chapter will be taught through virtual mode by sharing the screen of Spreadsheet. Teacher will give the demonstration by manually explaining all the components of Excel interface. Excel is an application software that helps us to store and analyse data. Then the demonstration will be given on how to select cells in a worksheet in Excel, labelled steps to modify the cell content, the methods of modifying data by cut, copy and paste. The steps involved in changing row height and column width – both manually and automatically would be illustrated. Excel allows inserting blank rows and columns at the required place in the worksheet. The demonstration would be given on how two or more cells can be merged into one and also how a cell can be split up into two or more cells. In addition, some worksheet formatting features of Excel like: • Word wrap – displaying multiple lines of text in a cell. • Format numbers – applying various data types to the cells. • Cell borders –

boundary around a cell or a series of cells. • Cell styles – Pre-defined cell border, colour and formatting. • Cell fills – adding colours or shades in the cells. The worksheet tab can be customized by changing its default name and colour. The AutoFill feature of Excel would be introduced as automatically filling a series of data in the worksheet and the steps involved in the same.

CO-SCHOLASTIC ACTIVITIES

Activity 1. Open the Excel Worksheet.

Create a marksheet for ten students. Now, follow these instructions:

1. Insert a row above fifth row.
2. Insert a column to the right of third column.
3. Using AutoFill features, fill the roll numbers 1 to 11 for the students.

	A	B	C	D	E	F	G
1	Roll No.	Name of the student	English		Science	Mathematics	Total
2	1	Naveen Joshi	60		52	56	168
3	2	Vinod Kohli	65		56	58	179
4	3	Nidhi Gupta	75		65	68	208
5	4	Pooja Gupta	74		84	62	220
6	5	Sonia Sareen	76		89	76	241
7	6						
8	7	Kareena Kapoor	62		78	84	224
9	8	Virat Kohli	89		85	84	258
10	9	Sandeep Maheshwari	78		85	82	245
11	10	Vikas Arora	88		86	72	246
12	11	Rohit Sharma	89		81	68	238

Activity 2.

Sonia is preparing project details in a spreadsheet. Some text in a cell is too long and gets hidden when she types text in the adjacent cell on the right. How can she change this?

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge.

Q. What is the difference between Cut and Copy options?

Q. What does it mean when data in a cell is displayed as #####?

Q. Define merging of cells. Q. Define splitting of cells.

Q. What is wrap text feature of Excel?

Q. Name any three number formats available in Excel.

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=eVdUrt3oCe8>

https://www.youtube.com/watch?v=DAU0qqh_I-A

MONTH: SEPTEMBER(Last week)

TOPIC: FORMULAS AND FUNCTIONS IN EXCEL 2016.

LEARNING OBJECTIVES: After studying this chapter students will

Learn to prepare a Spread sheet, Understand Operators and Functions in Excel, Know to Format the worksheet, learn to use Compound Formulas

PREVIOUS KNOWLEDGE TESTING:

1. How you find the Sum of numbers?
2. What do you understand by Range in Excel?
3. How you perform complex calculations?

VOCABULARY USED

Cell reference, Relative Reference, Absolute reference, Mixed reference

IMPORTANT SPELLINGS USED

SUM, MAX, MIN, AVERAGE, NOT, AND, OR, SQRT, POWER

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

Sum:	=SUM(D2:D21)
Average:	=AVERAGE(D2:D21)
Max:	=MAX(D2:D21)
Min:	=MIN(D2:D21)
Count:	=COUNT(D2:D21)

	A	B	C	D	E	F	G
1	Item	Qty.		Max	3	=MAX(B2:B6)	
2	Apples	1		Min	1	=MIN(B2:B6)	
3	Oranges	2					
4	Lemons	3					
5	Oranges	2					
6	Apples	3					

PROCEDURE

This chapter will be taught through smart board. Teacher will explain the operators and various formulas as they are used in mathematics. Also, they will be explained about types of formulas used in MS Excel and cell reference. The common functions and their usage would be illustrated by using tabular data. Further, inserting, renaming and deleting, changing the colour of Sheet tab of a worksheet will be explained.

