

Class : 9

Time: 1 Hour 30 Minutes

Full Marks:50

Unit	Type of Questions	Q.No	Area	No.of Questions	Marks
1. & 2.	Subjective	<b>Group A (Computer Fundamentals)-22 Marks</b>			
		1.a.	Introduction to Computer	1×2	2
		1.b	Types of computer	1×2	2
		1.c	Computer System	1×2	2
		1.d	Computer Hardware	1×2	2
		1.e	Computer System	1×2	2
		1.f	Working with Graphics	1×2	2
	Objectives	3	Matching	4×0.5	2
		4	Multiple choice	4×0.5	2
		5	True & False	4×0.5	2
		6	Technical terms	4×0.5	2
		7	Full Forms (From the below Chapter)	4×0.5	2
			Introduction to computer; Types of computer; Computer System; Computer Hardware; Computer System; Working with graphics)		2
3.	Subjective	<b>Group B (Internet &amp; Web Technology)-12 Marks</b>			
		8.(a,b)	Internet Technology	2×2	4
		9.a	HTML Tags (Functions)	4×0.5	2
		9.b	CSS Commands	4×0.5	2
	Objective	10.a	Multiple choice/True and False	4×0.5	2
		10.b	Technical terms/Matching	4×0.5	2
4.	Subjective	<b>Group C (Computer Programming)-16 Marks</b>			
		11.	Conceptual questions	2×1	2
		(a,b,c)	Function and use of QBASIC	2×1	2
		12	statement/Functions	1×2	2
		13	Algorithm and flowchart	1×2	2
		14	Debug a program	1×2	2
		15.(a,b)	Output of the given program code Write QBASIC program	1×2	6
			<b>Total</b>	<b>53</b>	<b>50</b>

### PRACTICAL ASSESSMENT

Time: 1 Hour 30 Minutes

Full Marks:50

Unit	Group/Area	Topics	No of Questions	Marks
2	Working with Graphics	Design a graphics/Edit a photo(s).	1×5	5
3	Internet & Web Technology	Create a web-page using HTML & CSS	1×10	10
4	Computer Programming	Write a sequential program	1×2	2
		Write a program( Selection)	1×2	2
		Write a program( iteration)	1×2	2
		Write a program( library function)	1×2	2
		Write a program( array)	1×2	2
		Total	7	25

### PROJECT WORK

Full Marks:50

Unit	Group/Area	Marks
2	Working with Graphics	5
3	Internet & Web Technology	10
4	Computer Programming	10

**SYLLABUS-2080**  
**First Term Examination**

**Computer**

**Grade: 9**

S.No	Topics	Periods	Teaching methods	Teaching materials	Evaluation techniques & tools	Remarks
1	<b>Computer Fundamentals</b> Introduction to Computer Working principle of computer Features of Computer Capabilities/Limitations of Computer Advantages/Disadvantages of Computer Application areas of computer	10	Explanation Discussion, Drawing	References books pictures devices	Home works ,Unit test, Viva and drawings.	
2	<b>Computer System(Basic Architecture)</b> Introduction Components of Computer System	5	Explanation, Discussion	References books pictures devices	Home works ,Unit test, Viva and Drawings	
3	<b>General Concept of Computer Programming</b> Introduction Qualities of Good Program Programming and Programmer Programming Language Language translator Program design tools System Development life cycle	10	Explanation, Discussion and Practical Lab	References books and computer system	Home works ,Unit test, Viva .	
4	<b>Programming in Qbasic</b> Introduction Features of Qbasic programming Qbasic Editor/Interface/Character set and Keyword Data types ,constant and variable Operators /Operands and Expressions Program statements: Declaration, assignments, input/output, control statements Control Statements Branching-conditional-go to Unconditional-If..then, Select case	15	Explanation, Discussion and Practical Lab	References books and computer system	Home works ,Unit test, Viva and Practical test And Practical file	
	Revision	2	Discussion	Question Collection	viva	
		42				

**For Practical exam**

Time: 1hrs

F.M =25

P.M=10

S.No	Group/Area	Topic	No of questions	Marks
1	Qbasic(25 marks)	Sequential Program	1+1+1	5x3
		Conditional and Unconditional program	1+1	5+5
		Total	5	25

