### CLASS IX

Unit 4: Scratch or Python

#### Alternative 1:
Educational programming language – Scratch
- Introduction to Scratch.
- Drag and drop commands, creating simple scripts, repeating blocks of commands.
- Discuss x-y plane, create scripts to move the cat (Scratch mascot).
- Create a script to draw diagrams using the pen feature. OR

#### Alternative 2: Python
- Programming Basics: Algorithms and Flowcharts
  - Characteristics of a good program
- Introduction to Python
- A simple "Hello World" program
- Running a Python program

- In the same sequence, Python programs removed from the Practical syllabus of 9th and 10th Class.

### CLASS X

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