CO-SCHOLASTIC ACTIVITIES

Activity 1. Open the Excel Worksheet.

1. Enter a rectangular array of numbers, like

Row 1	Row 2	Average
12	22	
11	14	
10	2	
4	16	

3. Evaluate the average of the first row of numbers data.
4. Use the auto fill handle to copy the formula.
5. Check if the value of average is accurate.

Activity 2.

1. Open the Excel Sheet.
2. Tabulate some data such that these are in 2 columns like:

X-axis	Y-axis
0	120
360	110
60	125
90	132

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge.

4. What are functions in Excel? Name some functions.
5. What is Cell reference?
6. What is a function?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=hRsuACY8Wdc>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: OCTOBER

TOPIC: INTRODUCTION TO SMALL BASIC

LEARNING OBJECTIVES: After studying this chapter students will know about

- Opening Small Basic Application
- Sharing a Program
- Small Basic Environment + Elements of Small Basic Programming
- Creating Your First Small Basic Program + Statements
- Saving a Program + Maths Library Functions
- Running a Program + Sample Programs
- Opening a Program
- Input and Print Statement

PREVIOUS KNOWLEDGE TESTING:

1. What is the use of studying Programming Language?
2. Name some of the Computer Programming Languages.
3. How the gaming apps are created?

VOCABULARY USED

Character and Numeric Constants, Numeric and String Variables, WriteLine(), Write(), Read(), Keywords, Operators, Arithmetic Operators, Logical Operators

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

PROCEDURE

This chapter will be taught by taking the concepts as Variables and Constants. The types of Constants and Variables will be discussed. The use of various Small Basic statements as Write(), WriteLine(), Read(), ReadNumber() will be discussed. The pupils would be explained BASIC is a very simple programming language used for calculations and business applications. It stands for Beginners All-purpose Symbolic Instruction Code. Small Basic is a simpler version of BASIC. The steps to be taken to start Small Basic are: Small Basic provides a simple yet powerful development environment. Let's learn about the Small Basic environment:.

- Title Bar: It gives us the information about the program in which we are working.
- Editor: It is identified as the area where we write our Small Basic programs. When we open a saved program, it will show up in this editor. We can then modify it and save it for later use. We can also open and work with more than one programs at a time. Each program you are working with will be shown in a different Editor window.

The editor window that contains the program you are currently working on is known as an active Editor window.

- Toolbar: It is used to give commands. It contains commands like New, Open, Save, Save As, Cut, Copy, Paste and Run. We can use these commands by clicking on the command buttons.

- **Help Area:** When we write a program in the Editor, this area displays the tips and hints for the program.

- **Surface:** This is an open area where we can move and organize our Editor windows for each Small Basic program. Introduce the steps of creating first Small Basic program. Show to the students the steps involved in saving a program.

CO-SCHOLASTIC ACTIVITIES

Activity 1. Open the Small Basic interface.

- Write a Program to generate the following series as 1,3,5,7,9.
- Write a Program to perform all the arithmetic operations between the two numbers.
- Write a program to calculate the area of circle with a radius of 5 units.

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge.

1. What is the use of Read() and Write() Statement?
2. Explain different types of operators in Small Basic?
3. Which key is used to run a program in Small Basic?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=6d37TWrZayg>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: NOVEMBER

TOPIC: CONTROL STATEMENTS IN SMALL BASIC

LEARNING OBJECTIVES: After studying this chapter students will know about

- If-then statement
- If-Then-Else statement
- Nested if and If-else statement
- Branching statement

PREVIOUS KNOWLEDGE TESTING:

