ABOUT AVARTAN

AVARTAN is committed to producing comprehensive Computer Science books for schools. In just few years, we aim to become synonymous with world-class Computer Science books, with its extensively researched content and high production value. As the name suggests, Avartan refers to rules that are recursive in nature, and we believe in adhering to the best teaching and learning practices.

Our books are conceived and designed to make learners and teachers equal partners in the learning process and dissuade rote learning. They not only impart fundamental computer skills, but also extend learning beyond the classroom, pushing the boundaries of education. Trusted and endorsed by schools across the country, our books are helping to nurture a technologically advanced generation.

MISSION AND VISION

Avartan, with products that cover an extremely wide spectrum of technology, is driven by the aim to cater to the growing and varying needs of learners and teachers in a format that suits them best. We at Avartan, play a proactive role in contributing to the ever changing needs of the society.

AVARTAN
— INFINITE LEARNING —

AVARTAN

INFINITE LEARNING

Nurturing tech-driven generation of tomorrow...

Incorporates NEP 2020 and NCF 2023 guidelines

NEP 2020 recommends major paradigm shifts:

▶ Supports holistic and multidisciplinary education
▶ Emphasis on analytical and creative thinking rather than rote learning
▶ Prioritises inclusivity and equity, aiming to ensure that all students have access to quality education
▶ Emphasis on practical skills and knowledge to boost Vocational Education

Avartan books are aligned with the **National Education Policy 2020** and **National Curriculum Framework 2023**.
The activities have been tagged considering the 21st-century skills required for the holistic development of the child.

NEP KEY POINTS

Communication and Collaboration

Art Integration

Creativity and Innovation

Critical Thinking/Logical Thinking/Problem-Solving

Subject Integration

Life Skills and Values

Experiential Learning

Technical Skills

Healthy Living

Let's Innovate

▶ Based on **Windows 11** and **Microsoft Office 2021**
▶ Introduces learners to basic IT Skills, including multimedia applications such as **Paint, Krita,** and **GIMP**
▶ Introduces coding from **Grade 1** and covers topics including **ScratchJr, Scratch 3.0,** and **Python**
▶ Acquaints learners with app development using **MIT App Inventor**
▶ Introduces web development through **HTML5 & CSS**
▶ Covers topics such as **Artificial Intelligence, Robotics, Metaverse,** and **Latest Technological Advancements**
▶ Includes digital literacy concepts such as **Internet Services, Netiquette, Digital Footprints, Cyber Safety,** and **Cyber Ethics**

Code Quest

▶ Activity-based series for Grades 1 to 8
▶ Focuses on developing **Computational Thinking** and **Coding Skills** as essential 21st-century skills
▶ Aligned with **NEP 2020** and **NCF 2023** guidelines
▶ Grades 1 to 5 introduce learners to the foundational principles of Computational Thinking through engaging and challenging activities
▶ Special sections on **Experiential Learning** and **Artificial Intelligence** are included in Grades 1 to 5
▶ Grades 6 to 8 align with the **CBSE Coding syllabus (Subject Code–910)**
▶ Encourages coding skills development through applications like **ScratchJr, Scratch 3.0, MakeCode Arcade, Minecraft,** and **Python**
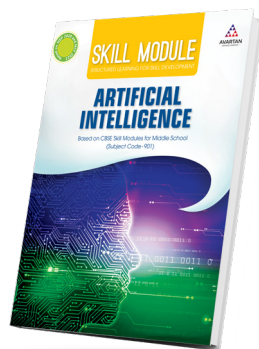
Skill Modules

Skill Module is a comprehensive package designed to equip learners in Grades 6 to 8 with essential skills in the ever-evolving digital landscape, as offered by CBSE. This package includes specialized books and is aligned with the National Education Policy (NEP) 2020 and National Curriculum Framework (NCF) 2023.
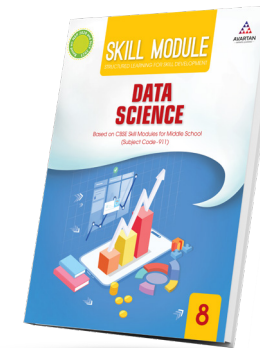

