



CHRIST SCHOOL
Bengaluru - 560029

PROGRAMME OF WORK FOR THE YEAR -2019-20

SUBJECT: COMPUTER SCIENCE

GRADE : III

Total No. of chapters 09

Formative Assessment 1

Chapter -1

A Computer System

- A computer system
- Hardware
- Other hardware devices
- Software
- Working of a computer

Formative Assessment 2

Chapter -2

Understanding Windows

- Introduction to windows
- User Interface

Chapter -3

More on Tux Paint

- Various tools of Tux paint
- Applying effect
- Real Rainbow, Noise ,Smudge

Summative Assessment – 1

Chapter -1:

A Computer System

Chapter -2:

Understanding Windows

Chapter -3:

More on Tux Paint

Chapter -4

Word Processor

- Starting MS Word 2010
- Entering the Text
- Selecting and Editing the Text
- Using Undo and Redo Commands
- Checking spelling and grammar
- Using thesaurus

Formative Assessment 3

Chapter - 5:

Formatting a Document

- Changing the font type
- Applying Bold, Italic and Underline
- Changing Text Alignment
- Changing Text Colour
- Changing Text Case
- Changing Line Spacing
- Creating Bullets and Numbered List
- Applying Border and shading
- Applying Drop cap

Chapter -6:

Introduction to Scratch

- Scratch- A simple language
- Starting Scratch
- Main Components of Scratch
- Moving a Sprite
- Drawing a colourful circle
- Making a duplicate copy of sprite
- Saving a scratch project
- Opening a saved project

Formative Assessment - 4

Chapter -7:

Simple Movement of Sprite

- Creating a New Project
- Changing the appearance of sprite
- How to make a sprite say something?
- Repeating Actions
- Adding Sound

Chapter 8:

The Internet-An Introduction

- Uses of the Internet
- Advantages and Disadvantages of the Internet
- Basic Terminology
- Opening a web page
- Responsibilities of a Good Digital Citizen
- Flipping the picture
- Resizing/Skewing the Picture
- Zooming the Picture
- Different File Formats Supported By Paint
- Saving a File in a Different Format

Summative Assessment - 2

Chapter - 5:	Formatting a Document
Chapter -6:	Introduction to Scratch
Chapter -7:	Simple Movement of Sprite
Chapter -8:	The Internet-An Introduction
Chapter -9	Fun With Paint

- Drawing Different Shapes
- Callout Shapes
- Using Colour Picker Tool
- Modifying a picture
- Selecting a Picture
- Moving an Object
- Copying an Object

