

**Syllabus Indicator and Exam Portion**  
**CBSE – 2023-24**

**Subject: Computer**

**Grade: III**

PHASE 1			
Ch. No.	Chapter Name	Subtopics	PT1 portion Total Marks: 20      Duration: 45 minutes
1	Computer System And Its Working	<ul style="list-style-type: none"> <li>• Parts of a computer system</li> <li>• Working of the computer</li> <li>• Characteristics of computers</li> </ul>	<ul style="list-style-type: none"> <li>• Parts of a computer system</li> <li>• Working of the computer</li> <li>• Characteristics of computers</li> </ul>
2	Hardware And Software	<ul style="list-style-type: none"> <li>• Hardware</li> <li>• Software</li> <li>• How do hardware and software help each other?</li> </ul>	<ul style="list-style-type: none"> <li>• Hardware</li> <li>• Software</li> <li>• How do hardware and software help each other?</li> </ul>
3	Operating System: Windows 10	<ul style="list-style-type: none"> <li>• Operating system</li> <li>• Windows 10</li> <li>• Working on desktop screen</li> <li>• Starting an app</li> </ul>	<ul style="list-style-type: none"> <li>• Operating system</li> <li>• Windows 10</li> <li>• Working on desktop screen</li> <li>• Starting an app</li> </ul>

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PHASE 2			
Ch. No.	Chapter Name	Subtopics	<div>HYE portion</div> <div>Total Marks: 25      Duration: 45 minutes</div>
4	Fun With Paint	<ul style="list-style-type: none"> <li>• Paint</li> <li>• Starting Paint</li> <li>• Components of Paint window</li> <li>• Using different tools in Paint</li> <li>• Saving the work</li> </ul>	<ul style="list-style-type: none"> <li>• Paint</li> <li>• Starting Paint</li> <li>• Components of Paint window</li> <li>• Using different tools in Paint</li> <li>• Saving the work</li> </ul>
5	Stygz - An Introduction	<ul style="list-style-type: none"> <li>• Introduction to Stygz</li> <li>• Creating a new document</li> <li>• The Stygz Interface</li> <li>• Animating a document</li> <li>• Playing, saving and exporting the animation</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to Stygz</li> <li>• Creating a new document</li> <li>• The Stygz Interface</li> <li>• Animating a document</li> <li>• Playing, saving and exporting the animation</li> </ul>

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PHASE 3			
Ch. No.	Chapter Name	Subtopics	PT2 portion Total Marks: 20      Duration: 45 minutes
6	Word Processor (Word 2016)	<ul style="list-style-type: none"> <li>• Word Processor</li> <li>• Types of Word Processors</li> <li>• Microsoft Word 2016</li> <li>• Starting Word 2016</li> <li>• Components of Word Window</li> </ul>	<ul style="list-style-type: none"> <li>• Word Processor</li> <li>• Types of Word Processors</li> <li>• Microsoft Word 2016</li> <li>• Starting Word 2016</li> <li>• Components of Word Window</li> </ul>
7	Using Word 2016	<ul style="list-style-type: none"> <li>• Creating a document</li> <li>• Entering text in a document</li> <li>• Selecting text in a document</li> <li>• Formatting a document</li> <li>• Saving a document</li> <li>• Opening a saved document</li> <li>• Closing a document</li> </ul>	<ul style="list-style-type: none"> <li>• Creating a document</li> <li>• Entering text in a document</li> <li>• Selecting text in a document</li> <li>• Formatting a document</li> <li>• Saving a document</li> <li>• Opening a saved document</li> <li>• Closing a document</li> </ul>
8	Internet: An Introduction	<ul style="list-style-type: none"> <li>• The Internet</li> <li>• Uses of the Internet</li> <li>• Few famous Internet terms</li> </ul>	<ul style="list-style-type: none"> <li>• The Internet</li> <li>• Uses of the Internet</li> <li>• Few famous Internet terms</li> </ul>

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PHASE 4			
Ch. No.	Chapter Name	Subtopics	YE portion <b>Total Marks: 25</b> <b>Duration: 45 minutes</b>
9	Basics Of Coding: Algorithm And Sequence	<ul style="list-style-type: none"> <li>• Algorithm</li> <li>• Sequence</li> <li>• Branching</li> <li>• Abstraction</li> </ul>	<ul style="list-style-type: none"> <li>• Algorithm</li> <li>• Sequence</li> <li>• Branching</li> <li>• Abstraction</li> </ul>
10	Coding: Introduction To Scratch	<ul style="list-style-type: none"> <li>• Starting Scratch</li> <li>• Scratch Interface</li> <li>• Working with Sprites</li> <li>• Working with Backdrops</li> <li>• Using scripts from blocks</li> <li>• Saving a Project</li> <li>• Opening a Project</li> </ul>	<ul style="list-style-type: none"> <li>• Starting Scratch</li> <li>• Scratch Interface</li> <li>• Working with Sprites</li> <li>• Working with Backdrops</li> <li>• Using scripts from blocks</li> <li>• Saving a Project</li> <li>• Opening a Project</li> </ul>