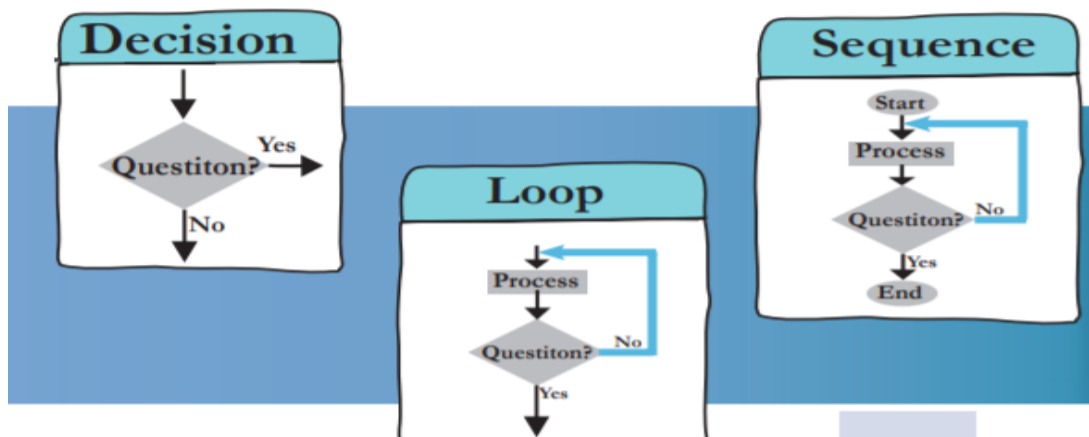
1. What is the purpose of Decision Box in Flowchart?
2. Which two types of decisions are taken based on the condition?

VOCABULARY USED

If, Else, Elseif, Endif, If , then, Goto, TextWindow, Execution

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic



PROCEDURE

This chapter would be taught by telling the basic elements of Small Basic and revision of the previous chapter. The pupils would be introduced about the selection statements and explain its types. The teacher will give the demonstration of the control statements by opening the small basic interface and the use of If-Then statements with proper example. Demonstrate the use of If-Then-Else and Nested If & If-Else statements with proper example. Further the the use of branching statements such as Goto would be shown with proper example.

.CO-SCHOLASTIC ACTIVITIES

Activity 1. Open the Small Basic interface.

- Write a Program to check whether the number input by the user is even or odd.

Activity 2

- Write a Program to input age of a user. If the age is equal to or greater than 18, then Print “The person can vote” otherwise Print “The person cannot vote”.

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge.

3. What is the use of Read() and Write() Statement?
4. Explain different types of operators in Small Basic?
5. Which key is used to run a program in Small Basic?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

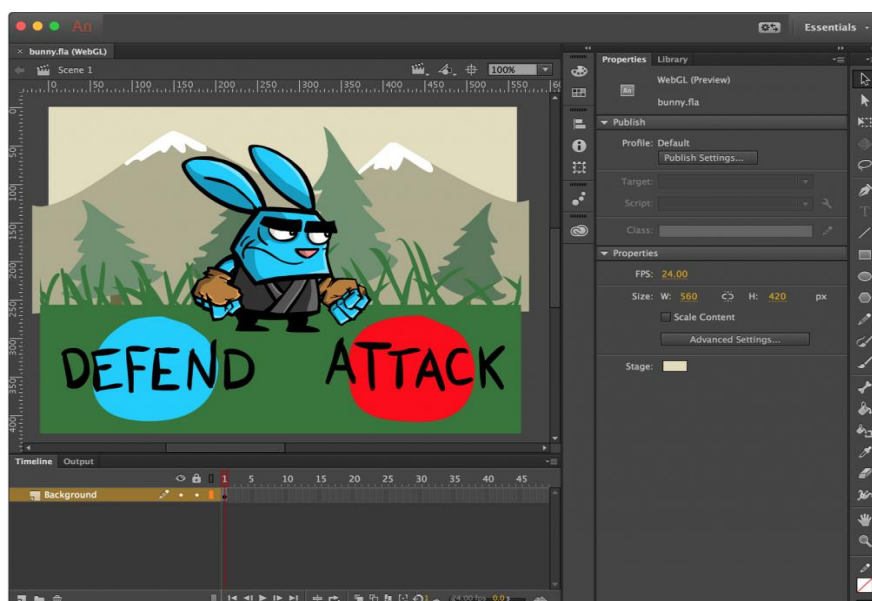
<https://www.youtube.com/watch?v=0VxPsUkIaqQ>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: NOVEMBER

