

First Term Curriculum Subject: Computer Class: VIII Session: 2024-25

Month	April	May	June	July
Content	Artificial Intelligence Latest Technologies and Trends	Latest Technologies and Trends DBMS : ACCESS 2016	Raising Queries Designing Forms and Reports	Troubleshooting
Learning Outcomes	Students will be able to: Comprehend the domain of AI. Explore smart homes and their challenges. Explain basic terms related to the internet and its services. Understand the various trending internet technologies like cloud computing, robotics.	 • Understand VR, AR, biometric devices and wearable technologies. • Comprehend database and types of database. • Categories the components of MS Access. • Create a database and use primary Keys. 	Students will be able to: Create a relationship between tables. Comprehend query and create a query using design. Execute and save the query. Create a query using wizard. Design a form using wizard. Create reports using wizard.	Students will be able to: Categorize the areas of troubleshooting. Demonstrate the steps of troubleshooting.
Skills	Knowledge and Understanding.	Knowledge, Understanding, Application and Analysis.	Knowledge, Understanding, Application and Analysis.	Knowledge, Understanding, Application and Analysis.
Software	_	MS Access	MS Access	_
Competency skills based activity / Experiential Learning	Enlist few cloud computing services used in your daily life.	Create a table with a primary key in MS Access.	Create a primary key for the table and sort the data in ascending order.	Find different solutions/ possibility to troubleshoot the problem.
Art Integration	English, Math			

Assessment: Class response, Class Test and Practical Work.

Book: TERABYTES Connect with Computers (Fourth Edition)

Publisher: Cambridge University Press



Final Term Curriculum **Subject: Computer** Class: VIII Session: 2024-25

Month	August-September	October	November	December	
Content	Communication Technology Computer Malware	Computer Malware Website Designing: Tables	Social Networking and Being Cyber Smart Coding: Python	Coding : Python Play with Google Apps	
	Students will be able to:	Students will be able to:	Students will be able to:	Students will be able to:	
Learning Outcomes	 Comprehend network and types of network. Classify different network devices. Explain network topology and its types. Comprehend malware and its impacts. Understand various terms like Virus, Worms, Spyware, and Trojanhorse. 	 Understand the terminology related to computer VIRUS. Comprehend table and attributes of table. Create tables in HTML. Apply border and table properties in HTML documents. Apply different formatting to the table. 	 Explain Social Networking and its Pros and Cons Differentiate types of cybercrimes. Understand Python conditional statements and iterative statements. 	 Create Python code using ifelse and while loop. Comprehend Google suit and its uses. Illustrate the use of Google drive, Google docs, Google slides, Google sheet. 	
Skills	Knowledge and Understanding.	Knowledge, Understanding and Application.	Knowledge, Understanding, Application and Analysis.	Knowledge, Understanding, Application and Analysis.	
Software	_	Notepad, Web Browser	Python	Python, GIMP	
Competency Skills Based Activity / Experiential Learning	Students will recognize the networking cables and devices.	Group Discussion on various types of computer virus.	Create a program to find whether a number is odd or even.	Create Python script using conditional programming. Create a file in Google drive and share it with your friend.	
Art Integration	English, Math, Social Science				

Assessment: Class response, Class Test and Practical Work.

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