Artificial Intelligence
(Subject Code–901)

▶ Introduces Artificial Intelligence (AI) as a key driver of future global digital economies, recognizing its strategic importance for inclusive growth and social development
▶ Aligns with India's AI Strategy and CBSE's initiatives to prepare students for an AI-driven future by focusing on:

- The fundamentals of AI
- Practical applications of AI
- Project-based learning to harness AI's potential sustainably

▶ Aims to enhance students' learning experiences and prepare them for future career opportunities in AI
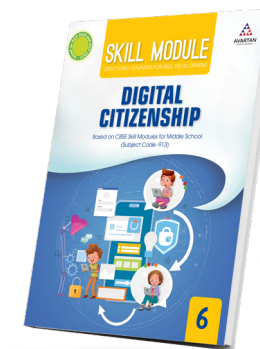
Data Science
(Subject Code–911)

▶ Introduces key concepts in data science, such as

- Data collection
- Data analysis
- Data visualization
- Statistical methods for interpreting data

▶ Covers techniques for interpreting data and making data-driven decisions, tailored to middle school students
▶ Includes lab activities for practical experience in data science

Augmented Reality/Virtual Reality
(Subject Code–912)

Explores Augmented Reality (AR) and Virtual Reality (VR) technologies, including:
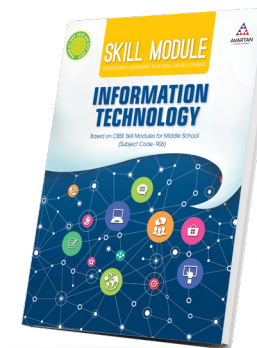
▶ Practical applications of AR and VR
▶ Hands-on activities for creating and experiencing AR/VR content
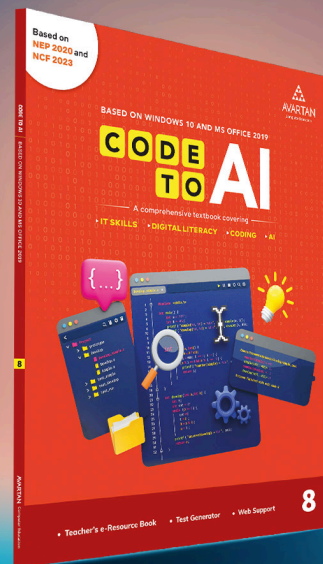
Digital Citizenship
(Subject Code–913)

Addresses responsible digital behaviour and online safety, covering:

▶ Understanding digital footprints
▶ Practicing cybersecurity
▶ Best practices for respectful and ethical online interactions

Information Technology
(Subject Code–906)

▶ Provides a solid foundation in computer operations
▶ Builds proficiency in using operating systems and productivity tools effectively
▶ Focuses on fundamental IT skills including:

- Fundamentals of computers
- Algorithms and flowcharts
- Scratch programming
- Cybersecurity

Code to AI

▶ Based on **Windows 10** and **Microsoft Office 2019**
▶ Introduces learners to basic IT Skills like **Microsoft Office, Paint with Paint 3D,** and Multimedia Software like **GIMP** and **Krita**
▶ Introduces **ScratchJr, Scratch 3.0, Python, HTML5 & CSS**
▶ Covers **Artificial Intelligence, Robotics,** and **Metaverse**
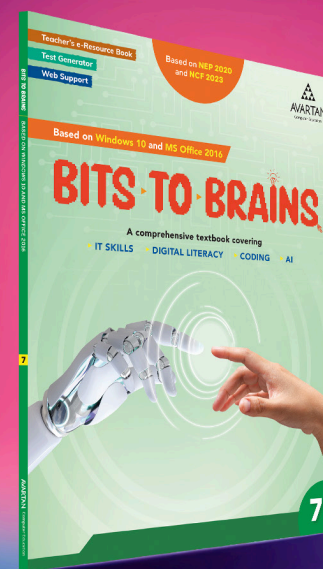▶ Covers digital literacy concepts such as **Internet Services, Digital Footprints, Cybersecurity, Cyber Safety,** and **Cybercrime**

