



MAYO COLLEGE
Academic Curriculum - 2021-22
Subject – Computer
Class VIII

ASSESSMENT 1	ASSESSMENT 2	HALF YEARLY	PRE BOARDS
<ul style="list-style-type: none"> • Introduction To Photoshop • Computer Graphics Vector and Pixel Images • File formats-(PSD JPEG GIF PNG TIFF PSD) • Color Graphics(RGB CMYK INDEX Bitmap B/W) • Tool Move tool • Lasso, • Polygon Lasso • Magnetic Lasso • Magnetic Wand • Crop tool 	<ul style="list-style-type: none"> • Layer Basics Background Layer Marquee • Crop tool, Repossess tool • Puppet wrap • Pencil • Clone • Pattern Stamp • History Brush • Smudge and Blur Tool Color Replacement Tool Channel • Quick selection • Using Tools - Transform Pen, Freeform Pen Magnetic Pen Rectangle, Rounded Rectangle, Ellipse, Polygon, Path Selection 	<ul style="list-style-type: none"> • Layers • Direct Selection tool • Rasterize • Mask Type • Slicing, Slice Tool • To Create Slice, Selecting Slices, Saving, Slices, Slice Type Viewing Slices • Filters • Tools-Burn, Sponge, Dodge, Quick mask • Brush Stroke Filter • Distort Filter • Polar Coordinate, Shear • Noise Filter, Pixelate Filter • Foss (GIMP) Introduction • Toolbox Creating objects Special effects <p>Import file, Saving the file</p>	<ul style="list-style-type: none"> • Dreamweaver • Features of Dreamweaver • Structure of website • Basic Formatting of a webpage • List, Table, frame, form • Creating Your First Application • Creating Links, Anchor • Steps for developing • Applications Developing Simple Applications • Designing and Aligning the interface • Inserting Image, Page Properties • Common Methods • Home page design • Index Page Design Inserting Gif and Swf files Site Map • Designing a website(Project work)



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ASSESSMENT 1	ASSESSMENT 2	HALF YEARLY	FINALS
<ul style="list-style-type: none">• Introduction to Animation• Different types of Animation• Flip Book• Thaumatrope• Sand Animation	<ul style="list-style-type: none">• Tools Layer and Text• Using Text Tool• Setting Alignment,• Margins, Indents and Line Spacing	<ul style="list-style-type: none">• Introduction to Open Source,• Difference between open and proprietary and customized softwares. FOSS-(Alice)Introduction	<ul style="list-style-type: none">• Revising Flash• Shortcuts• ActionScript• About Action Script• About Events
<ul style="list-style-type: none">• Introduction to Flash• Adobe Flash Professional CS5.5• Minimum requirement• About Flash Stage• Timeline library• Default interface properties	<ul style="list-style-type: none">• Advance animation• Techniques• Working with Layers• Creating Layers and Folders Locking and Unlocking Of Layer• Motion Along a Path	<ul style="list-style-type: none">• User Interface• Initial display window• Menu-bar	<ul style="list-style-type: none">• Terminology in ActionScript• Controlling Frames and Scenes• Inbuilt Function Creating Custom Pointer Simple Line Drawing Tool Handling• Keyboard Events
<ul style="list-style-type: none">• Getting Started• Parts of Project Window• Toolbox, Study of different tools• Shortcuts• Animation Definition, Creating simple animation Classic Tweening• Creating Animation, Frame by Frame Animation• Types of Symbols, Creating Instances Library• Color and Transparency• Shape Tweening	<ul style="list-style-type: none">• Layer and Text About Guide• Layer Masking• Understanding Stroke and Fill• Color• Understanding Gradient• Working with Scenes	<ul style="list-style-type: none">• Control panel• Adding objects to the Scene• Basic objects Designing Concepts	<ul style="list-style-type: none">• Creating Geometrical Figures• Square• Ellipse• Triangle• Quadrilateral• Alphabets