TOPIC: INTRODUCTION TO ANIMATE CC



LEARNING OBJECTIVES: After studying this chapter students will know about

- Purpose of Adobe Animate CC
- Creating a document in Animate CC
- Components of the Animate CC Window
- Saving a Document in Animate CC
- Creating Shapes in Animate CC
- Gradient Fill
- Creating a symbol in Animate CC

PREVIOUS KNOWLEDGE TESTING:

1. Do you know, how the motion is provided to the cartoons?
2. Draw two images of a robot in which the second image should display the next action performed by the robot. For example, if the first image shows that a robot waving 'Hello', then the second image should display the gesture of the hand of the robot.

VOCABULARY USED

Adobe Animate Creative Cloud, interactive animations, vector graphics, Stage, Timeline, Pasteboard, Properties Panel, Tools Panel, Playhead

AIDS/ INNOVATIVE METHODS

E-book, Visual Clues, Links of videos related to the topic

PROCEDURE

This chapter would be taught by showing the video on 'Step by step installation of Adobe Animate CC software. The teacher would give the demonstration to the students as how to create a document in Animate CC with labelled steps. Further, the components of Animate

CC window: stage, timeline, tools panel, properties panel, library panel, menu bar along with the functions and how to save a program would be explained. Then, demonstration on the steps involved to create shapes in Animate CC would be given. In addition, the use of gradient fill in Animate CC would be explained. Furthermore, Show the students the steps involved to create a symbol in Animate CC.

CO-SCHOLASTIC ACTIVITIES

Activity 1. Open the Adobe Animate CC interface.

- Create a scenery using the various tools of Animate CC.

Activity 2

- Draw two characters from a Doremon cartoon and provide special effects and animations on them.

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge. What is the use of Read() and Write() Statement?

Q. What is Animate CC?

Q. How to create a document in Animate CC?

Q. Define: a. Stage b. Timeline c. Tools Panel d. Properties Panel e. Library f. Menu Bar

Q. What is gradient fill

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=7huMYp7WpsI>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: JANUARY

TOPIC: INTRODUCTION TO HTML

LEARNING OBJECTIVES: After studying this chapter students will know about

- What is HTML?
- Creating and Saving HTML Document
- HTML Tags and Attributes + Basic HTML Tags
- Rules for Writing HTML Codes + Designing a Web Page
- HTML Document Structure + Editing an Existing HTML

PREVIOUS KNOWLEDGE TESTING:

Guess my name

1. I am the first page of any website.
2. I am a collection of web pages.
3. I make you jump from one web page to another.
4. I am the address of a web page.

