

COMPUTER SOFTWARE APPLICATIONS**Total Marks: 50 Marks**

Sr. No.	Topic	Sub Topic	Periods	Marks	Remarks
1	Basic Corel Draw	1.1 Introduction and opening screen 1.2 Working with text 1.3 Working with Objects 1.4 Selecting objects	15	15	
2	Advanced - Corel Draw	2.1. Filling Objects 2.2. Arranging objects 2.3. Special Effects	15	10	
3	Basic Photoshop	3.1. The Photoshop Screen Environment 3.2. Toolbox, Palettes and Menus. 3.3. Opening and Saving Files 3.4. Graphic file formats: PSD, JPEG, TIFF, GIF, BMP 3.5. Defining Foreground and background colours 3.6. Colour Palettes. 3.7. Painting & Editing tools. 3.8. Making selections 3.9. Working with Images	10	10	
4	Advanced photoshop & Basic Flash	3.10. Working with Layers 4.1. Applying layers effect working with types. 4.2. Applying Filters 4.3. Introduction to Flash 4.4. Flash Authoring Environment 4.5. Creating Objects 4.6. Editing objects	15	5 5	
5	Advanced Flash	5.1. Colour and Text 5.2. Symbols and instances 5.3. Bitmaps, sound and video 5.4. Frames and layers 5.5. Animation	25	5	

List of Practicals

Total Marks: 100 Marks

A) CorelDraw (Practical involving following features/commands)

- a. Spanner (Weld, Extrude with light, trim, text)
- b. Corel Effect (Text, Break up, Convert to curves, Combine, Mirror, perspective, Fill)
- c. Operation On Node edit (Node Editing, Contour, Texture Fill)
- d. Victory Stand (Weld, Extrude with Light, Bevel)
- e. Roll of Honour (Beizer tool, Text inside object, Weld, Fountain Fill, Drop Cap)
- f. Gear (Blend, Extrude, Trim, Light Effect)
- g. Company logo (Fit text to path, Blend, Break Apart, Trim, Combine)
- h. Necklace (Blend, Spiral, Mirror, Rotate)
- i. Birthday Greeting Card (Artistic Media tool, lens effect, Shadow, Power clip)

B) Photoshop (practical involving following features/commands)

- a. Photo editing (Blur, sharp, Smooth)
- b. Photo editing (Using selection, Various Marquee tools, cut copy selection)
- c. Photo collage – Mixing of photo (Combining different photo into one, Applying different effects)
- d. Restoration of Photo (Removing strains, scratches, Heal Brush tool, patch, clone, stamp tool)
- e. Designing Invitation/greeting cards (Text Effect, Pictures, colour fills, Frames)
- f. Opening a photo picture and enhancing it with different Effects, Filters and Text.

B) FLASH (practical involving following features/commands)

- a. Create a moving banner
- b. Timeline Animation
- c. Action Scripted Animation
- d. Embedding sound and video in animation
- e. Create a simple advertisement as a slideshow using graphics
- f. Create a web advertisement for an ice cream parlour
- g. Create an animated banner for a party centre.
- h. Create a web banner using the Masking technique
- i. Create an advertisement for a toy shop using the perspective scroll
- j. Create a personal portfolio consisting of two screens and featuring a slideshow.

Practical marks distribution:

- 20 Marks internal (Files, Journals)
 - 80 Marks practicals

DESIGN OF QUESTION PAPER
Final Exam
CLASS: XII Computer Technique
SUBJECT: Computer Software Applications

Time: 2 hrs

Max. Marks: 50

The weightage or the distribution of marks over different dimensions of the question paper shall be as follows:

1. Weightage to Learning Outcomes

Sr. No.	Learning Outcomes	Marks	Percentage of Marks
1.	Knowledge	8	16 %
2.	Understanding	12	24 %
3.	Application	13	26 %
4.	Skill	17	34 %

2. Weightage to Content/Subject Units

Sr. No.	Units	Marks	Percentage
1	CorelDraw	25	50 %
2	Photoshop	15	30 %
3	Flash	10	20

3. Weightage to form of questions

Sr. No.	Form of questions	Marks for each questions	No. of questions	Total Marks	Percentage
1	Very Short Answer Type(VSA)	1 mark	30	30	60 %
2	Short Answer Type(SA-I)	2 mark	10	20	20 %
	Short Answer Type(SA-II)				
3	Long Answer Type(LA)				
	Total		40	50	100 %

The expected time for different types of question would be as follows:

Sr. No.	Form of questions	Approx. Time for each question in mins(t)	No. of questions(n)	Approx. Time for each form of question in mins(n * t)
1	Long Answer Type(LA)			
2	Short Answer Type(SA-I)	5 min	10	50
3	Short Answer Type(SA-II)			
4	Very Short Answer Type(VSA)	2 min	30	60
	Total		40	110

As the total time is calculated on the basis of the number of questions required and the length of their anticipated answers, it would, therefore, be advisable for the candidates to budget their time properly by cutting out the superfluous words and be within the expected time limits.

4. Weightage to Difficulty level of questions:

Sr. No.	Level of difficulty	No. of quest	Marks	Percentage
1	Easy	30	30	60 %
2	Average	10	20	40 %
3	Difficult			

A question may vary in difficulty level from individual to individual. As such, the assessment in respect of each question will be made by the paper setter on the basis of general anticipation from the group as a whole taking the examination. This provision is only to make the paper balanced in weightage, rather than to determine the pattern of marking at any stage.

BLUE –PRINT OF QUESTION PAPER

Objectives → Units	Knowledge				Understanding				Application				Skill				Total
	O	VS	SA	LA	O	VS	SA	LA	O	VS	SA	LA	O	VS	SA	LA	
1.Corel Draw - Basic	1(1)	1(1)	2(1)		1(2)	1(1)	2(1)		1(1)	1(1)	2(1)		1(1)	1(1)			15
2. Corel Draw-Advanced	1(1)	1(1)	2(1)		1(1)		2(1)		1(1)				1(1)	1(1)			10
3. Basic Photoshop	1(1)	1(1)	2(1)		1(1)		2(1)		1(1)				1(1)	1(1)			10
4.Advanced Photoshop	1(1)	1(1)	2(1)		1(1)		2(1)		1(1)				1(1)	1(1)			10

XII Syllabus for CWSN (H.I.) - Vocational

5. Basic Flash																	
6 .Advanced Flash	1(1)		2(1)		1(1)								1(1)				5
Total	1(5)	1(4)	2(5)		1(6)	1(1)	2(4)		1(4)	1(1)	2(1)		1(5)	1(4)			50

Note: Figures within brackets indicate the number of question and figures outside the brackets indicate marks. For example 2(2).