DEDUCTED PORTION

COMPUTER APPLICATION
Code - 165

CLASS IX

Unit 4: Scratch or Python

Alternative 1:

 Educational programming language – Scratch

• Introduction to Scratch.

• Drag and drop commands, creating simple scripts, repeating blocks of commands.

• Discuss x-y plane, create scripts to move the cat (Scratch mascot).

 • Create a script to draw diagrams using the pen feature. OR

Alternative 2: Python .

• Programming Basics : Algorithms and Flowcharts

 • Characteristics of a good program

• Introduction to Python

• A simple "Hello World" program

 • Running a Python program

☐ In the same sequence, Python programs removed from the Practical syllabus of 9th and 10th Class.

CLASS X

Unit 4: Scratch or Python (Theory and Practical)

Alternative 1: Scratch

 • Revision of the basics of Scratch

• Sprite, tempo, variables, and events

• Coordinates and conditionals

 • Drawing with iteration

• Update variables repeatedly, iterative development, ask and answer blocks

 • Create games, animated images, stories and songs

 OR Alternative 2: Python

 • Revision of Python basics

• Conditionals: if, if-else statements

 • Loops: for, while (e.g., sum of first 10 natural numbers)

 • Practice simple programs