VOCABULARY USED

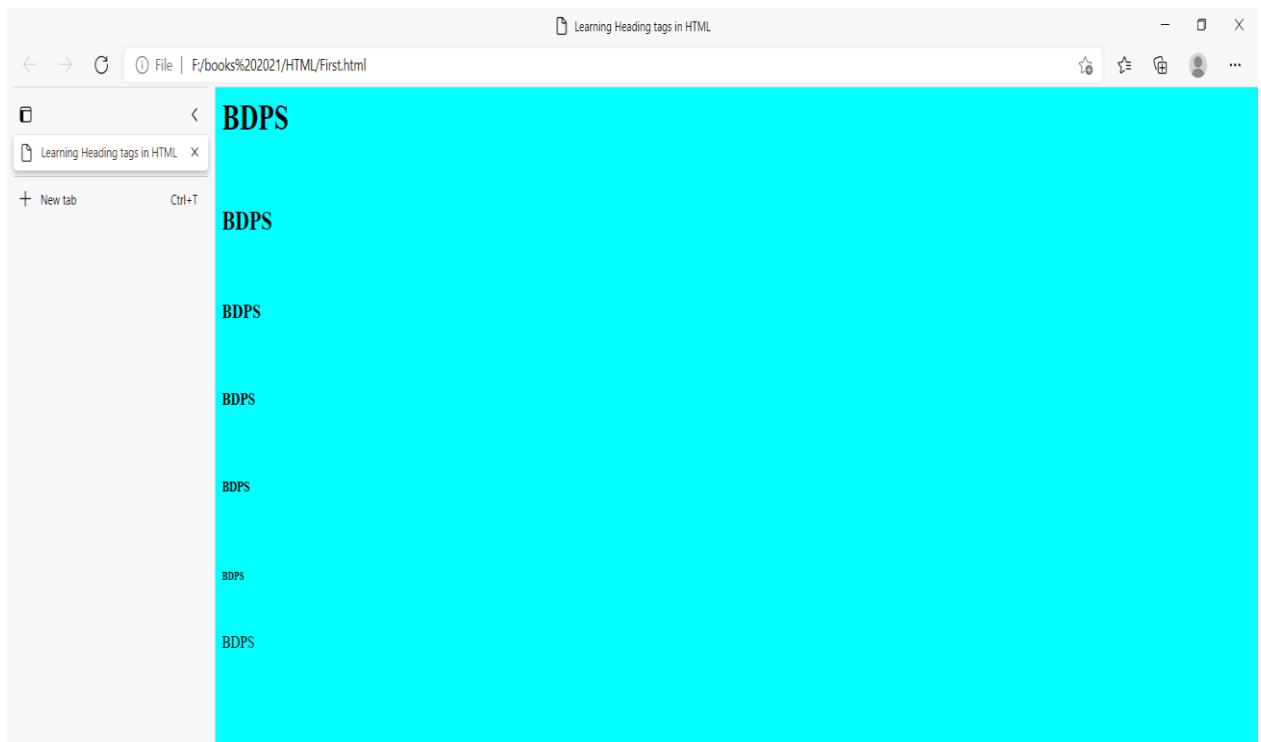
Hypertext, URL, Editor, Tags -Container and Empty , Attributes, Web browser, Head tag, Body tag, BGCOLOR, Hyperlink

AIDS/ INNOVATIVE METHODS

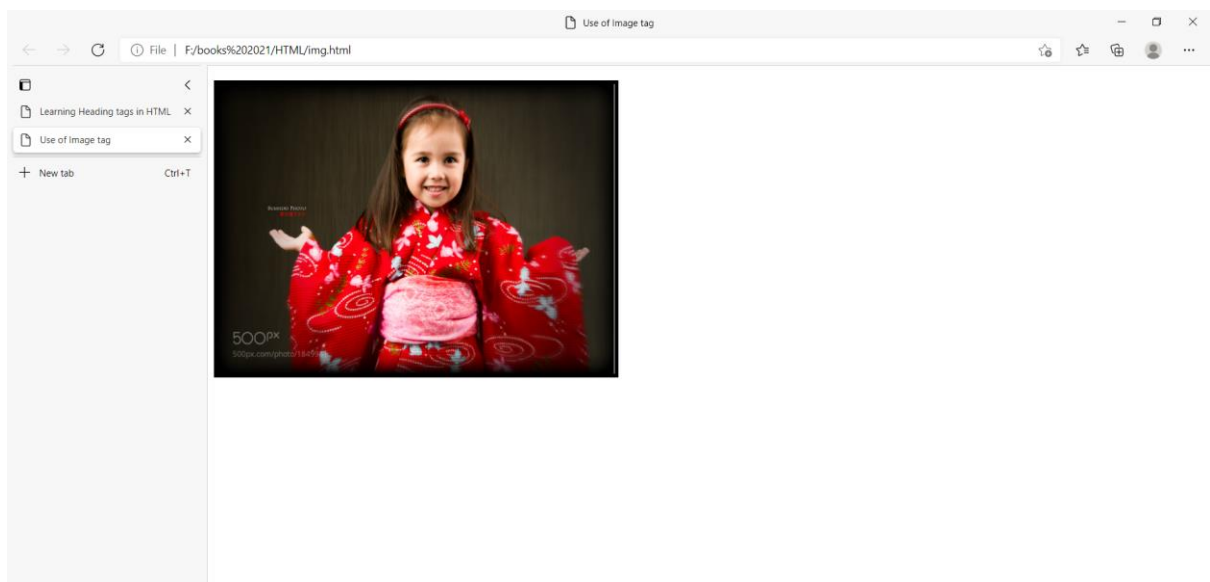
E-book, Visual Clues, Links of videos related to the topic

