

FIRST TERM EXAMINATION PORTION COMPUTING - YEAR 2

- 1. Introduction to Tux Paint
 - a. Identify and label the tools of Tux Paint and its functions
- 2. Introduction to MS Paint
 - a. Identify and label the tools of MS Paint and its functions
- 3. Introduction to algorithms
 - a. Define an algorithm and its applications
 - b. Input, process and output for a given problem
- 4. Introduction to Scratch programming
 - a. Identify and label the different parts of a scratch window and its functions.
 - b. Simple scratch code

NOTE: REFER ALL POWERPOINT PRESENTATIONS

AND ACTIVITY SHEETS