

CBSE Class 10 Computer Syllabus

List of Chapters

Let's now look into the Class 10 Computer syllabus in detail along with the marks allocated to each part.

Chapter	Marks
Networking	10
HTML	20
Cyber Ethics	10
Scratch/ Python Theory	10
Practicals	50
Total	100

Networking

Networking is all about the internet, internet service, mobile services and web services. The chapter talks about different components of the internet such as the world wide web, web clients, web pages, blogs, websites, e-mail addresses, downloading and uploading files from the internet, browsers, etc. It also contains information about internet protocols such as HTTP, HTTPS, TCP/ IP, etc. It teaches how to use the services available on the internet such as using the search engine, finding people on the web and retrieving information. The internet can also be used for social networking, chatting, video calling, e-banking services and so on. Last but not least it teaches about mobile services such as SMS, MMS, 4G and 3G services.

HTML in Class 10 Computer Syllabus

HTML is an introduction to web page designing. It teaches how students can create an HTML document and access a web page using a browser. It teaches students about HTML tags such as br (break), hr (horizontal rule), HTML, title, head, body, b (bold), i (italics), u (underline) and many others. Next comes Font tags such as the face, colour and size. Inserting images is also a part of web page designing, so is embedding audio and video. It teaches students the significance of linking, anchor elements as well as targets.

Cyber Ethics

Ethics needs to be followed everywhere whether it is a workplace or the internet. This chapter deals with etiquettes or better spelt 'netiquettes' followed on the internet. The other topics that

are covered by this chapter are software licenses and intellectual property rights, plagiarism, digital property rights and freedom of information. It also informs the students about E-commerce and frauds, privacy and secure data transmission related to E-commerce.

Scratch in Class 10 Computer Syllabus

The parts covered in this chapter are the basics of scratch, drawing with iteration, coordinates and conditionals, creation of games, stories, and images.

Python in Class 10 Computer Syllabus

The parts covered in this chapter are the basics of python, conditionals-if and if-else statements, loops, and simple practical programs. Some schools provide an option to choose one alternative between Scratch and Python.

Lab Exercises in Class 10 Computer Syllabus

The main aim of the subject is to not only impart theoretical knowledge to the students but also enrich them with practical knowledge of the same that they have read in books. CBSE believes that practical and real-life experience is more easily understood and memorized than theoretical experience.

1. Creating web pages.
2. Styling sheets to format an HTML page.
3. Adding audio and video to the HTML page.
4. Decorating web pages.
5. Creating websites using web pages.
6. Working with different forms of HTML.
7. Writing blogs about viruses, anti-viruses, etc.
8. Creating web pages to discuss plagiarism.
9. Creating stories with Scratch.