PROCEDURE

This chapter would be taught by discussing the concept of websites as websites consist of millions of pages called web pages which contain text, graphics, audios, videos and links to other pages. Then the term HTML would be introduced as Hypertext Markup Language (HTML) as language that describes the structure of a web page. The students would be made to understand the meaning of the terms like hypertext and markup language. Further, the tools needed for working with HTML would be discussed. The pupils would be aware about the different types of HTML editors – WYSIWYG editor and Text editor. 9.19 Touchpad PLUS (Version 2.0)-VI (Lesson Plan). In addition, the students would be familiarised with basic HTML terms like tags, container tags, empty tags, block level tags, text level tags and attributes. Apart from it, the concept of nesting of tags would be clarified. Then the general rules followed for writing HTML codes would be shared. An HTML document can be shown and make them understand and identify the various sections and structure of the HTML document. A demonstration would be given to show the steps involved in: • Creating a HTML document • Saving a HTML document • Previewing a web page.



```
First - Notepad
File Edit Format View Help
<html>
<head>
<title>Learning Heading tags in HTML</title>
</head>
<body bgcolor="cyan">
<h1>BDPS</h1><br>
<h2>BDPS</h2><br>
<h3>BDPS</h3><br>
<h4>BDPS</h4><br>
<h5>BDPS</h5><br>
<h6>BDPS</h6><br>
<h7>BDPS</h7>
</body>
</html>
```

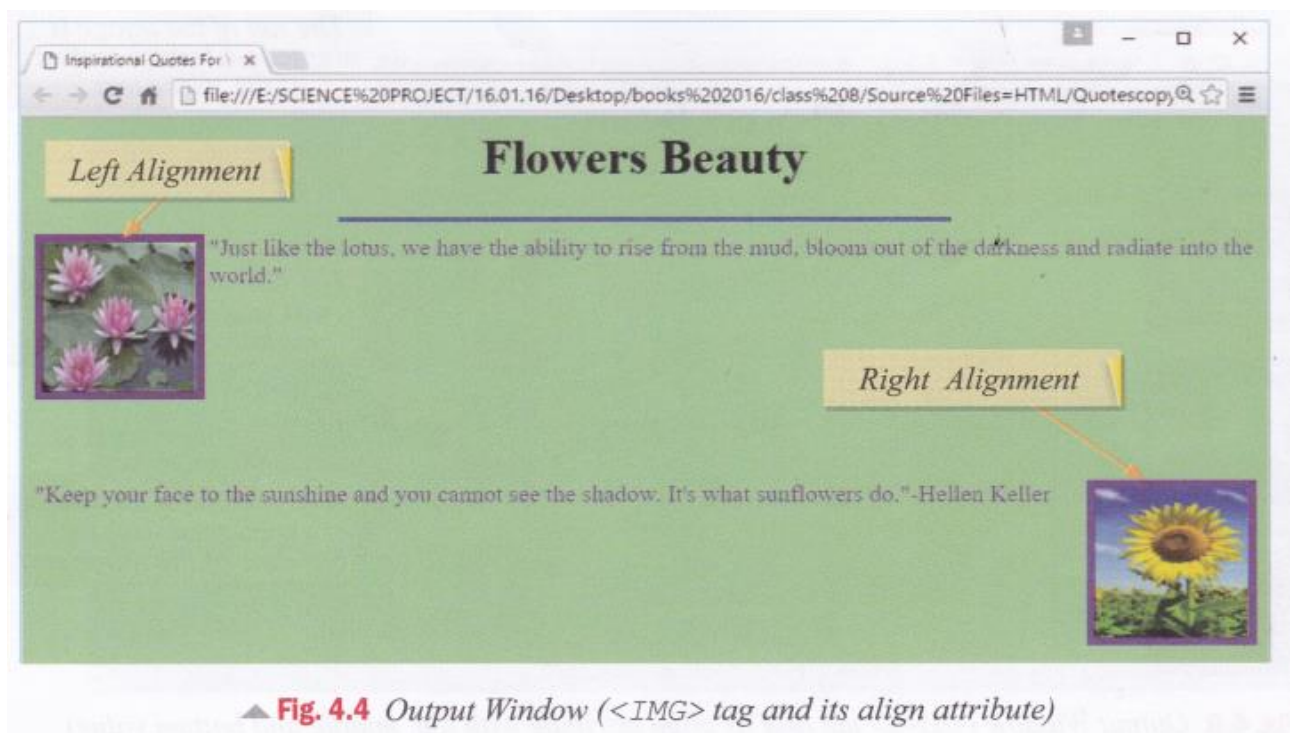


```
img - Notepad
File Edit Format View Help
<html>
<head><title>Use of Image tag</title>
</head>
<Body>

</img>
</body>
</html>
```

