

STATE COUNCIL OF EDUCATIONAL RESEARCH & TRAINING

Porvorim - Goa 403521

Email: scertgoa@gmail.com

Website: scert.goa.gov.in

Phone:0832-22417276

No: SCERT/Acad/Revision/Syllabus/892/2021/Part-I/855

Dated:30 /04/2024

To

The Headmaster / In-charge Government and Government Aided Upper Primary & Secondary Schools of Goa

Sub: Approval of ICT Curriculum – Regular Curriculum (Class VI-VIII) & Elective Curriculum (Class VI – VII)

Sir/Madam,

The Syllabus Revision Committee constituted by SCERT and the Project Management Unit (PMU) - Coding and Robotics Education in Schools (CARES) Scheme, Porvorim Goa has approved the ICT Curriculum - Regular Curriculum (Class VI-VIII) & Elective Curriculum (Class VI - VII) enclosed at Annexure-I.

All the In-charge / Heads of all the Govt. and Govt. Aided Upper Primary and Secondary Schools are directed to take the necessary action for implementation of the said curriculum for the A.Y. 2024-2025.

Yours faithfully,

(Meghana Shetgaonkar) Director SCERT – Goa

Encl: Annexure-I (Approved ICT Curriculum)

Copy to:

1) The Director, Directorate of Education, Porvorim

2) The Director, Directorate of Technical Education, Porvorim

- 3) Dr. Vijay Borges, Project Director, PMU CARE, DTE, Porvorim, Goa
- ADEI's of all 12 Talukas to inform the Upper Primary schools in their jurisdictions
- 5) Office file
- 6) Guard file

. No.	Themes				Sessions				
, NO.	inemes	Objective	Title	Suggested Tools	Demo Session	Exploration	Total		
		Introduction to Rasperry Pi (RPi) / Linux Operating System	Fun - filled first day at school l	Linux OS					
1	Introduction & Fundamentals	Introduction to RPI / Linux Operating System (Command Line Tour)	Raj's Mission of creating photo album.	Linux OS	2	4	6		
		REVISION				1	1		
		Fun with Cat Sprite - Bouncing Cat	Ria's Cat Minu goes virtuall		3 1 4 13 1				
		Fun with Cat Sprite - Controlling the Cat	Raj, Ria and Gracy obessed with project Minu!						
		Fun with Cat Sprite - Chasing the Mouse	Raj is inspired by Tom & jerry!	1					
		Fun with Cat Sprite - Cat Animation	Ved and Pravin Uncle animate Minu on Rasspherry Pil			1			
		Fun with Cat Sprite - Sound	Virtual orchestra on a rainy day!	1					
		Worksheet & Exercise	Write a Scratch program to make the cat sprite dance.						
		Shapes / Drawing - Square	Ved and Nidhi enjoy drawing Photo frame	1					
		Shapes / Drawing - Square Based Pattern	Nila didi 's 'Magic Cards Wheel'.						
		Drawing Polygon of 'n' Sides	Ria and Gracy explores Polygon shapes.						
		Shapes/Drawing - Drawing Circles	Ved gets a Magic Wand!						
		Using blocks to create shapes of various sizes	Drawing rectangles is now so easy for Ria!	Scratch	14	30	44		
2	Programming	Warksheet & Exercise	Draw the given faces using the different geometrical shapes studied.		7.4	30	44		
		Shapes/Drawing - Introduction to Random	Salim's Birthday Gift						
		Shapes/Drawing - Square-based Pattern	Fun with Square Based Patterns						
		Shapes/Drawing - Circle Based Pattern	Ved and Nidhi draws a Virtual Rangoli						
		Shapes/Drawing - Arc Based Pattern	Raj enjoys watching Kaleidoscope at the fair						

