Gripping Computer Science 1

Objectives	Chapter	Week
To introduce the concept of machines and different types of machines in the world	1. Meet Haris and His Machines	Week 1
		Week 2
		Week 3
		Week 4
To explore the formation, functions and usage of a computer	2. Computer, the smart machine	Week 5
		Week 6
		Week 7
		Week 8
To learn the basic rules of using computer and accessing computer labs	3. A computer room	Week 9
		Week 10
		Week 11
		Week 12
To learn more about different components of a computer and their functions	4. Parts of Computer	Week 13
		Week 14
		Week 15
		Week 16
To explore the functionality of a computer keyboard	5. The Keyboard	Week 17
		Week 18
		Week 19
		Week 20
Final Term Syllabus		
To explore the functionality of a computer mouse	6. The mouse	Week 21
		Week 22
To learn and practice the usage of Paint software in a Computer	7. Draw and color with "paint"	Week 23
		Week 24
To revise the concepts of machines and computer	8. Computer Basics revisited	Week 25
		Week 26
To strengthen all the concepts in the book	9. Practice questions	Week 27
		Week 28
Conduct Final Examination		