

Introduce slide show as full screen view of the presentation.

Show to the students the method of viewing a slide show.

Tell the students how to:

- Save a presentation
- Exit MS PowerPoint 2010

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. What is MS PowerPoint 2010?

Q. Define Title Bar / Status Bar.

Q. What do you mean by Ribbon / Placeholder?

Q. What is a slide in a presentation?

Q. Which key is pressed to delete a selected placeholder?

Q. What are the various ways in which a slide show can be started?

Q. What are the steps to exit MS PowerPoint 2010?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 63, 64 and 65 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 65 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Fun in Lab given on Page 66 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to create a presentation on 'The Cartoon Character I Like The Most'.

7. LOGO Commands

Teaching Objectives

Students will learn about

- Repeat command
- Polygons
- Pen Commands – PU, PD, PE and PPT
- Maths with LOGO

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that LOGO is a programming language used to draw shapes and figures.

Show them that the turtle moves according to commands given.

Demonstrate the steps to draw a square using FD and RT commands.

Explain to them that same result can be obtained by using REPEAT command.

Familiarize the students with the concept and types of polygons.

Demonstrate drawing of regular (equal sided) polygons with the help of REPEAT command.

Show them that curves and circles can also be made in LOGO using REPEAT command.

Write the syntax and use of PEN commands like:

- PENUP (PU)
- PENDOWN (PD)
- PENERASE (PE)
- PENPAINT (PPT)

Demonstrate how different drawings can be made by combining the use of various PEN commands.

Explain how mathematical operations of addition, subtraction, multiplication and division can be used in LOGO and result obtained with the help of PRINT command.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. What is the use of LOGO?

Q. What is turtle?

Q. What acts like pen of LOGO?

Q. Why and when do we need to use REPEAT command?

Q. What are Polygons?

Q. Name some common types of polygons along with the number of sides they have.

Q. What is the formula for calculating how much should the turtle turn while drawing a polygon?

Q. What are the various PEN commands used in LOGO?

Q. What is the syntax and use of these commands?

- PENUP
- PENDOWN
- PENPAINT
- PENERASE

Q. What are the various mathematical operations that can be done in LOGO?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 73 and 74 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 75 of the main course book. Help the students to solve these questions.

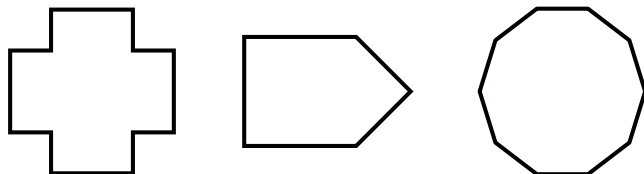
In Creative Assignment, activities like Fun in Lab given on Page 75 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.



Encourage the students to do project work given on Page 102 of the main course book.

Suggested Activity

Ask the students to draw these shapes in LOGO.



8. Introduction to Internet

Teaching Objectives

Students will learn about

- ☞ Uses of internet
- ☞ Requirements for an internet connection
- ☞ Internet terms
- ☞ Internet Explorer

Teaching Plan

Number of periods: 2

While teaching this chapter, tell the students that a computer network is a connection between two or more computers.

Introduce Internet as a network in which millions of computers are connected to each other to share information and in an abbreviation of International Network.

Explain to the students the various uses of internet.

Share with the students the various requirements for an internet connection covering computer, telephone/cable line, modem/network card, software and company providing the connection.

Introduce the students to common internet terms like Website (collection of related web pages), Web Page (electronic page on a website), Home Page (main or first page of website), World Wide Web (largest collection of websites) and Web Browser (software to open websites).

Familiarize the students with the most common web browser, Internet Explorer and its components covering Title Bar, Menu Bar, Toolbar and Address Bar.

Make the students understand the use of common tools on the toolbar covering Back, Forward, Refresh and Stop buttons.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. What is a computer network?

Q. What is internet?