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					Sessions		
r. No.	Themes	Objective	Title	Suggested Tools	Demo Session	Exploration	Total
15-11	210	Science - Solar Orbits	Raj and Gracy modelling a Solar System				
		Science - Lunar Orbits	Amazing Blood Moon!				
			Raj and Nidhi's science projec inspired by a Basketball game!				
		Science - Directional Force	Nidhi abd Raj updating their projectl				
		Shapes/Drawing - Moon Lander	Ved simulates Chandrayaan 2				
		Worksheet & Exercise	Draw patterns using triangles.				
		REVISION				2	2
	Internet and ICT Environment	Internet - Searching for information	Nidhi helpgrandmother to fulfil her wish!				
		Internet - Collaboration (Working in collaboration, Backup and Content sharing)	Gracy, Raj and Ria learns super power online tool	Local Network, Open Collaborative	2	5	7
3		Internet - communication (Threaded/ Channel communication)	Let 's Get connected!	Tools			
		Internet - Data Safety (Do's and Don'ts)	Better Be safe than sorry!				
		REVISION				1	1
ALE INS		Layer and Blend Modes	Salim learns to create Birthday cards for his friends!				
		GIMP - Layer and Blend Modes	GIMP - Keying and Masking				
		GIMP - Keying and Masking	Logo of team challengers!	GIMP	2	6	8
4	Graphics	GIMP - Creating Scene	Ved surprises his parents with a wall painting!				
		Worksheet and Exercise	Creating Poster/ Greeting Card				
		REVISION				1	1

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ir. No.	Themes	Objective	Title		Sessions		
		J. J		Suggested Tools	Demo Session	Exploration	Total
		Recap of Grade 6 - Scratch Practice	The Super Six Champion series continued Recap of Scratch				
		Introduction to Kojo - Square and triangle with turtle commands	What's Next after scratch? - From block- based coding to text-based coding				
	-	Polygons - Introduction to recursions to draw a polygon of n side	Having Fun with different shapes!				
		Colours - Filling the shapes with colours.	Rainbow shading to our patterns too!				
		Drawing house with triangle and square	Drawing a house-shaped PiggyBank!				
		Colour Gradients - Using gradient to build sky and ground	Super Six champion's trip to the beach			1	
		Using radial gradient to build Sun.	Make the real Sun glow in our drawing				
		Flying birds with Arcs	Ved's curiosity to see the flock of birds fly high up				
		Scenery Poster	The Super Six team participates in the State level drawing competition	Kojo			
		Tangrams of Animals	Super Six enjoys the Tangram Activity			27	
		Tanagram Houses	Reena's Lego game ignites the idea of house drawing using tangrams to Ria		9		36
1	Programming	Tangram trees	Nidhi's Mother creates a baby quilt easily using Nidhi's idea of tanagrams				30
		Tangram Flowers	Gift of a patchwork design booklet!				
		Scenery with Tangram	Super six creates T-shirt designs of scenery for sale on the Bazaar Day of school!				
		Scenery with Text	Super six designs digital Lago for their team				

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	IN THE STREET				Sessions		
r. No.	Themes	Objective	Title	Suggested Tools	Demo Session	Exploration	Total
		Photo Frame	Designing a photo frame scenery as a git to the chief guest for the annual Gathering				
		Building Picture objects out of turtle graphics designs.	Gracy wins Best out of waste Prize at Taluke level for her Teddy Bear creation				
		Introduction to Animation	Fun at Gracy and Glen's Birthday party				
		Worksheet and Exercise	Creating an illusion based pattern - Create a club from the deck of cards				
		To create a Dragonfly using Ellipse	The game of Tennikoit strikes an ellipse drawing idea to Gracy				
		REVISION				3	3
2	Internet and ICT	To convert from Kojo to HTML	Salim learns an innovative way of sharing his file		1	1	2
		Bender: Introduction to 3D	Fun with 3D graphics	n			
		Low Poly Tree	Nidhi and Ria building MineTest Game trees				
		Low Poly House	Ved and Gracy build a sweet 3D home on the computer		7		
		Low Poly Snowman	Let us learn to build Snowman with Gracy and Ria	Blender		13	20
2	Graphics	Low Poly Animal.	Nidhis Visit to her uncle's farmhouse				
3	Grapines	Low Poly Rocket	Let us fly a Rocket				
		Creating a 3D Scene	Ved creating a 3D scene				
		Animation	Super Six team trip to Big Foot				
		Animation and Rendering.	Salim, Raj and Ved creating animation of launching rocket video				
		REVISION				2	2

