

List of Practical/ Activities in Computer Science

TERM I

Class - I

Class	April	May	July	August
I	Demonstration of few interesting activities. Such as: listening to music, drawing pictures.	Demonstration of some more applications of interest. Such as: watching videos, simple games.	Knowing parts of a computer- analogy with the human body.	General carefulness, including power switch on/off

Learning Outcomes:

Students will become familiar with the machine-computer. They will learn about different parts of the computer. They will be able to switch on/off a computer.

TERM II

Class	October	November	December	January
I	Motion of a cursor and positioning the mouse pointer. Activity: Pointing to icons and photographs.	Operating a keyboard: letters and Enter key.	MS Paint- Creating a circle and a square.	Open a game and play it.

Learning Outcomes:

Students will be able to use a mouse and a keyboard. They will be able to point, click using a mouse. Students will become familiar with alphabets and numeric keys.