

GSEB Class 11 Computer Studies

Unit-wise syllabus and marks for the 2026-27 session.

UNITS	SESSION
13	2026-27

Exam pattern. Theory: 100 marks total, 80-mark written question paper plus 20 marks internal/school assessment (term tests weighted ~15% + 15% + 70% annual). Practical: separate 50-mark practical examination (Chapters 1 and 13 are theory-only and carry no practical weightage).

Practical. Hands-on practical exam worth 50 marks covering Synfig animation, Ubuntu Linux commands, Vim editing, shell scripting, and OpenOffice Base database tasks (tables, queries, forms, reports). Chapter 1 (Multimedia) and Chapter 13 (Current Trends) are theory-based and excluded from the practical.

#	UNIT AND TOPICS	MARKS
1	Introduction to Multimedia What is multimedia and its components; Text, audio, video, graphics and animation; Applications and uses of multimedia; Theory chapter (no practical weightage)	—
2	Animation Tool: Synfig Introduction to the Synfig Studio interface; Features and tools of Synfig; Setting up the workspace and canvas; Basics of 2D animation	—
3	Creating Animation Using Synfig Creating animation with keyframes; Working with the timeline; Tweening and motion; Producing a simple animation sequence	—
4	Introduction to Layers Concept of layers in Synfig; Advanced animation using layers; Layer types and ordering; Combining layers for complex animation	—
5	Using Pictures in Synfig Importing and handling images; Working with pictures in Synfig; Image-based animation; Exporting and rendering output	—

#	UNIT AND TOPICS	MARKS
6	Basic Ubuntu Linux Commands General purpose Linux commands; File and directory manipulation commands; I/O redirection and pipes; Sorting of records	—
7	Vim Editor and Basic Scripting Creating and editing files with the Vim editor; Vim modes and commands; Introduction to shell scripting; Writing and executing simple shell scripts	—
8	Advanced Scripting Shell script examples for administrative tasks; Variables, conditions and loops in scripts; Elementary system administration scripts; Automating tasks with scripts	—
9	Introduction to Database Management System DBMS concepts and terminology; OpenOffice Base introduction; Creating a database; Database design basics	—
10	Working with Tables Creating tables in OpenOffice Base; Defining fields and data types; Populating tables with data; Editing and managing table records	—
11	Retrieving Data Using Queries Writing queries for data retrieval; Query design in OpenOffice Base; Filtering and sorting data; Using criteria and conditions	—
12	Forms and Reports Creating forms for data entry; Designing reports for output presentation; Form and report wizards; Formatting output	—
13	Current Trends and Technologies Mobile Computing; Cloud Computing; RFID; Biometrics; Green Computing; Theory chapter (no practical weightage)	—

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