

CHOITHRAM SCHOOL, MANIK BAGH, INDORE

ANNUAL CURRICULUM PLAN SESSION 2017 – 2018

CLASS: XII

SUBJECT: MULTIMEDIA AND WEB TECHNOLOGY

Month & Working Days	Theme/ Sub-theme	Learning Objectives		Activities & Resources	Expected Learning Outcomes	Assessment
		Subject Specific (Content Based)	Behavioral (Application based)			
April + June + July	Web page development + PHP	<ol style="list-style-type: none"> To make them understand to differentiate between client side and server side scripts. To enable them to develop the web content that is dynamic and interactive as opposed to hard code content. To enable them to understand the flow chart approach of problem solving. To make students aware about terms like constants, variables, operators and types of each term. To make them aware about expression and operators. To make them understand how to use BEDMAS rule to solve expression. To Make students understand about the global variable. To make them understand about the basic functions and syntax of server variable. To make them understand about database and managing the database through web interface. 	<ol style="list-style-type: none"> To make students how to analyze an event , its elements and its resulting action. To make students how to identify and correct mistakes, errors. To enable the students for making decision based on the result of comparisons To enable students to deal with situations based on conditions in real life. 	<ol style="list-style-type: none"> Discussion on the flow of actions of their daily life activity and preparing a flow chart. Designing the flow chart for basic mathematical operations. Designing calculator using HTML and PHP script Designing web page to print grade on the basis of marks obtained. Designing web page to convert units of temperature, height, weight and distance. Designing webpage to store session details. Designing a webpage to count the visitors Designing the web page to read/write the data from/to text file Designing the web page to store/retrieve the details from/ to student database 	<ol style="list-style-type: none"> Students will learn how to write server side script for a web page. Students will understand the difference between client side and server side scripting language. Students will understand the implementation of flowchart into algorithm. Student will learn how to write expression using variables and operators. Students will come to know about operator precedence and execution of nested expression. Students will come to know about global variables. Students will learn how to use text files to store the user data. Students will learn to use server variable to store session and maintain the visitor count on website. Students will understand about database connectivity and managing database using web interface. 	Assignment based and performance in the practical's

August	Introduction to DBMS	<ol style="list-style-type: none"> To make students aware about the data, database, DBMS. To make them able to design the database for any type of Application. To make them understand about how our data is stored and retrieved to/from database. To enable them to insert, delete, search information in/from to database. 	<ol style="list-style-type: none"> To make them able to understand and explain to others the functioning and use of different technologies in their daily life. To develop among students systematic and step by step approach. To make them able to think about the technological aspects of any system. 	<ol style="list-style-type: none"> Discussion on the database design of real time reservation systems, & social networking sites etc. Designing database of student information system. Designing database of Library management system. 	<ol style="list-style-type: none"> Students will learn about Database management system. They will come to know about the need and importance of database in software development. Students will learn to use different database tools like MS ACCESS & MySQL to design the database for their projects. 	Assignment based and performance in the practical's
September	Networking concepts	<ol style="list-style-type: none"> To make students aware about the meaning of the term Networking. To enable students to differentiate between types of Networking. To make students learn about Network components. To make students learn about the features of types of Network. To make students understand about Network Architecture. To make students understand about different networking protocols and services. 	<ol style="list-style-type: none"> To enable students to understand the importance and significance of Networking in daily life. To make students able to access a file from a shared drive. To enable students to protect data from access by unauthorized persons. To enable them to select suitable network media and device for their personal propose. 	<ol style="list-style-type: none"> Discussion about the term networking by giving real life examples like Mobile Network, Network of Banks and ATMs, Radio/Television Network, Internet, Network of malls, schools, hospitals. Designing the Network infrastructure diagram for Choithram School. Exercise based on network infrastructure. 	<ol style="list-style-type: none"> Students will learn about the computer networking concepts, types and the technology related to different transmission media. Students will come to know about the different network protocols and services. Students will learn to design the architecture of any type of network. Students will be able to design the cost effective network layouts. 	Assignment based and performance in the practical's
October	Network Security + Open Standards	<ol style="list-style-type: none"> To enable students to understand about the security threats and measures. To enable students to learn cyber laws, ethics and netiquettes. To make students aware about cyber crime and IT act.. To make them understand about protecting computer resources from Hacking and computer viruses. To enable them to indentify the benefits of using oss over proprietary 	<ol style="list-style-type: none"> To enable them to understand the cyber laws and cyber crime. To enable them to use internet ethically. To motivate students to use open source software instead of proprietary software. 	<ol style="list-style-type: none"> Discussion on basic security threats & security measures that should be taken on internet. Discussion on case study on victims of cyber crime. Name any five software that are freely available on internet. 	<ol style="list-style-type: none"> Students will understand about cyber security and safety measures. Students will come to know about cyber laws and Indian IT ACT. Students will come to know about how to protect computer from external threats. Students will come to know about the benefits of using OSS over proprietary software. 	Assignment based and performance in the practical's

		software.				
Novem ber	Multime dia and authorin g tools	<ol style="list-style-type: none"> 1. To make students aware about the application of the Flash software. 2. To introduce the flash workspace to students. 3. To enable students to use tools (Drawing, Coloring and selection tools) present in the tool panel. 4. To make students able to animate objects using frame by frame ,motion tween shape tween , guided motion and onion skin tool. 5. To enable students to export their graphic designing work in different formats and use it as banner on web interface. 	<ol style="list-style-type: none"> 1. To make students able to use this software in daily life for making animated video clips (funny + informative) and to design games. 2. To enhance their creativity and innovation . 	<ol style="list-style-type: none"> 1. Discussion on basics of multimedia and Animation 2. Graphic designing , advisement making, movie making 3. Designing flash document using frame by frame , guided motion, motion tween, shape tween and onion skin tool. 	<ol style="list-style-type: none"> 1. Students will come to know about the components of the flash workspace. 2. They will learn how to use various tools of the tool panel to draw, to fill color in the object and to select the entire or part of the drawn object. 3. They will learn to animate objects using different tweening technique. 4. Students will learn to export in different formats and use in web interface. 	Assignment based and performance in the practical's