Tech Zone

▶ Based on **Windows 10** and **Microsoft Office 2010**
▶ Provides flashback on **Windows 7** and updates on **Microsoft Office 2016**
▶ Covers essential IT Skills such as **Microsoft Office, Paint** with **Paint 3D,** and Multimedia Software like **GIMP** and **Krita**
▶ Covers **Artificial Intelligence, Robotics, Cloud Computing, IoT,** and **Latest Technological Advancements**
▶ Introduces digital literacy concepts such as **Cyber Ethics, Digital Footprints, Internet Services, Cybersecurity,** and **Cyber Safety**
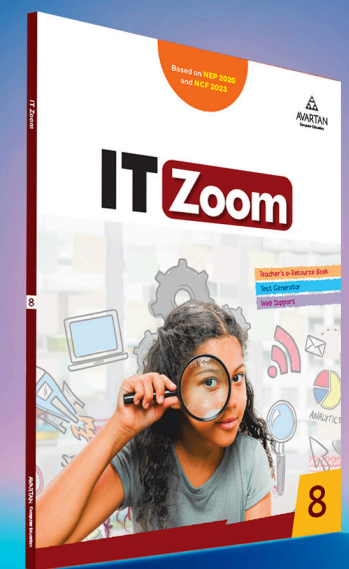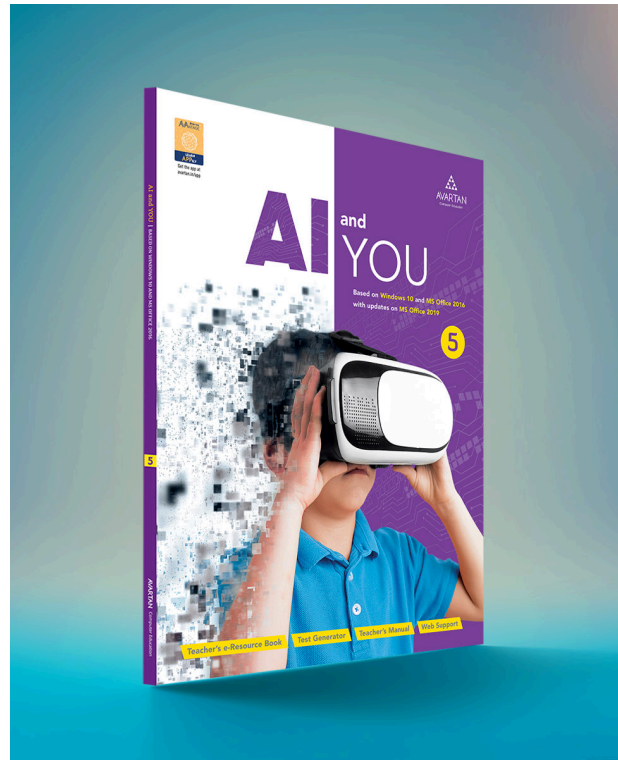
Bits to Brains

