

**DEDUCTED PORTION COMPUTER APPLICATION Code - 165**

**Unit 4: Scratch or Python (Theory and Practical)**

**Alternative 1: Scratch**

- Revision of the basics of Scratch
- Sprite, tempo, variables, and events
- Coordinates and conditionals
- Drawing with iteration
- Update variables repeatedly, iterative development, ask and answer blocks
- Create games, animated images, stories and songs

OR

**Alternative 2: Python**

- Revision of Python basics
- Conditionals: if, if-else statements
- Loops: for, while (e.g., sum of first 10 natural numbers)
- Practice simple programs