RUBY PARK PUBLIC SCHOOL

SYLLABUS FOR THE ACADEMIC SESSION 2022-23

Subject – Computer

CLASS - IX

Month	Unit	Topic	Sub-Topic
April	1.	Computer Fundamentals	Types of computers Applications of computers.
	2.	Operating Systems	Understanding Kernel Identifying File Systems.
	3.	Computer Software	Types of Software Language Processor.
	4.	Basics of Networking	Identifying Network Devices And Protocols Different Transmission Medias.
May	5.	Introduction to the Internet	Internet Technologies Cloud Computing.
June		Revision & Periodic Test 1	
	6.	Basics of Multimedia	Animation Identifying Various Multimedia File Formats.
July	7.	Basics of App Development	App Creation Process Different Types Of App.
	8.	Safe Web Browsing	Identity Protection Usage of Passwords.
	9.	Cyber Security	Handling Cyber Crimes
	10.	Java - A Cup of Coffee	Introduction to OOPs Concepts, Java Programming, Creating a Basic Java Program using Class and main() function, Compiling and Executing the program.
August	11.	Storing and Operating on	Variables and Data Types using user defined

		Data	functions, Introduction to Operators, Using Arithmetic Operators, Using Relational Operators.
	12.	Using Conditional Constructs	Using If...Else Constructs , Using If...Else If , Using Logical Operators.
		Periodic Test 2	
September	13.	Programming Using Loops	Importance of Loops , Types of loops - While, Do While & For, Difference between While and Do While Loops , Java Program to use While Loop, Do While Loop, For Loop, Arrays.
	14.	Creating Calculator Using Java	Revisiting Operators, Conditional Constructs, and Loops, Functions, Exception Handling.
	15.	Enhancing Calculator	Inheritance, Function Overloading
	16.	Working with Applet	Life cycle of Java Applets , Sample output to demonstrate Applets, An Applet program to display a string using drawString() method.
October	17.	More on Applet	Applet Program to use Font class and setting background colours, Applet program to draw Shapes using drawLine, drawRect and drawOval functions.
November	18.	Learning Scratch	Scratch programming that enables to create animation, stories, game & music, How to share online scratch project , How to avoid complex code , Script can be created by dragging the blocks , Repeats blocks to repeat instructions for required number of times.
		Periodic Test 3	
December	19.	More About Scratch	Move the scratch mascot to the desired point, How to modify pen block features.
	20.	Word Processor	Basic Editing And Formatting Bulleted and Numbered Lists.
January	21.	Well-Formatted Documents	Inserting Table , Adding Cover Page.
	22.	Creating and Sending Invitations	Drawing Objects and Mathematical Symbols, Using Mail Merge.
	23.	Basics of Presentation	Creating the Base Presentation , Changing the Visual Appearance.
	24.	Effective Presentations	Applying Custom Animations Using Motion Paths,

		Preparing to Present.
25.	Storing Data Efficiently	Formatting Cell Data, Formatting Numbers and Date Values.
26.	Exploring Excel Formulas	Performing Simple Calculations, Performing Complex Calculations.
27.	Using Functions	Using Functions to Perform Basic Calculations, Using Functions to Analyze Data
28.	Data Analysis And Representation	Applying Conditional Formatting, Analyzing and Presenting Data
29.	Special Coverage Artificial Intelligence	To know about the term Artificial Intelligence (AI) To identify and appreciate Artificial Intelligence (AI), To describe its applications in life. Relate, apply and reflect on the Human-Machine Interactions through AI Games. To identify and interact with the three domains of AI: Data, Computer Vision and Natural Language Processing
30.	Special Coverage Artificial Intelligence	Video Session on Smart Cities, Smart Schools, Writing Interactive Story on the floor plan of Smart School by using Story Speaker extension in Google docs.
February	Revision & Annual	