

SYLLABUS INDICATOR AND EXAM PORTION
CBSE – 2024-25

Subject: Computer

Grade: III

PHASE 1			
Ch. No.	Chapter Name	Subtopics	PT1 Portion Total Marks: 20 Duration: 45 minutes
1	Computer System And Its Working	<ul style="list-style-type: none"> • Parts of a computer system • Working of the computer • Characteristics of computers 	<ul style="list-style-type: none"> • Parts of a computer system • Working of the computer • Characteristics of computers
2	Hardware And Software	<ul style="list-style-type: none"> • Hardware • Software • How do hardware and software help each other? 	<ul style="list-style-type: none"> • Hardware • Software • How do hardware and software help each other?
3	Operating System: Windows 10	<ul style="list-style-type: none"> • Operating system • Windows 10 • Working on desktop screen • Starting an app 	<ul style="list-style-type: none"> • Operating system • Windows 10 • Working on desktop screen • Starting an app

PHASE 2			
Ch. No.	Chapter Name	Subtopics	HYE Portion (Theory) Total Marks: 25 Duration: 45 minutes
4	Fun With Paint	<ul style="list-style-type: none"> • Paint • Starting Paint • Components of Paint window • Using different tools in Paint • Saving the work 	<ul style="list-style-type: none"> • Paint • Starting Paint • Components of Paint window • Using different tools in Paint • Saving the work
5	Stygz - An Introduction	<ul style="list-style-type: none"> • Introduction to Stygz • Download and Install Stygz • The Stygz Interface • Creating a new document • Creating an Animation in Stygz • Saving an animation • Exporting an animation 	<ul style="list-style-type: none"> • Introduction to Stygz • Download and Install Stygz • The Stygz Interface • Creating a new document • Creating an Animation in Stygz • Saving an animation • Exporting an animation

Ch. No.	Chapter Name	Subtopics	HYE Portion (Practical)	
			Total Marks: 25	Duration: 45 minutes
4	Fun With Paint	<ul style="list-style-type: none"> • Paint • Starting Paint • Components of Paint window • Using different tools in Paint • Saving the work 	<ul style="list-style-type: none"> • Using different tools in Paint • Saving the work 	
5	Stygz - An Introduction	<ul style="list-style-type: none"> • Introduction to Stygz • Download and Install Stygz • The Stygz Interface • Creating a new document • Creating an Animation in Stygz • Saving an animation • Exporting an animation 	<ul style="list-style-type: none"> • Creating a new document • Creating an Animation in Stygz • Saving an animation • Exporting an animation 	

PHASE 3				
Ch. No.	Chapter Name	Subtopics	PT2 Portion	
			Total Marks: 20	Duration: 45 minutes
6	Word Processor (Word 2016)	<ul style="list-style-type: none"> • Word Processor • Types of Word Processors • Microsoft Word 2016 • Starting Word 2016 • Components of Word Window 	<ul style="list-style-type: none"> • Word Processor • Types of Word Processors • Microsoft Word 2016 • Starting Word 2016 • Components of Word Window 	
7	Using Word 2016	<ul style="list-style-type: none"> • Creating a document • Entering text in a document • Selecting text in a document • Formatting a document • Saving a document • Opening a saved document • Closing a document 	<ul style="list-style-type: none"> • Creating a document • Entering text in a document • Selecting text in a document • Formatting a document • Saving a document • Opening a saved document • Closing a document 	
8	Internet: An Introduction	<ul style="list-style-type: none"> • The Internet • Uses of the Internet • Few famous Internet terms 	<ul style="list-style-type: none"> • The Internet • Uses of the Internet • Few famous Internet terms 	

PHASE 4			
Ch. No.	Chapter Name	Subtopics	YE Portion (Theory)
			Total Marks: 25 Duration: 45 minutes
9	Basics Of Coding: Algorithm And Sequence	<ul style="list-style-type: none"> • Algorithm • Sequence • Branching • Abstraction 	<ul style="list-style-type: none"> • Algorithm • Sequence • Branching • Abstraction
10	Coding: Introduction To Scratch	<ul style="list-style-type: none"> • Starting Scratch • Scratch Interface • Working with Sprites • Working with Backdrops • Using scripts from blocks • Saving a Project • Opening a Project 	<ul style="list-style-type: none"> • Starting Scratch • Scratch Interface • Working with Sprites • Working with Backdrops • Using scripts from blocks • Saving a Project • Opening a Project

Ch. No.	Chapter Name	Subtopics	YE Portion (Practical)
			Total Marks: 25 Duration: 45 minutes
7	Using Word 2016	<ul style="list-style-type: none"> • Creating a document • Entering text in a document • Selecting text in a document • Formatting a document • Saving a document • Opening a saved document • Closing a document 	<ul style="list-style-type: none"> • Creating a document • Entering text in a document • Selecting text in a document • Formatting a document • Saving a document • Opening a saved document • Closing a document
10	Coding: Introduction To Scratch	<ul style="list-style-type: none"> • Starting Scratch • Scratch Interface • Working with Sprites • Working with Backdrops • Using scripts from blocks • Saving a Project • Opening a Project 	<ul style="list-style-type: none"> • Starting Scratch • Working with Sprites • Working with Backdrops • Using scripts from blocks • Saving a Project • Opening a Project

***Note:** From AY 24–25, practical assessments will be conducted, twice a year at the end of each term, for Computers. The practicals will be based on the selected topics of each term.