▶ Based on **Windows 10** and **Microsoft Office 2016**
▶ Provides updates on **Microsoft Office 2019**
▶ Covers age-appropriate programming languages such as **ScratchJr, Scratch 3.0, Python,** and **HTML5 & CSS**
▶ Includes in-demand concepts like **Artificial Intelligence, Robotics, Cloud Computing,** and the **Internet of Things (IoT)**
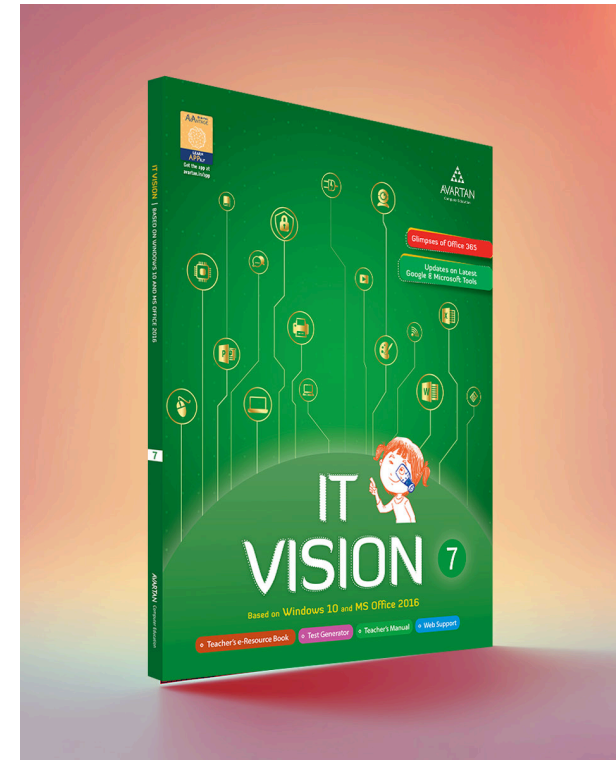▶ Covers digital literacy concepts like **Internet Safety, Cybersecurity,** and **Cyber Ethics**

IT Zoom

▶ Based on **Windows 10** and **Microsoft Office 2016**
▶ Covers programming languages such as **Scratch 3.0, Python,** and **HTML5 & CSS**
▶ Includes in-demand concepts like **Cloud Computing** and **Internet of Things (IoT)**
▶ Covers digital literacy concepts like **Internet Safety, Cybersecurity,** and **Cyber Ethics**

AI and You

▶ Based on **Windows 10** and **Microsoft Office 2016**
▶ Provides updates on **Microsoft Office 2019**
▶ Paves way for seamless integration of **Artificial Intelligence** into the classroom
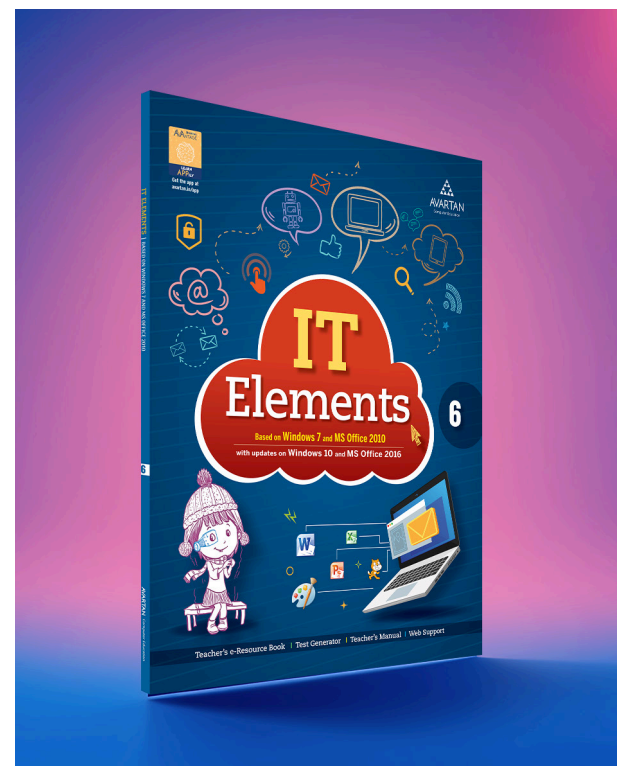▶ Introduces learners to fundamentals of **programming** and latest **Cutting-Edge Technologies**

