SYLLABUS FOR THE ACADEMIC SESSION 2020-21
CLASS – VIII

COMPUTER

Month	Unit	Topic	Sub-Topics
April	1	Creating planes for 3D models	- Creating a Plane
May	2	Designing 3D objects	- Drawing Walls - Drawing Stairs
		Pre Mid-Term	
June	3	Working with 3D models	- Adding Text and Colour - Downloading Models - Creating a Video
July	4	Creating my first video	- Getting Started with Video Editing - Developing Movie Projects - Exporting Movie Projects into WMV Format
	5	Creating a documentary	- Modifying a Video - Making the Video Presentable
August	6	Applying special effects	- Audio and Visual Effects - Adding Text to Video
	7	New trends on the Internet	- Interacting on the Internet
September		**Revision & Mid-Term**	
October		Bridge course in programming - Beginning with C++ - Storing and using data	
November	8	Programming with C++	- Accepting User Inputs - Choosing Operations - Using User Defined Functions - Creating Arrays
	9	Beginning with OOPS	- Creating Class
		Post Mid-Term	
December	10	Inheritance and function overloading	- Implementing Inheritance - Implementing Function Overloading
January	11	Using the C++ library	- Using Library Functions
February		**Revision & Annual**	

Syllabus for Annual Exam

1. Designing 3D objects
2. Working with 3D models
3. New trends on the Internet
4. Programming with C++
5. Beginning with OOPS
6. Inheritance and function overloading
7. Using the C++ library