

# COMPUTER

CLASS -VII

2019-20

Date	Chapter	Ex./ Demo./Practicals
<b>April</b> No.of working days-22	<b>Ch -1 Flash and its elements</b>	Practicals Based on Demo Page no. 26
	Starting Flash	
	Flash Components	
	Flash Movie, How it Works?	
	Starting a new Project	
	Setting Moving Properties	
	Using Tools -Pencil Tool, Line Tool, Pen tool	
	Working With Anchor Points on Paths	
<b>May</b> No.of working days-11	<b>Ch -1 Flash and its elements</b>	Practicals Based on Demo Page no. 27
	Using Tools -Oval Tool, Rectangle Tool, Brush Tool,	
	Using the Faucet option	
	Using the Drag Mode	
<b>July</b> No.of working days-26	<b>Ch -1 Flash and its elements</b>	Submission and assessment of Holiday Homework  Page no. 25, 28 and 29
	Eraser Tool, Ink Bottle, Eye dropper Tool, Arrow Tool	
	Lasso Tool, Text Tool	
	To select objects by drawing a straight-edged Selection Area	
	To select objects by drawing Freehand Selection Area	
	Some common Object Operations	
	Moving, Copying and Deleting the objects	
	Grouping & Ungrouping of Objects	
<b>August</b> No.of working days-23	<b>Ch -2 Symbols and Instances</b>	Page no. 37,38
	Types of Symbols	
	Creating Symbols	
	Converting an object to symbol	
<b>September</b> No.of working days-23	<b>Ch -2 Symbols and Instances</b>	Practicals Based on Demo Page no. 39,40
	Instances	
	Modifying the Instance Properties	
	Creating Buttons	

<b>October</b> No.of working days-17	<b>Ch -3 Creating Animation, Marks and Adding sound</b>	Practicals Based on Demo  Page no. 64, 65
	About Timeline and Layers	
	Renaming and Deleting a layer	
	Hiding and Locking a Layer	
	Frames and keyframes	
	Identifying Frame/Keyframe/Span of Frames	
Selecting Frame/Keyframe/Span of Frames		

<b>November</b> No.of working days-24	<b>Ch -3 Creating Animation, Marks and Adding sound</b>	Practicals Based on Demo  Page no. 63, 66, 67
	Inserting & Deleting Frames/Keyframes	
	Converting a Keyframe to a frame	
	Moving a Frame/Keyframe or sequence	
	Types of Animations	
	Frame by Frame Animation	
	Tween Animation	
Using the Motion Guide		

<b>December</b> No.of working days-24	<b>Ch -3 Creating Animation, Marks and Adding sound</b>	Practicals Based on Demo Page no. 68  Page no. 80, 81
	Shape Tweening	
	Creating a Mask	
	Adding Sound	
	<b>Ch -4 Scenes and Control</b>	
	Creating Scenes	
	Duplicating a Scene	
	Deleting a scene	
Adding Actions		

<b>January</b> No.of working days-14	<b>Ch -4 Scenes and Control</b>	Practicals Based on Demo Page no. 79,82 and 83
	To use the Parameters Pane	
	A few Common Actions	
	Go to and Play/Stop	
	Publishing the Movie	
Various Formats to Publish the movie		

<b>February</b> No.of working days-23	<b>Submission and assessment of the projects</b>
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**Note: The students will be assessed on the basis of the classroom performance, task assigned as Home Assignments / Holiday Homework / Project.**