4th Quarter COMPUTER Pointers to Review

S.Y. 2017 – 2018

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| Computer 1* Styling Your Letters
* In Rows and Columns
* Tables, Letters, and Numbers
* Do This, Do That
* Decisions, Decisions
 | Computer 6* Programming with Scratch
* Taking a Closer Look at Scratch
* Using Motion Commands and Changing the Sprite’s Looks
* Math, Pen, and Sound in Scratch
* Creating a Scratch Project
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| Computer 2* The Computer Live!
* A Language of Its Own
* Follow The Flow
* The Biggest Library
* Mind Your Manners
* Don’t Risk It!
 | Computer 7* Organize your data using tables: Tables in HTML, Basic table tags and other table Tags
* Merging Table Cells, Specifying table sizes and Applying Table Border
* Colspan & Rowspan
* *Web Form:* What is Form and its Basic Components
* Web Form: Creating a Simple Form
* Web Form: Label Element and Input Element
* Web Form: Checkboxes , Radio Buttons, Select Element and Text Area Element
* Audio and Video
* Audio and Video: *Converting videos in different formats*
* Audio and Video: *The<video> tag and Playing the Audio Tag*
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| Computer 3* Let’s Show and Tell
* Slides for Show
* Running the Show
* Exploring the Web
* Mail Without Stamps
* Be Nice on E-mail
* Step-by-Step Problem-Solving
 | Computer 8**CHAPTER 6:** * Creating a Computerized Library System Using Access 2010
* Get Started! – Create Tables and Establish Relationships
* Go Deeper! – Create and Modify Queries
* Go Deeper! – Add a Calculated Field to a Query
* Improve Your Database Interface
* Improve It! – Create and Modify Reports
* Finalize Your Database
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| Computer 4* The Language of Machines
* Understanding the Language
 | Computer 9* Jump Statements (Break*)*
* Jump Statements (Continue)
* Jump Statements (Goto)
* Switch Statement
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| Computer 5* Presenting… the Slide Show and Slide Show Action
* Beyond the Slide Show
* Mixing Media
* Creating Autobiography
* Make Like a Detective
* Flowcharting Symbols
* Conditions and Decisions
 | Computer10**User Accessibility*** *Multiple Forms*
* *Dialog Box*
* *Getting Return Values from Other Forms*
* *Menu*

**Accessing Data*** *Using Text Files*
* *Opening and Reading a Text File*
* *Manipulating Strings*
* *Writing to a Text File*
* *Using a Database*
* *ADO.Net Model*

**Completing an Application*** Software Development Life Cycle
* The Development Process
* Wrapping Up Your Program
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