

# CHOITHRAM SCHOOL, MANIK BAGH, INDORE

## ANNUAL CURRICULUM PLAN SESSION 2017 – 2018

**CLASS: XI**

**SUBJECT:COMPUTER SCIENCE**

Month	Theme/ Sub-theme	Learning Objectives		Activities &Resources	Expected Learning Outcomes	Assessment
		Subject Specific (Content Based)	Behavioral (Application based)			
June	<b>Theme :</b> Object oriented programming, Getting started with C++ and data handling <b>Sub Theme :</b> Introduction to languages, Compiler, interpreter, Classes and Objects, Inheritance, Abstraction Encapsulation, Polymorphism, Keywords, literals, Identifiers, Character Set , Operators and Concepts of Data types: Constants, Access modifiers, Variables, Assignment Statements, Arithmetic,	1. Student able to understand the concepts of Object Oriented 2. Understanding identifiers , data types and their storage 3. Getting acquainted with its features like functions, header files, and operator. 4. Usage of operators 5. Concept of type casting	1. Step wise approach for any problem solving 2. Developing an algorithm for every task to be performed. 3. Approach of reaching to the outcome by initiating the task	1. Introductory programs for understanding the syntax of the language 2. Programs related to different data type storage 3. Program using different header files 4. Programs using different operators and designing calculator and entry programs	1. The students will be able to use the logical approach for problem solving 2. Learning the basic syntax of the language and its need 3. Different tools students can use for logical approach 4. Can easily write programs using syntax. 5. Getting used to a machine oriented language. 6.	Assignment based and performance in the practical's

	Logical, Relational, Unary, Increment and decrement Ternary Operators, Type Casting.					
<b>July+August</b>	<b>Theme:</b> Flow of Control <b>Sub Theme :</b> Introduction, Statements, Compound Statements, Selection, Iteration statements , Jump	1. Explanation about Program Flow, statements used and its types. 2. Student able to understand the Flow of program 3. Students will be able to use selection statements such as if – else and switch case 4. Students will be able to use different loops such as For, while , do -while	1. Students will be able to use selection procedure in their daily life i.e. yes or no 2. The right condition selection according to the situation and apply in their behaviour 3. Students will be process multiple execution of tasks and how to use conditioned iteration.	1. Program related to selection statements 2. Programs related to iteration in real time processes.	1. The students will be able to use selection statements and loops in their programs to make the programs efficient and effective. 2. The students can use the logical approach of selection and iteration in their daily processes to perform better easily.	Assignment based and performance in the practical's
<b>September + October</b>	<b>Theme:</b> Standard Library Functions and UDF's <b>Sub Theme :</b> Introduction, C++ Header Files, Character and string related functions, Mathematical Functions User Defined Functions Function Definition,	Students will understand the concept of functions and sub routines Students will be able to write the sub routines the syntax Will understand the difference of built in functions and UDF's	1. Students will develop the skill of reusability 2. They will understand the effectiveness of modulation and the length of a task 3. Modular task conduction according to requirement usability of resources	1. Programs using built in functions 2. Programs development and designing of sub routines for mathematical processes where they have such as factorial , series , induction programs 3. Programs using access methods for built in functions such as power , trigonometrical functions , and user defined functions	1. Students will be able to use and differentiate between built in functions and user defined functions. 2. Students will develop the skill of designing modules and break the tasks in parts for effective usage. 3. Students will be able to develop skills of reusability of resources and modulation of tasks.	Assignment based and performance in the practical's

	Prototype, Call by value, Call by reference, Constant Argument, Returning Function Statement.					
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