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			ed ICT Curriculum (Reg		Sessions		
r. No.	Themes	Objective	Title	Suggested Tools	Demo Session	Exploration	Total
	75 E 1919 A 1919	Create Simple Sequential Music					
		Create Orchestra using threads				1111111	
		Using variables to make code readable	Learning coding by creating music	Sonic Pi	8	20	28
1	Programming	Using loops to reduce the code				1	
		Using loops to have continuous music					
		Using functions to give meaning to musical notes and use it out of order.		THE RESERVE THE PARTY OF THE PA			
	Graphics	Adding effects to video through keying	Video Composting & Editing	Appropriate		10	500
2		Adding effects through blend modes		composting tools like Blender	4		14
		Editing and sequencing the footage to tell the whole story					
		Using CSS to style the document	Styling and graphics with CSS	Text Editors			
		Using CSS to layout the document			8	15	23
3	Internet	Using CSS to achieve animations					
		Using CSS to achieve graphic effects					
		Project Planning					
4	Heckathon	Project Execution	Project	Required tools	D	5	5
100		Presentation					

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Sr. No.	Themes	Objective	Title	Suggested Tools	Sessions		
-				Juggested 10013	Demo Session	Exploration	Total
		Data Organization	Easy way to store and retrieve data		2	4	
4	Data Processing	Visualizing Data	Nidhi's Curiosity in the examination hall	Spreadsheet			6
		REVISION					1

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Sr. No.	Themes	Objective	Title	Suggested Tools	Sessions
		Introduction to the course.		Design Journal	
1		Build spatial awareness.		Unplugged approach -	
		Visualize fractions & angles.		1	
		Translate coordinates into codes for movement.			
		Visualize and apply transformations and dimensions.	Introduction to design thinking and project-		94/00
1	Orientation & Fundamentals	Understand and identify the basic building block of an algorithm.	based learning using an unplugged approach		12
		Understand and use the concept of recursion.		1-10-	
		Understand, visualize and use the concept of selection.			
		Plan and carry out investigations.			
		Obtain, evaluate and communicate information.		1/4	
		Describe characteristics of games.		Design Journal	
		Identify key game components.		Block based	
		Understand rules of educational games and controls.		coding - Scratch	
		Apply problem solving and coding principles using mechanics.			
2	Programming	Transfer game ideas into block-based coding environments.	Problem solving using game-based approach		6
		Design and construct a game using appropriate code blocks.			
21/1		Data handling and reading			

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ir. No.	Themes	Objective	Title	Suggested Tools	Sessions
	4	Analyze and interpret data.			
		Conduct peer reviews and presentations.			
		Introduction to Simulation Software.		Design Journal	
		Design basic electrical circuits.	Problem solving by designing systems using	Simulation Software - Tinkercad/	
3	Introduction to Basic Electronics	Design and troubleshoot simulation models.	Simulations and kit	Fritzing	8
		Understand principles of motor operation.		Hardware Kit	
		Understand and use kit components.			
		Project Planning		Design Journal	
		Project Execution	03 Mini Projects	Unplugged Programming	6
4	Mega & Grand Challenges	Project Presentation	01 Mega Project	Simulation Software	
			22660	Hardware Kit	

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r. No.	Themes	Objective	Title	Suggested Tools	Session
		Introduction to the course.		Design Journal	
		Explore the simulation software interface.		Simulation Software -	
		Use basic electronic components.		Tinkercad/ Fritzing	
1	Orientation & Fundamentals	Understand open and closed circuits.	Designing circults using basic electronic concepts		5
		Experience effects of voltage and current.			
		Understand the working of a microcontroller.			
		Simulate circuits with LED and DC motors.			
	-14	Build a toy robot car.	Interfacing, programming and assembling a robot car		
		Use DC Motors.		Design Journal	
		Understand the IDE.			
		Upload code to the microcontroller.			
2	Robotics & Programming	Program the robot.		Hardware Kit	9
		Control the direction & speed.			
		Data handling and reading.		IDE	
		Obstacle detection and avoidance.		IDE	
		Read data from a sensor.			
3	Sensors & Actuators	Interface different types of sensors.			
		Read and interpret data from the sensor.	7	Design Journal	

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r. No.	Themes	Objective	Title	Suggested Tools	Session
		Interfacing actuators.			
		Use servo motors.	Problem solving by designing systems using sensors and actuators	Hardware Kit	12
		Use buzzers.			
		Design sound-controlled systems.		IDE	
		Design light-controlled systems.			
5.[.]		Project Planning		Design Journal	
		Project Execution	03 Mini Projects	Hardware Kit	6
4	Mega & Grand Challenges	Project Presentation	01 Mega Project	10 may 10	
			or Mega Project	IDE	

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