IT Elements

▶ Based on **Windows 7** and **Microsoft Office 2010**
▶ Provides updates on **Windows 10** and **Microsoft Office 2016**
▶ Offers glimpses of **Office 365**

IT Vision

▶ Based on **Windows 10** and **Microsoft Office 2016**
▶ Offers glimpses of **Office 365**
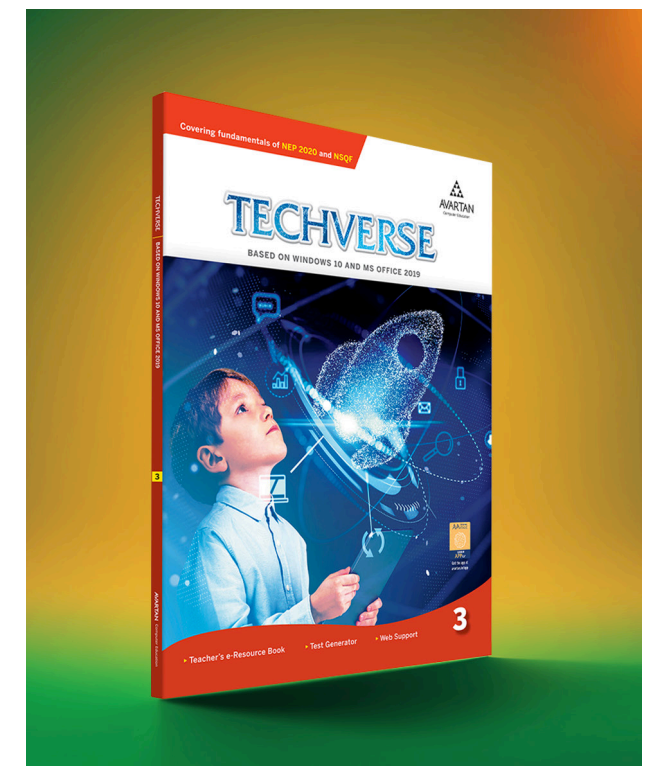▶ Provides updates on latest **Google & Microsoft Tools**

Techverse

▶ Based on **Windows 10** and **Microsoft Office 2019**
▶ Includes animation and graphics applications, such as **GIMP** and **Krita**
▶ Introduces learners to fundamentals of programming languages, such as **Scratch 3.0, Python** and web development language like **HTML5 & CSS**
▶ Covers **Cutting-Edge Technologies** like **AI, Robotics, AR & VR,** and **Metaverse**