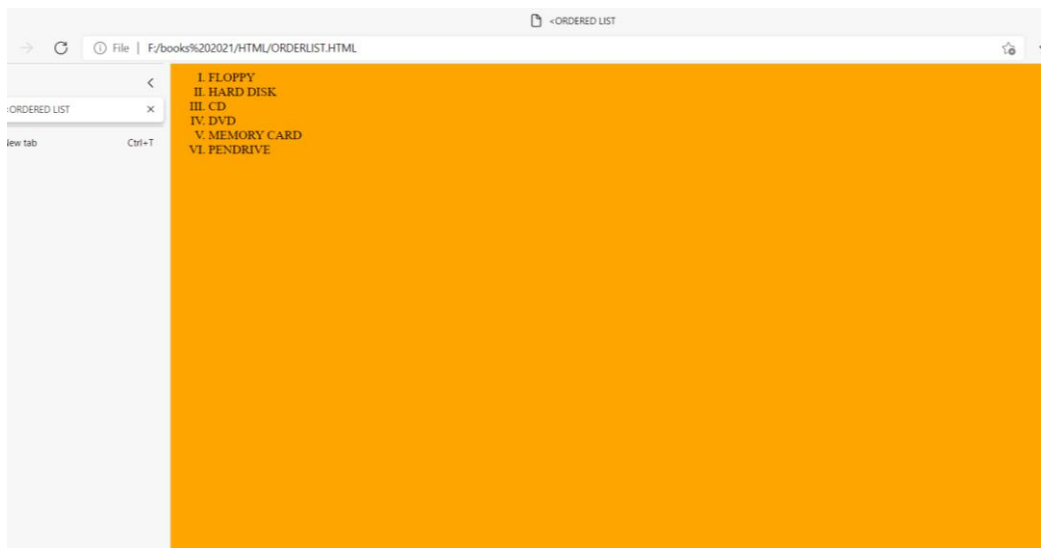
CO-SCHOLASTIC ACTIVITIES

Activity 1. Write the HTML code to get the following output on the Web Page.



Activity 2:

Write the HTML code to get the following output on the Web page.



RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge. What is the use of Read() and Write() Statement?

- Q. What is HTML?
- Q. Define hypertext and Markup language.
- Q. Name the different types of HTML editors.
- Q. What are tags and attributes?
- Q. State the rules followed while writing HTML codes.
- Q. Name the text editor most commonly used to write HTML codes.
- Q. State the use of <HTML>, <HEAD>, <TITLE>, <BODY> tags.
- Q. What is the difference between container tags and empty tags?
- Q. What attributes can be taken by the tag?

