



Unit Name and Number	Week No.	Content Headings	Key Sub-Topics / Context / Vocabulary	Projects / Graded Assignments	Question Style for Exam	Justification for Exam Content: Bloom's Taxonomy	Government Objectives
1 Know your computer	1	Components of computer Activities: identify different types of software in a computer.	input, processing, hardware, software, operating system, single, multi	n/a	Practical Test: Identifying parts of computer and its function.(Course work Score)	Apply	S2:O2.1:1. (To make students learn about the input-Process-output cycle, to make them understand the basic difference between hardware and software)
	2	Hardware and software Activities: Identifying hardware and software.	n/a	n/a	n/a	Apply	n/a
	3	Operating system Activities:	icons, start, taskbar, start menu, middle, shortcut, notification, gadget, window, maximise, minimise, restore, bar	n/a	n/a	Apply	n/a
2 Using Windows	4	Using windows Activities: Identifying parts of window	desktop, taskbar, shutdown, restart, sleep, hibernate	n/a	Practical Test Individual oral recitation about the parts of windows.	Apply Students must be able to demonstrate the use of spelling and grammar and changing case in a document.	n/a



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3 Paint Drawing Tools	5	Paint Activities: Identifying paint tools.	shapes, curves, tab, area, polygon, tool, closed, open, figure, outline, fill, edit, magnify, undo, redo	n/a	Practical Test: Draw something about nature (Coursework Score)	Apply Students must be able to find and replace wrong spelling words.	S2:O2.1:1. (To help students draw with the help of paint)
	6	Learning to use the colour group Activities:	color, croup, combination, apply, design	n/a	Practical Test	Apply Students must be able to use undo and redo icons.	n/a
	7	Learning to save Activities:	save, control	n/a	Practical Test	Apply	n/a
	8	Text Tools Activities:	text, tools, open, source	n/a	Practical Test	Apply Students must be able to review what they have learned.	S1.O1.1:2; S2:O2.1:1
4 Text in Paint	9	Text paint Activities: Typing text in paint	text, tool, opaque, height	n/a	Practical Test	Apply	S2:O2.1:1. (To build upon the knowledge of paint with the help of formatting tools)
	10						
	11	Midterm Test	n/a	n/a	n/a	n/a	n/a



**St. Joseph Rayong School
Course Outline**

1st Semester AEL 3 Curriculum - Computer (2018-19)

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	12	Text tab Activities:	text, tab, parts	n/a	Practical Test	Apply	S2:O2.1:1.
	13	Parts of the text tab Activities:		n/a	Practical Test	Apply	
5 Advance paint	14	Parts of home tab Activities:	cut, paste, zoom, show, hide, display, rotate, flip, resize, skew, aspect, ratio	n/a	Practical test: to draw and copy the butterfly on the drawing area (Coursework Score)	apply	n/a
	15	Options in view tab Activities:	n/a	n/a	n/a		
6 Introduction to tux paint	16	Tux paint Activities:	paint, brush, help. Select, rubber band, undo, redo, save, bother	n/a	n/a		S2:O2.1:1 To help students learn a new drawing software and its different tools
	17	Familiarization with the tux paint window Activities:		n/a	Practical test	Apply	n/a
	18	Learning to use some common tools in tux paint. Activities:		n/a	n/a		
	19	Project Lay-out Activities:	Lay-out making of favorite cartoon character				S1.O1.1:2, S2:2.1:1
	20	FINAL TEST Activities:	Draw and Paint their favorite cartoon character.				