IT Matrix
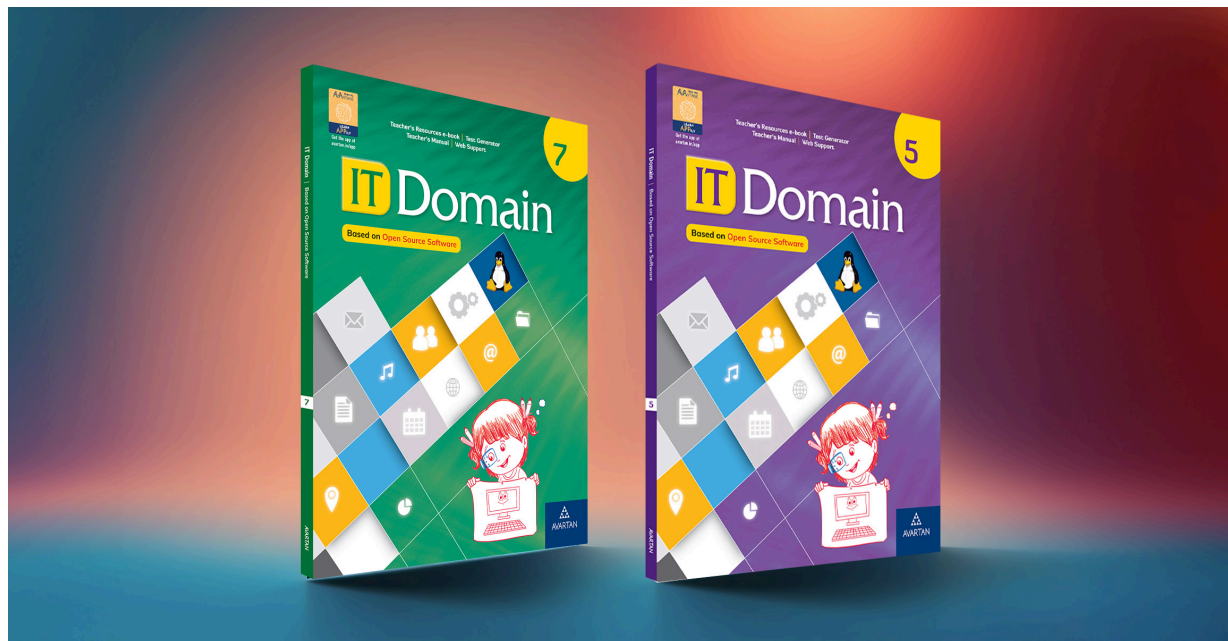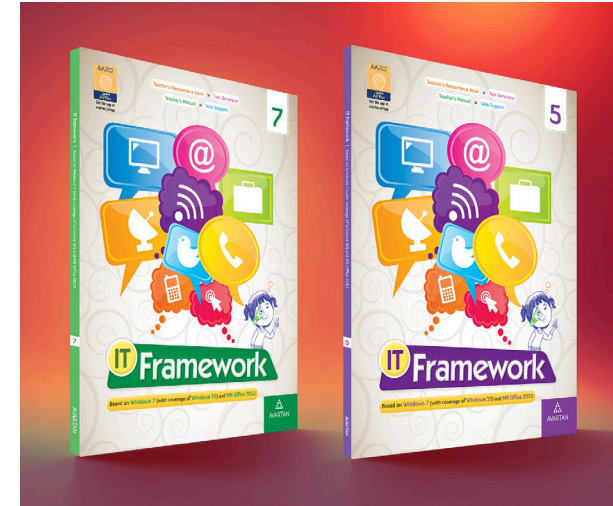▸ Based on **Windows 7** and **Microsoft Office 2010**
▸ Provides updates on **Windows 10** and **Microsoft Office 2016**

IT Domain
▸ Based on **Open Source Software, Linux (Edubuntu14.04.2 LTS)** operating system, and **LibreOffice suite**
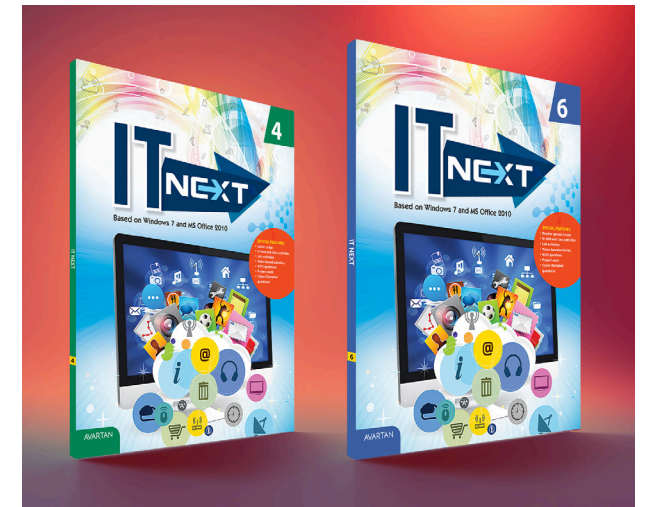
IT Framework
▸ Based on **Windows 7** and **Microsoft Office 2013,** with coverage of **Windows 10**

