



## PLUS TWO - SCIENCE (SYLLABUS)

SUBJECT	TERM I	TERM II
ENGLISH	<ol style="list-style-type: none"><li>1. The Last Lesson</li><li>2. My mother at sixty six</li><li>3. Lost spring</li><li>4. An elementary school classroom in a slum.</li><li>5. Deep water</li><li>6. Keeping quiet</li></ol> <p>Supplementary Reader</p> <ol style="list-style-type: none"><li>1. The tiger king</li><li>2. The Enemy</li><li>3. Should wizard hit Mommy</li></ol>	<ol style="list-style-type: none"><li>7. The Rattrap</li><li>8. A thing of beauty</li><li>9. Indigo</li><li>10. Going places</li><li>11. Aunt Jennifer's tiger</li></ol> <p>Supplementary Reader</p> <ol style="list-style-type: none"><li>4. On the face of it</li><li>5. Evans Tries an O-level</li><li>6. Memories of Childhood</li></ol>
MATHEMATIC S	<ol style="list-style-type: none"><li>1. Relations of functions</li><li>2. Inverse trigonometric functions</li><li>3. Matrices</li><li>4. Determinants</li><li>5. Continuity of Differentiability</li><li>6. Application of Derivatives</li><li>7. Integrals</li></ol>	<ol style="list-style-type: none"><li>8. Application of Integrals</li><li>9. Differential Equations</li><li>10. Vector Algebra</li><li>11. Three Dimensional Geometry</li><li>12. Linear Programming</li><li>13. Probability</li></ol>
PHYSICS	<ol style="list-style-type: none"><li>1. Electric charges and fields</li><li>2. Electrostatic potential and capacitance</li><li>3. Current Electricity</li><li>4. Moving charges and magnetism</li><li>5. Magnetism and matter</li><li>6. Electromagnetic induction</li><li>7. Alternating Current</li><li>8. Electromagnetic waves</li></ol>	<ol style="list-style-type: none"><li>9. Ray optics and optical instruments</li><li>10. Wave optics</li><li>11. Dual nature of radiation and matter</li><li>12. Atoms</li><li>13. Nuclei</li><li>14. Semiconductor Electronics</li><li>15. Communication system</li></ol> <p>PRACTICAL</p>

<p>CHEMISTRY</p>	<ol style="list-style-type: none"> <li>1. The solid state</li> <li>2. Solutions</li> <li>3. Electrochemistry</li> <li>4. Chemical kinetics</li> </ol> <hr style="border-top: 1px dashed black;"/> <ol style="list-style-type: none"> <li>9. Coordination compounds</li> <li>10. Haloalkanes and Haloarenes</li> <li>11. Alcohols, Phenols, and Ethers</li> <li>12. Aldehydes, Ketones and carboxylic acids (up to Ketones)</li> </ol>	<ol style="list-style-type: none"> <li>5. Surface Chemistry</li> <li>6. General principles and process of Isolation of elements.</li> <li>7. The P block elements</li> <li>8. The d and f block elements</li> </ol> <hr style="border-top: 1px dashed black;"/> <ol style="list-style-type: none"> <li>12. Carboxylic acids</li> <li>13. Amines</li> <li>14. Biomolecules</li> <li>15. Polymers</li> <li>16. Chemistry on everyday life</li> </ol> <p><b>PRACTICAL</b></p>
<p>BIOLOGY</p>	<p>Unit VI - Reproduction</p> <ol style="list-style-type: none"> <li>1. Reproduction in Organism</li> <li>2. Sexual reproduction in flowering plants</li> <li>3. Human reproduction</li> <li>4. Reproductive health</li> </ol> <p>Unit VII - Genetics and Evolution</p> <ol style="list-style-type: none"> <li>5. Principles of Inheritance and variation.</li> <li>6. Molecular basis of Inheritance.</li> <li>7. Evolution</li> </ol>	<p>Unit VIII - Biology in Human welfare</p> <ol style="list-style-type: none"> <li>8. Human health and disease</li> <li>9. Strategies for enhancement in food production.</li> <li>10. Microbes in Human Welfare.</li> </ol> <p>Unit IX- Biotechnology</p> <ol style="list-style-type: none"> <li>11. Biotechnology: Principles and processes</li> <li>12. Biotechnology and its applications.</li> </ol> <p>Unit X- Ecology</p> <ol style="list-style-type: none"> <li>13. Organisms and populations</li> <li>14. Ecosystem</li> <li>15. Biodiversity and conservation</li> <li>16. Environmental issues.</li> </ol> <p><b>PRACTICAL</b></p>

<p>COMPUTER SCIENCE</p>	<p>Unit I - OOP in C++</p> <ol style="list-style-type: none"> <li>1. Review - C++ covered in XI</li> <li>2. Object Oriented Programming</li> <li>3. Implementation of Object Oriented Programming concepts in C++</li> <li>4. Constructor and Destructor:</li> <li>5. Inheritance (Extending Classes):</li> <li>6. Data File Handling:</li> <li>7. Pointers</li> </ol> <p>Unit IV - Boolean Algebra</p>	<p>Unit II - Data Structures</p> <ol style="list-style-type: none"> <li>1. Array - One Dimensional, 2 Dimensional. (Search &amp; Sort)</li> <li>2. Stack</li> <li>3. Queue</li> </ol> <p>Unit III - DBMS and SQL</p> <p>Unit V - Communication Technologies</p> <p>PRACTICAL - C++ &amp; SQL</p>
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