

Lesson Plan

Name of Faculty : Sh Rakesh Kumar
 Discipline : Computer Engg.
 Semester : 2nd
 Subject : Desktop Publishing
 Lesson Plan Duration : 15 Weeks (from jan-2018 to April-2018)
 Work Load (Lecture / Practical) per Week (in h) : Lecture - 0 Practical - 6

Week	Theory		Practical	
	Lecture Day	Topic (including assignment/test)	Practical Day	Topic
1			1	Overview of Desktop Publishing (DTP), Introduction of various keys in the keyboard and their functions.
			2	Document needs, creating a document, editing and formatting a document
2			1	saving and printing a document, inserting text and graphics, inserting columns, fonts and styles, integrating images and graphics from a drawing package in the document
			2	making transparencies, elements, frame option, arrange text, image control, expert tracking, indent/tabs, styles, type styles, layout, tool bar (page setting)
3			1	Introduction, exploring Corel Draw screen, using dialog boxes, using roll ups
			2	create/open file, save file, import/export files, print file
4			1	PRACTICALS 1. Using windows explorer and other windows elements
			2	PRACTICALS 2 Creating and opening a document in page maker/publisher/scrubus
			1	Use of ribbon bar, use of tool box, select object, shaping objects using zoom tool

5			2	filling objects, outline objects, use of line tool ☒ Setting up new drawing, setting multi-page document
6			1	undo/redo mistakes, repeat, cut, copy, paste, delete, duplicate, clone
			2	Practical 3 Formatting and editing a document Practical 4. Saving and printing a given document
7			1	Insert object, paste special, copy attributes from select all, drawing objects, selecting objects
			2	Page setup, insert/delete page, use of layers, roll up, grid and scale set up, guideline set up
8			1	Practical 5. Insertion of text and graphics in a given document from external source
			2	Practical 6. Using columns utility, to give the document column look
9			1	Formatting objects ☒ Arranging objects: align, order, group, ungroup
			2	☒ Arranging objects: combine, break apart, weld, intersection, trim, separate
10			1	Mode edit: to line, to curve, stretch, rotate, align, convert to curves ☒ Creating special effects: Transform roll up, clear transformation, add perspective, envelope roll up
			2	Practical 7. Using various fonts and styles to make a document more beautiful Practical 8. Use of page maker to make transparencies
11			1	Creating special effects: blend roll-up, extrude roll up, counter roll up, power line, power-clip clear effects
			2	Working with text: Character, paragraph text, frame, setting of tabs, indents, bullets, spacing in paragraph text

12			1	Practical 9. Formatting a given file by using undo/redo, repeat, cut, copy, paste, delete, duplicate and clone utilities Practical 10. Inserting objects in the drawing, aligning, ordering, grouping and ungrouping of those objects
			2	11. Use of combine, break apart, weld, intersection, trim and separate tools in a given drawing 12. Use of mode edit tools i.e. to line, to curve, to stretch, and rotate
13			1	13. Creating special effects i.e. transform roll-up, envelop roll up, add perspective, extrude roll up, contour roll up, power line, power clip, clear effects
			2	14. To insert character and paragraph text in a drawing and frame, setting of tabs, indents, bullets and spacing in paragraph text
14			1	15. Filling of text to a given path, aligning it to base line, straighten text and edit text
			2	16. Using tools such as spell checker, and thesaurus
15			1	17. Using find and replace text utility and type assist
			2	18. Adding various symbols to a drawing and creating different patterns