IT Next
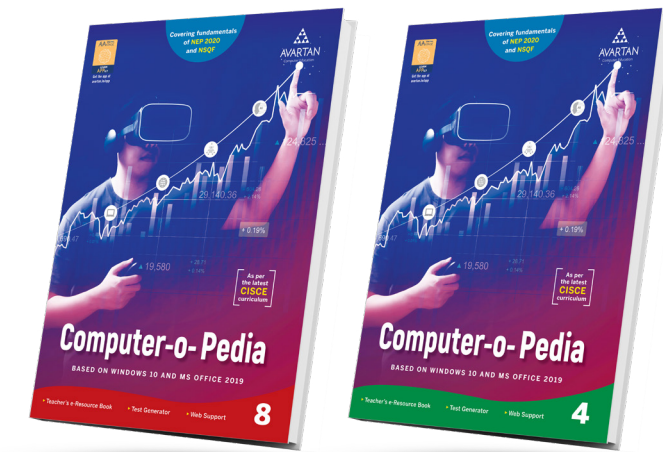▸ Based on **Windows 7** and **Microsoft Office 2010**

IT First
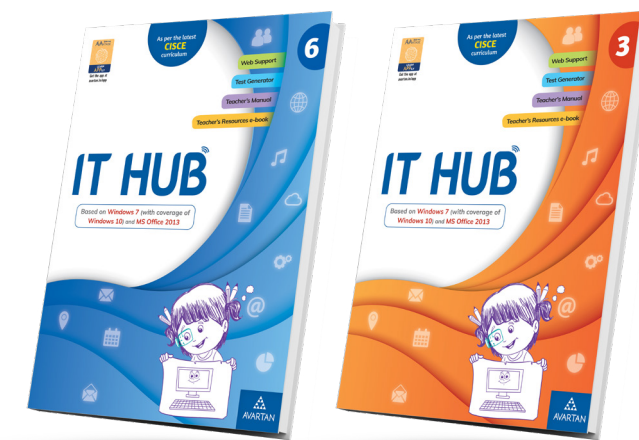▸ Based on **Windows 7** and **Microsoft Office 2007**

Tech Tales

▸ Strictly adheres to the **CISCE curriculum**
▸ Based on **Windows 10** and **Microsoft Office 2019**
▸ Introduces learners to programming languages like **Scratch, Java** and web programming including **HTML**
▸ Introduces app development through **MIT App Inventor**
▸ Explores in-demand topics like **Artificial Intelligence** and **Robotics,** featuring a range of hands-on lab activities
▸ Offers glimpses of **Office 365**

Computer-o-Pedia

▸ Strictly adheres to the **CISCE curriculum**
▸ Based on **Windows 10** and **Microsoft Office 2019**
▸ Covers age-appropriate programming languages, such as **Scratch, Java, and HTML**
▸ Introduces the learners to app development through **MIT App Inventor**
▸ Offers glimpses of **Office 365**