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=zoRFpoOZaqc>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.

MONTH: JANUARY

TOPIC: INTERNET SERVICES

Info


Downloading application from Internet

Many useful applications are available free of cost on the Internet. The software can be downloaded from the Internet and installed on the desktop and used.


Some useful links for finding free education applications are:

- Open source and free software for school environment:
<http://www.schoolforge.net/>
- Open source applications. For example: *Ubuntu operating system, Blender.*
<http://sourceforge.net>

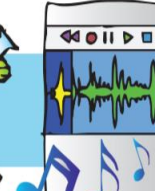
Some examples of Standalone applications




Office



Education



Multimedia



Games

LEARNING OBJECTIVES: After studying this chapter students will know about

- The concept of Internet and World Wide Web
- How the web works?
- Using Web Browser
- Using URL's
- Services of Internet

PREVIOUS KNOWLEDGE TESTING:

1. What do you mean by World Wide Web?
2. What is Browser and Search engine?
3. How do you send the Documents and Files to each other?

VOCABULARY USED

HTTP, Web Page, Web Server, URLs, Hyperlinks, EGreetings, Chat Rooms, Online Shopping, Online Education

AIDS/ INNOVATIVE METHODS

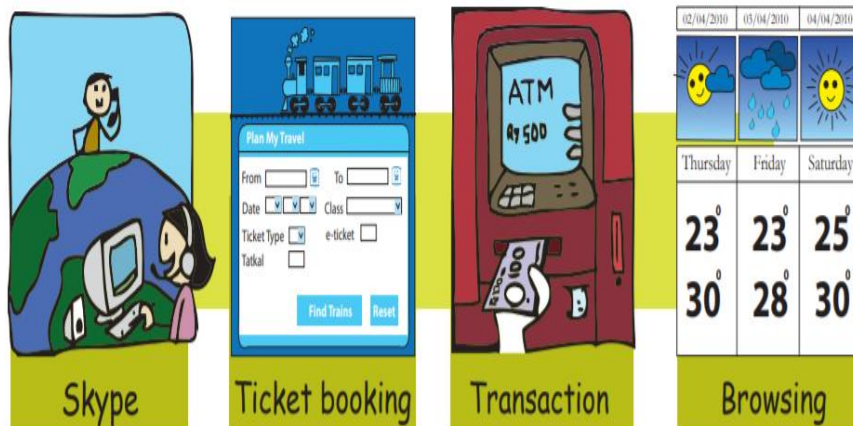
E-book, Visual Clues, Links of videos related to the topic

PROCEDURE

This chapter will be taught by explaining the concept of Network and types of Network as LAN, MAN, WAN. Further, the important example of WAN i.e. INTERNET and its services will be discussed. Then the concept of BLOG would be explained. Furthermore, the topic Email and its components as Username and Domain Name would be discussed. In addition, the services of Internet such as Online Education, Online Reservation, Online Shopping would be discussed in detail.. At the end, the usage of E-Greetings in our today's times will be highlighted and the manual demonstration of sending the E-Greetings to our friends would be taken.



Some examples of Internet applications



CO-SCHOLASTIC ACTIVITIES

Students will be assigned an activity

Activity: Visit the site – www.bing.com, collect information and pictures of the most respected Indian IT personalities- “Sh. Narayan Murthy”(Co-founder of Infosys) and the Apple founder “Steve Jobs”. Create a beautiful presentation of minimum six slides on these two personalities.

RECAPITULATION: The chapter will be reviewed and a set of questions will be asked from the students to check their knowledge.

1. Explain the term Internet.
2. What are contacts? How will you add a contact to your Address Book?
3. What do you mean by the terms Web Browser, Web Page, World wide Web, URL.

RESOURCES

A textbook of class 6 TOUCHPAD PLUS Ver2.0,

<https://www.youtube.com/watch?v=JasPJE1Abf8>

ASSESSMENT

It will be done on the basis of periodic test, class response, oral test, activities, quiz, MCQ's etc.