

ANNUAL PLAN

MONTH	MAIN CONTENT/CHAPTERS	ACTIVITIES
APRIL 2024	NETWORK COMMUNICATION AND MOBILE OS 1.COMPUTER NETWORK AND ITS COMPONENTS 2. TYPES OF NETWORK 3. NETWORK TOPOLOGY AND ITS TYPES 4. TYPES OF TRANSMISSION CHANNELS 5. MOBILE OPERATING SYSTEMS AND ITS TYPES	PREPARE A CHART MENTIONING LATEST DEVICES WHICH USE THAT PARTICULAR SYSTEM AND THE IMPORTANT FEATURES OF THE OPERATING SYSTEM.
JUNE 2024	CREATING TABLES IN MS WORD 2010 1. CREATING TABLES IN MS WORD 2010 2. MODIFYING TABLES IN MS WORD 2010 3. TABLE STYLES 4. APPLYING BORDERS AND SHADINGS	MAKE YOUR WEEKLY CLASS TIMETABLE IN MS WORD 2010 AND APPLY FORMATTING TO IT
JULY 2024	ADVANCED FEATURES MS EXCEL 2010 1. CELL REFERENCE 2. SORTING DATA 3. FILTERING LIST 4. CONDITIONAL FORMATTING 5. CREATING CHARTS 6. IMPORTING DATA	CREATE AN EXCEL SPREADSHEET TO RECORD THE DETAILS OF INTER-HOUSE COMPETITIONS IN YOUR SCHOOL
AUGUST 2024	INTRODUCTION TO PROGRAMMING 1. PROGRAMMING LANGUAGE 2. GENERATIONS OF PROGRAMMING LANGUAGES	BASIC, JAVA, C++, AND PYTHON ARE A FEW THIRD GENERATION LANGUAGES. THEIR IMPORTANT FEATURES,

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	3. COMPUTER LANGUAGE TRANSLATORS 4. IMPORTANT TERMS AND DEFINITIONS MORE ON SCRATCH 1. USING PEN BLOCK 2. LOOPING BLOCKS IN THE CONTROL BLOCK	INSERT A NEW SPRITE WITH CLAPPING HANDS. USE LOOPS TO MAKE THE HANDS CLAP. ADD SOUND OF CLAPPING AND SAVE THE PROJECT ONGOING CO-SCHOLASTIC SUBMISSION
SEPTEMBER 2024	STATEMENTS QB64 – PROGRAMMING INTRODUCTION	
OCTOBER 2024	STATEMENTS QB64 – PROGRAMMING 1. FOR ... NEXT 2. DO WHILE ... LOOP 3. DO UNTIL ... LOOP	WRITE A CODE TO MAKE A MENU DRIVEN PROGRAM WHICH PERFORMS THE FOLLOWING TASKS BASED ON THE CHOICE OF INPUT BY THE USER. NUMBER MANIPULATION: 1. DISPLAY THE TABLE OF A NUMBER. 2. DISPLAY THE NUMBER IN REVERSE ORDER
NOVEMBER 2024	STATEMENTS QB64 – PROGRAMMING 4. WHILE ... WEND 5. EXIT COMMAND QB64 – GRAPHICS AND SOUND 1. GRAPHICS IN QB64 2. SOUND EFFECTS IN QB64	WRITE A CODE TO MAKE A MENU DRIVEN PROGRAM WHICH PERFORMS THE FOLLOWING TASKS BASED ON THE CHOICE OF INPUT BY THE USER. 3. DISPLAY THE FIBONACCI SERIES. 4. EXIT FROM MENU DRAW FACES OF ANY 3 SMILEYS USING THE GRAPHICS COMMAND
DECEMBER 2024	INTRODUCTION TO HTML 1. HTML AND HTML EDITOR	CREATE A WEBPAGE ABOUT ALL THE ACTIVITIES THAT TOOK PLACE IN YOUR SCHOOL ADD IMAGES, TEXT,

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	2. HTML TAGS AND THEIR ELEMENTS 3. STRUCTURE OF AN HTML DOCUMENT 4. IMPORTANT HTML TAGS LIKE HEADING, <P>, AND <NOBR> 5. FORMATTING TAGS LIKE , <I> AND <U>, <STRIKE>, <SUB>, <SUP> AND <CENTER>	HYPERLINK TO THIS WEBPAGE
JANUARY 2025	INTRODUCTION TO HTML 6. HORIZONTAL RULE TAG <HR> WITH ATTRIBUTE 7. COMMENT TAG 8. INSERTING IMAGES 9. HYPERLINKS IN HTML	CREATE A WEBPAGE ABOUT ALL THE ACTIVITIES THAT TOOK PLACE IN YOUR SCHOOL ADD IMAGES, TEXT, HYPERLINK TO THIS WEBPAGE
FEBRUARY 2025	ELEMENTARY HTML 1. CREATING LISTS 2. UNORDERED LISTS 3. ORDERED LISTS 4. DESCRIPTION LISTS 5. NESTED LISTS 6. INSERTING TABLES 7. CHANGING TEXT TYPE, COLOUR AND SIZE 8. HOW TO ADJUST PAGE MARGINS	CREATE A TABLE FOR MY SCRAPBOOK USING VARIOUS TABLE TAGS ONGOING CO-SCHOLASTIC SUBMISSION