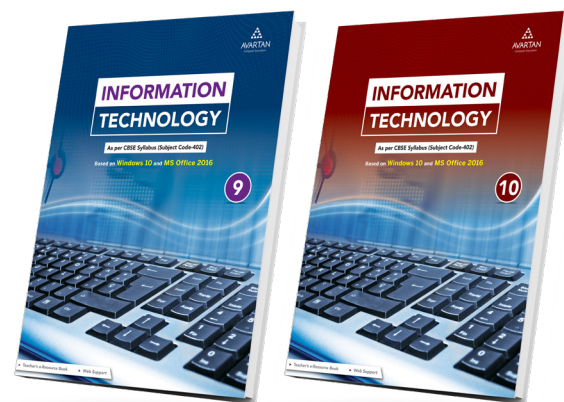## IT Hub

▸ Strictly adheres to the **CISCE curriculum**
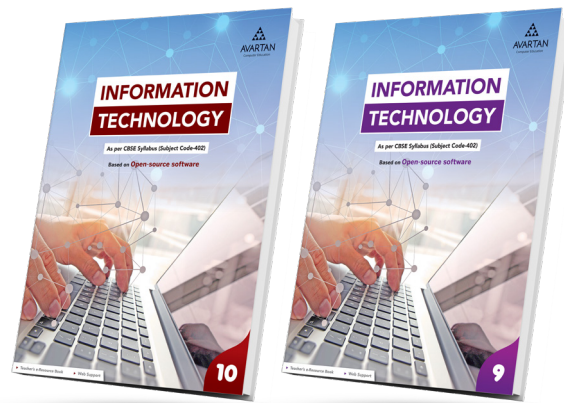▸ Based on **Windows 7** and **Microsoft Office 2013,** with coverage of **Windows 10**

Artificial Intelligence

▸ Strictly adheres to the AI Curriculum prescribed by CBSE and the Department of Skill Education for **Subject Code-417**

▸ Books are divided into two parts – Part A **(Employability Skills)** and **Part B (Subject Specific Skills: Artificial Intelligence)**
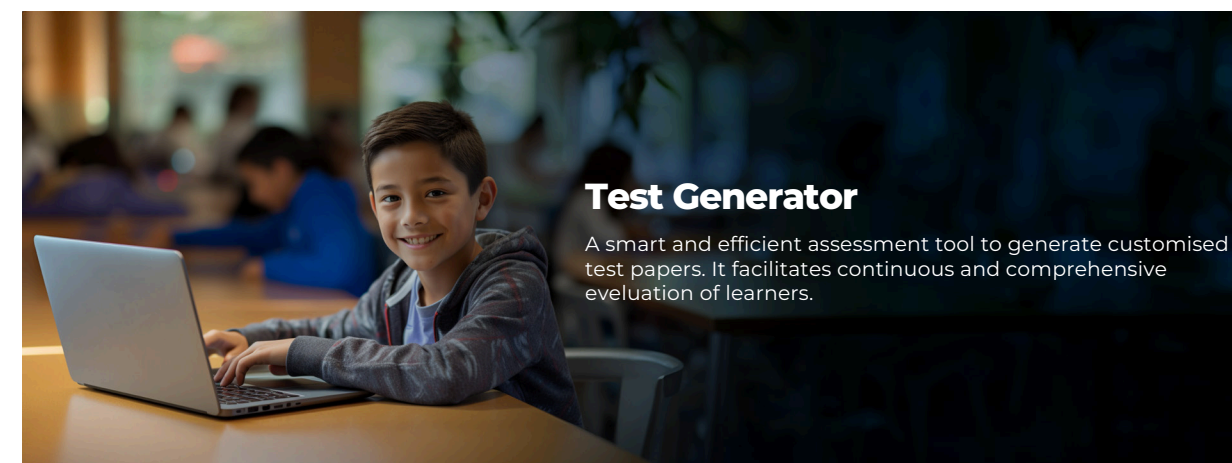
Teacher's e-Resource Book

This digital asset aids teachers and learners through e-book and other learning tools. It allows teachers to turn conventional classroom teaching into an interactive learning process.

Information Technology

▸ Strictly adheres to the latest syllabus prescribed by CBSE for **Subject Code-402**

▸ Books are divided into two parts – Part A **(Employability Skills)** and **Part B (Subject Specific Skills: Windows 10/ Microsoft Office 2016)**

Web Support for Teachers

It contains additional content to help the teacher in day-to-day classes by providing lesson plans, worksheets, answer keys, additional questions and answers, quizzes, and so on.

Information Technology

▸ Strictly adheres to the latest syllabus prescribed by CBSE for **Subject Code-402**

▸ Books are divided into two parts – **Part A (Employability Skills)** and **Part B (Subject Specific Skills: Open-Office)**

Test Generator

A smart and efficient assessment tool to generate customised test papers. It facilitates continuous and comprehensive eveluation of learners.