## Mid- Terminal Examination

S.No	Topics	Per iods	Teaching methods	Teaching materials	Evaluation techniques & tools	Rem arks
5	<b>Computer Hardware</b> Introduction Types of computer hardware Input devices/Output devices	7	Explanation Discussion, Drawing	References books pictures devices	Home works ,Unit test, Viva and drawings.	
6	<b>Computer Software</b> Introduction Types of Computer Software System Software Types of OS Language processor, Utility Software Introduction to open source software An introduction to desktop and web apps	14	Explanation Discussion, Drawing.	References books pictures devices	Home works ,Unit test, Viva and drawings.	
7	<b>HTML</b> Introduction Uses of HTML Advantages/Disadvantages of HTML Creating/saving HTML document Comments in HTML Character Formatting Creating links, Inserting images, working with tables, working with forms, Different types of tags such as <P>,<IMG>,<A>,<Table>,<OL>,< UL>, <marquee>	16	Explanation Discussion, Computer System	References books pictures devices	Home works, Unit test, Viva and drawings.	
8	<b>Cascading style sheets</b> Introduction Advantages of using CSS Types of CSS CSS syntax CSS measurement units	8	Explanation Discussion, and Practical	References books pictures devices	Home works, Unit test, Viva and drawings.	
	<b>Revision</b>	7	Discussion	Question Collection	VIVA	
		52				

## For Practical exam

Time: 1hrs

F.M =25

P.M=10

S.No	Group/Area	Topic	No of questions	Marks
1	HTML(15 marks)	Structure of HTML page	1	3
		Formatting/inserting text , image, table, order and unordered list	1+1+1+1	4+4+4+4
2	CSS(10 marks)	Set background color Format HTML with style information Add decoration Set font ,set border	1+1	4+2
		Total	7	25

**SYLLABUS-2080**  
**Second Terminal Examination**

**Computer**

**Grade: 9**

S.No	Topics	Periods	Teaching methods	Teaching materials	Evaluation techniques & tools	Remarks
9	<b>The Internet</b> Introduction History, services of Internet Web browser, search engine, Upload, download web server, URL, home page, web page, Website DNS IOT Cloud computing Uses of Internet Positive and negative impacts of internet Internet related terminology	18	Explanation Discussion.	References books pictures devices	Home works, Unit test, Viva and drawings.	
10	<b>Working with graphics</b> Introduction Different graphics format Image size resolution Graphics Editing Changing the size and format text and selection tool Cropping images	12	Explanation Discussion, Practical Lab	References books pictures devices	Home works, Unit test, Viva and drawings.	
11	<b>Qbasic</b> Function: User defined function & library function Numeric Function-ABS, ATN, COS, CSNG, FIX, INT, LOG SIN, SQR, TAN String Function-ASC, CHR\$, HEX\$, LEN, LEFT\$, MID\$, LTRIM\$, SPACES\$, STRING\$, VAL Special function and statements- INKEY\$, INPUT\$, TAB, SPC, LOCATE, SWAP, TIME\$, DATE\$	20	Explanation Discussion and Practical Lab.	References books and Computer System.	Home works, Unit test, Viva and drawings.	
	<b>Revision</b>	10	Discussion	Question collection	viva	
		60				

For Practical exam

Time: 1hrs

F.M =25

P.M=10

S.No	Group/Area	Topic	No of questions	Marks
1	Working with graphics (3 marks)	Opening Image, crop tool, Change Image size, changing the image format	1	3
2	HTML (12 marks)	Structure of HTML page Formatting/Inserting Text image, table, order and unordered , forms	1+1+1	4+4+4
3	Qbasic (10 marks)	Looping Structure Conditional and Unconditional program(library function)	1+1	5+5
		Total	6	25

**SYLLABUS-2080**  
**Annual Examination**

**Computer**

**Grade: 9**

S.No	Topics	Periods	Teaching methods	Teaching materials	Evaluation techniques & tools	Remarks
12	<b>Types of Computer</b> Introduction Types :on the basis of working principle Types: on the basis of size	12	Explanation Discussion, Drawing	References books pictures devices	Home works, Unit test, Viva and drawings.	
13	<b>Arrays in Qbasic</b> Introduction, declaration, option base types of array-single dimension and double dimension, sorting, searching Modular programming	18	Explanation Discussion, Practical lab.	References books pictures devices	Home works, Unit test, Viva and practical lab test.	
	Application module, procedure/function, types of function and procedure					
14	Project Work	13	Discussion practical lab	Computer System Projects Reference	Practical and VIVA	
	Revision	10	Question Collection, Students Question	Viva		
		53				

**For Practical exam**

**Time: 1hrs**

**F.M =25**

**P.M=10**

S.No	Group/Area	Topic	No of questions	Marks
1	Working with Graphics (3 marks)	Opening Image, crop tool, Change Image size, changing the image format	1	3
2	HTML (10 marks)	Structure of HTML page	1	2
		Formatting/inserting text, image, table, order and unordered list	1	5
3	CSS (2marks)	Set background color Format HTML with style information Add decoration, Set font	1	5
4	Qbasic (10 marks)	Looping Structure Conditional and Unconditional program(library function)	1+1	2+4
		ARRAY	1	4
		Total	7	25