

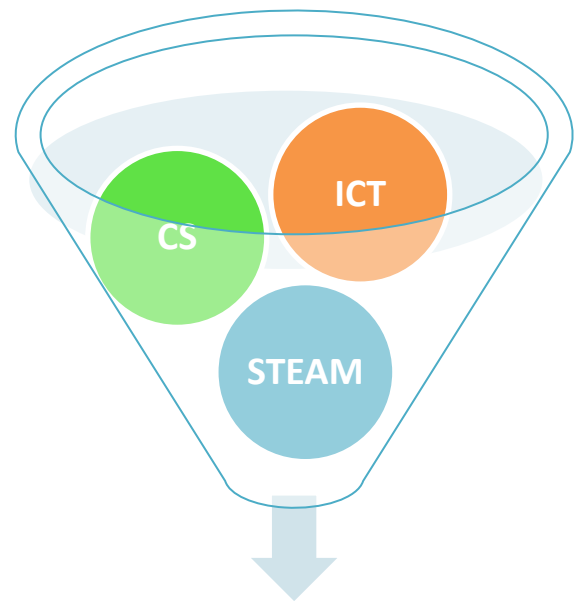


Cursor™, a K-8 computer education series, is a courseware blending technology lessons that include engaging computer activities for children of all ages. It comes with detailed computer lesson plans and resources to teach the students.

The computer series includes a teacher guide for curriculum planning, student book with data files to promote independence, and learning resources to reinforce learning.

Engage Students with Fun Computer Lesson Plans

Technology lessons blend ICT, CS and STEAM activities into curriculum. Lesson plans use an interdisciplinary approach to integrate science, technology, engineering, arts and mathematics into learning.

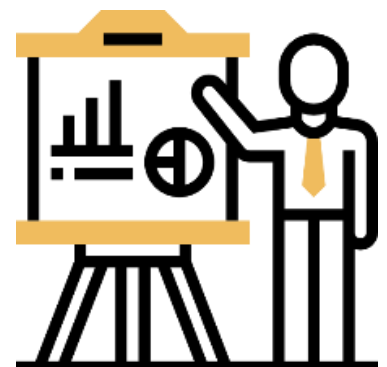


Cursor™ Computer Education Series

Computer lessons based on latest and popular software applications to keep your skills at par with current times



Adobe® Creative Cloud™



ACQUIRE ➤ ADAPT ➤ ASPIRE

Acquire the computer technology curriculum

Adapt to the learning system of the course

Aspire to excel in the implementation of skills

Elementary Course

Learning Objectives

Elementary course includes class KG to 2 where students celebrate learning by creating drawings & paintings, typing short textual matters, beautifying content using basic formatting, and more!

Technology Integration

Computer, Language Arts, Social Studies, Visual Arts

Technology Skill

Graphics, Presentation, Word Processing, Typing Drills

Programs or Apps

Windows OS, Paint, Notepad, WordPad, Scratch, Tux Paint

Intermediate Course

Learning Objectives

Intermediate course includes class 3 to 6 where students cultivate skills to create presentations, store data & graph data, publish a report, design a card & banner, and more!

Technology Integration

Computer, Language and Visual Arts, Math, Social Studies, Science

Technology Skill

Desktop Publishing, Graphics, Presentation, Word Processing, Spreadsheet, Database

Programs or Apps

Windows OS, Word, Excel, PowerPoint, Publisher, Access

Advance Course

Learning Objectives

Advance course includes class 7 & 8 where students design & develop website, perform skilled photo editing, animate objects, code a program, and more!

Technology Integration

Computer, Language & Visual Arts, Math, Social Studies, Science

Technology Skill

Web Designing, Graphics, Animation, Programming

Programs or Apps

Windows OS, HTML5, Photoshop CC, Animate CC, Python

Blending and Binding the Technology with Education..!

Instilling computer skills from grassroot level to enable students propel and soar in technology field..!





Components of Cursor™ Series

Cursor™ computer Series comprises of varied resources to provide a wholesome teaching and learning experience



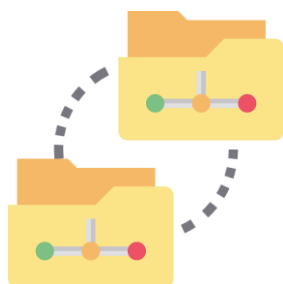
Student Book

A handy and practical oriented book for the students containing relevant applications and software content with objective approach towards theory and comprehensive approach towards practical activities.



Teacher Guide

A guide for teachers containing lesson plans divided into allocation of number of periods to every chapters in the respective book, learning objectives to be achieved, answer keys to theory activities, projects & keyboard shortcuts chart.



Exercise Files

A folder of book-wise exercise files required to complete the practical exercises, assignments and final case studies. These data files could be downloaded from the resource central website.



eAssessment

Electronic assessments using smartboard, projector or computer system allows the student to quickly revise the concept and features learnt during the class. It helps to gauge where the class stands at the end of every lesson.



Interaction

Interactive exercises using smartboard, projector or computer help in retention abilities. It creates base for visual learning where students' interaction through visual medium solidifies their grasping abilities.



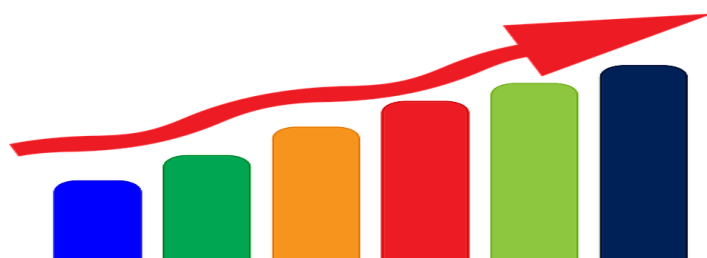
eTutorial

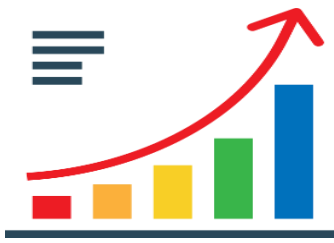
The pool of video tutorials supplements the learning experience of the students. These tutorials could be accessed from the resource central website whenever you want to have a quick recap of the features learnt.

Providing students a chance to stand second to none in the inevitable technology challenges of the future...!

CURSOR™

Computer Education Series





Benefits to Stakeholders

Cursor™ Computer Series provide benefits to every stakeholders of a school



Student

- Hands-on technology that connects the learning experience of the students with blend of applications enabling them in problem-solving, trouble-shooting and organizing their acts and approach.

Teacher

- Defined and channelized content with varied aids & resources that eliminates accumulation and sorting of learning content and instead enables teachers to utilize ample time for lesson delivery.

Parent

- This curriculum eliminates the need to enroll the students in computer proficiency courses after schooling and hence allows focusing on application skills, techniques and career oriented courses.

Management

- A feeling of satisfaction of providing students with the technology content beyond the defined guidelines thereby pushing the envelope in delivering IT skills and knowledge to one and all.



Let's hit the bullseye in computer education with Cursor™ Series

Website
www.edparxl.com